



BY: MATT MEADE, SFRPG.COM

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Note: "Lorem Ipsum" is placeholder text for content that hasn't been made yet. Please stop asking what it is.



CREDITS

Written by: Matt Meade

With character bios written by: Benjamin Terry

Editing: Matt Meade, Benjamin Terry, Merlin Reynolds

Playtesters: Ryan Levie, Jason Honea, Jerry Murray, Matt Meade

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Front-cover artwork commission by http://jaimito.deviantart.com

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Dedicated to my kids Maximilian and Alexandria

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This e-book was made by fans of **Street Fighter: The Storytelling Game** (1994) and is not for resale. All characters are property of CapcomTM. The Storyteller System is property of White WolfTM. Use and adaptation of the artwork, game mechanics, and characters does not imply ownership. This is not the greatest game in the world, this is just a tribute.

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"As a man of my word, I'll keep my promise to you. Here is the G file! The project has already begun and there is nothing you can do to stop it!" - Gill

When I first opened my site around 1999 (called "Matt's Conversions" at the time), my main goal was to analyze all the Street Fighter video games that were released after Street Fighter: The Storytelling Game went out of print, and convert them for use in the Storyteller Game.

In the beginning my approach was not only to add every detail of the new video games, but to "correct" the existing material to match them.

I'm a little older and wiser now. In retrospect, this approach made the game too convoluted.

The release of Street Fighter IV has prompted me to reboot the project, but this time with a new approach. Rather than trying to shoe-horn in every detail of the video games, I plan to follow the example laid out by the original source material and focus on playability. Every detail doesn't have to be 100% accurate.

With a little luck this will keep the project from stalling out, and produce a finer quality product in the end (you may have noticed I am also better with layout this time around).

Even playing fast-and-loose with the video games however, there is still a lot of material and it can be unwieldy, so bear with me as I work on this in my small amount of free time :-)

Here is the G file!

The updates are scheduled as follows:

STREET FIGHTER IV 🗹

Abel, C.Viper, Decapre, El Fuerte, Gouken, Hakan, Juri, Poison, Rufus, and Seth.

STREET FIGHTER III 🗹

Alex, Dudley, Elena, Gill, Hugo, Ibuki, Makoto, Necro / Oro, Q, Remy, Sean, Twelve, Urien, Yang and Yun.

STREET FIGHTER ALPHA 🗹

Adon, Akuma, Birdie, Charlie, Cody, Dan, Gen, Guy / Juli, Juni, Karin, R.Mika, Rolento, Rose, Sakura and Sodom.

STREET FIGHTER V

Abigail ⊠, Ed ⊠, Falke ⊠, F.A.N.G ⊠, G ⊠, Kolin ☑, Laura ⊠, Lucia ⊠, Menat ⊠, Necalli ☑, Rashid ☑, Zeku ⊠, and also updating some existing characters ⊠.

MISC

Animal Companion Rules ☑, Blind Fighting Rules ☑, House Rules ☑, Haggar ☑, Nadeshiko ☑, The Dolls ☑, more supporting cast ☑, story aids ☑, and other misc. ☑.

STREET FIGHTER 🗵

This will include: Eagle, Geki, Joe, Lee, Mike and Retsu, along with setting information.





"Where there is only a choice between cowardice and violence, I would advise violence." - Mohandas Gandhi

TIMELINES

There are many different timelines in Street Fighter that correspond to the different video games. As always, the storyteller has final say with the setting, and can adjust dates and other details according to her personal tastes.

STREET FIGHTER

The original Street Fighter was set in 1987 a much more innocent time. Shadoloo operated mostly behind the scenes and the focus of the story was a legitimate fighting **tournament** to determine who was "World's Strongest".

Not happy with simply being the emperor of Muay Thai, Sagat held the first tournament to test his skills against other fighting styles. He was dethroned by Ryu, an up and coming Shotokan stylist who defeated the reigning champ with a Dragon Punch so powerful it left a huge scar across Sagat's chest.

Ryu wanted to ask his sensei Gouken about the strange power he felt inside him during that match, but found Gouken apparently dead when he returned home, murdered by his brother Akuma according to Ken, who had seen the end of the battle.

While all this was going on, Metro City had it's own problems. Mayor Mike Haggar along with Cody and Guy set about cleaning up the streets after Haggar's daughter Jessica was kidnapped by the Mad Gear gang.



STREET FIGHTER ALPHA

The Alpha series takes place from 1987 to 1990. Shadoloo emerges as the main antagonist and much of the plot revolves around M. Bison seeking a fighter strong enough to serve as his new body (M. Bison can transfer his soul to different bodies).

Later Bison develops the "Psycho Drive" which gives him energy taken from the negative emotions of people all over the world.

Cammy is still under Bison's control during this time, along with 12 other girls that formed Bison's elite team called the Dolls who were sent out to do Bison's bidding.

Through the combined efforts of Interpol and the US Military, including Chun Li, Charlie, and Guile, Bison is finally destroyed. His soul however, takes over Rose's body and he rebuilds Shadoloo in her body until his scientists can create a new body for him. Rose is released at this time and has no memory of what occurred while she was possessed.

It was thought that the Dolls would die when M. Bison was destroyed because they were so dependent on his ego from years of brainwashing, but Cammy (because of her shared M. Bison DNA) was able to operate the Psycho Drive enough to restore their minds and free them.



STREET FIGHTER II

The second World Warrior **tournament** happened in 1993. The setting is described in detail in the main sourcebook.

Storytellers may want to remove the part about Bison's mysterious meteor that gives him power, and instead go back to the idea that Bison is an evil psychic.

Akuma could be found in the Street Fighter II setting, looking for powerful fighters to face off with (Possibly the player characters?).

STREET FIGHTER IV

Shadoloo has fallen but many strange incidents all over the world make Guile, Cammy, and Chun Li suspect that maybe it is returning. The trail leads them to S.I.N., a weapons developer and manufacturer run by the mysterious Seth.

Seth is actually one of several experimental bodies created as a backup body for M. Bison's soul to inhabit. Seth has grown independent however and has his own plans to run things himself.

The B.L.E.C.E. project is a weapon Seth is working on that could give ordinary people Chi powers. Like Bison, Seth is very interested in the power that lies in Ryu, but the power is sealed later by Gouken who turns out to be alive after all.

Seth holds a **tournament** to find powerful fighters from all over the world to study and incorporate into the B.L.E.C.E. project.

Bison's scientists manage to create a new, slightly inferior body and resurrect him and Bison plans to tie up loose ends by putting Seth in his place.



STREET FIGHTER V

Shadoloo begins a new campaign to take over the world called Project C.H.A.I.N.S. which is overseen by F.A.N.G

Project C.H.A.I.N.S. involves a series of flying spherical weapon (possibly a satellite) but someone has stolen their control keys.

It is during this chaotic period that the Illuminati becomes involved, resurrecting Charlie Nash.

To make matters worse, Necalli, the avatar of an ancient Aztec God has awakened to devour the souls of powerful warriors.



STREET FIGHTER III

Taking place in 1998 and 1999, this setting revolves around a tournament hosted by Gill, the leader of the mysterious Illuminati organization.

While it is unclear what his true motivations are, he considers himself a god and seems to think he will be leading the world into a new utopian age of paradise. He holds a **tournament** to find strong fighters that can help usher in this new age.

While it's unclear if Gill should be considered "evil", he does dabble in some shady hobbies such as controlling world events from behind the scenes, and creating an army of genetically engineered super-soldiers.



THE WORLD WARRIORS

Several new World Warriors enter the fray in this supplement. All are based on characters from the video game series, and will be outlined here.

CHAMPIONSHIP ROLL CALL

Abel: This honorable French MMA fighter is trying to unlock the secret of his amnesia. The first thing he can remember is narrowly escaping a burning Shadoloo base.

Abigail: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Adon: Former student and now rival of Sagat.

Akuma: Brother of Ryu and Ken's teacher Gouken, who seemingly murdered him and seeks to bring out the Satsui No Hado in Ryu.

Alex: An orphan from NYC, Alex sought revenge on Gill for injuring a family member in a match. He finally got it by defeating Gill and winning the tournament. Now he travels to improve his fighting and see the world.

Birdie: A former Pro Wrestler and street thug who briefly joined Shadoloo before deciding he didn't like them and worked for Karin instead.

Charlie Nash: Guile's mentor and commanding officer who was killed by Shadoloo and brought back to life by the Illuminati.

Cody Travers: Hero of Metro City who defeated the Mad Gear Gang, but later turned to a life of crime himself.

Crimson Viper: Crimson Viper is a CIA agent who juggles being a single parent with working undercover for SIN using the alias "Maya".

Dan Hibiki: After Gouken refused to teach him further he started his own Dojo and made-up Style. He seeks revenge against Sagat for killing his father in a tournament match.

Decapre: This Russian fighter is one of Bison's elite Dolls. Completely under his mind control, her past is shrouded in mystery.

Dudley: This wealthy Englishman is a professional boxer who fights to rebuild his father's fortune. He finally got back the last thing his father lost, a car, by impressing Gill at the tournament, who purchased the car earlier on the black market.

Eagle: A stick fighter who now works as a bouncer for a noble English family and seeks to become a baron.

Ed: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum. **EI Fuerte:** El Fuerte is renowned in the world of Mexican Wrestling, and also culinary circles. He enters tournaments to travel the world collecting exotic local recipes.

Elena: Elena is an upbeat African princess who left her tribe to study abroad like her father before her. Capoeira is a tradition in her tribe, and she seeks to make friends all over the globe by engaging them in this "dance".

Falke: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

F.A.N.G: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

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Geki: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Gen: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Gill: Gill is the head of the Illuminati. Genetically engineered and hand picked as the best of all the potential candidates, he seeks to usher the world into an age of enlightenment by embracing the duality in the nature of all things. Though the ends he seeks are noble, he uses highly questionable means.

Gouken: Thought to be dead after his battle with Akuma, this master of Shotokan Karate (and sensei of Ryu and Ken) is now back on the scene after regaining consciousness.

Guy: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Hakan: Hakan is a master of Turkish oil wrestling, and also the owner of one of the world's largest extra virgin olive oil manufacturing companies.

Hugo Andore: Once serving as muscle for the Mad Gear gang, this giant German powerhouse has since left to pursue a career in professional wrestling with Poison as his manager. They travel around seeking powerful fighters for their stable.

Ibuki: A teenager from a ninja village who skipped class to meet cute guys at the SIN tournament, stole secret files from Gill at his tournament on a clan assignment, and flirted her way to victory against Oro to pass her final exam and graduate ninja academy.

Joe: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum. **Juli:** Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Juni: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Juri Han: Besides being a master of Taekwondo, Juri Han was a fairly normal girl until Bison killed her parents. The eye she lost in that confrontation has since been replaced by SIN with a cybernetic one, and she leverages the opportunities from working at SIN to seek her revenge.

Karin Kanzuki: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Kolin: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Laura Matsuda: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Lucia Morgan: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Lee: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Maki Genryusai: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Makoto Rindou: This rough and tumble Japanese Karate girl was put in charge of her once-great family dojo after her father died. Since then she's been struggling to keep it going and entering tournaments to rebuild the dojo's reputation. She finally succeeds after Gill's tournament, after that people come from far and wide to enroll.

Menat: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Mike: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Necalli: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam

tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Necro: Tricked into joining Gill's organization, Necro was enslaved and used as an experimental prototype for Twelve. He was to be destroyed afterwards, but a fellow mutant and love interest from the lab saved him. Now they are constantly on the run from agents of the organization, because they know too much.

Oro: This ancient mystical hermit is looking for someone worthy enough to pass on his Senjutsu fighting style to. He eventually chooses Ryu after meeting him in Gill's tournament, and they leave to go train before the tournament is even over, disqualifying them both.

Poison Kiss: She grew up in an orphanage, and turned to a life of crime. To survive on the mean streets she joined the Mad Gear gang. Later she left that life behind and became a pro wrestling manager (managing Hugo). Now she's always looking for new fighters for her stable.

Q: The CIA refers to him as "the man in the trench coat", but haven't found any details about him yet. He's wanted for questioning having been spotted at the scene of murders all over the world at almost the same time (?!) He seems to make mechanical noises at times but can also be heard breathing.

"Rainbow" Mika Nanakawa: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Rashid: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Remy: Remy's father abandoned his family to become a "true warrior", and his older sister has died. For this Remy despises all fighters. After Gill's tournament however he is finally able to let go of the past.

Retsu: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Rolento F. Schugerg: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Rose: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Rufus: This tough biker taught himself Kung Fu, and considers himself the greatest martial artist in America. He has a one sided rivalry with Ken Masters (the actual #1 fighter in America) that has become an obsession.

Sakura Kasugano: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Seth: #15 of 28 cyborg bodies created to act as a replacement body for M.Bison. He developed free will spontaneously and acts as CEO of SIN, where he kidnaps fighters for experimentation and holds tournaments to analyze and incorporate fighting techniques from many fighters.

Sodom: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Twelve: Twelve was created by Dr Kure in an Illuminati lab along with many other numbered beings just like him. After each mission his cells are regenerated and his cybernetic brain is wiped back to its default state. After Necro (a prototype of Twelve) and Effie escaped he was sent to eliminate them. What no one realizes is that he is close to achieving agency and self awareness, and may already have by the end of the Illuminati timeline.

Urien: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Yang Lee: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Yun Lee: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Zeku: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.



Brawling: The rough and tumble, undisciplined style of thugs and self taught street fighters

Bushinryu: An ancient style of Ninjitsu, their clan fights behind the scenes as a force for good in the world.

Mixed Martial Arts: A fairly modern competitive sporting style of martial arts which takes maneuvers from several other styles.

Programming: Not a style per se, this is the way a cybernetic or completely robotic brain learns fighting maneuvers by writing them directly to memory.

Rindoukan Karate: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae,

vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Saikyo Ryu: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Senjutsu: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Shorinji Kenpo: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Stick Fighting: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Taekwondo: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.



Goukento: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Metro City: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

Unknown Mediterranean Island: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.



Delta Red: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

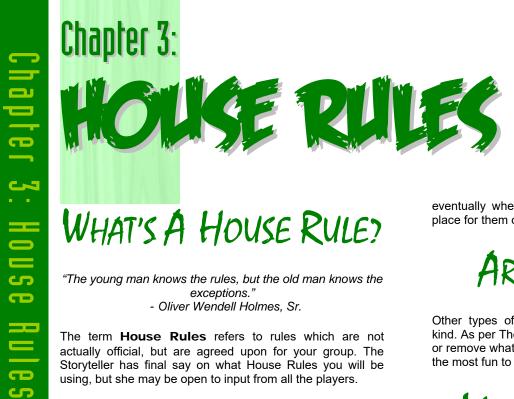
Dolls: M. Bison's elite unit of kidnapped and brainwashed women who serve as bodyguards and assassins. There are twelve of them, each named after a month of the year. Cammy used to be the 13th member before her amnesia. They were thought to be lost when Bison was destroyed in

Alpha timeline, but it turns out Cammy had restored their minds enough to function. They were experimented on by S.I.N. during Street Fighter IV, and work for Bison again in Street Fighter V.

Illuminati: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum. **Mad Gear Gang:** Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.

S.I.N.: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas hendrerit vestibulum laoreet. Donec quam tortor, ornare venenatis rutrum vitae, vulputate ac tortor. Phasellus ullamcorper efficitur ligula ac elementum.





WHAT'S A HOUSE RULE?

"The young man knows the rules, but the old man knows the exceptions." - Oliver Wendell Holmes, Sr.

The term House Rules refers to rules which are not actually official, but are agreed upon for your group. The Storyteller has final say on what House Rules you will be using, but she may be open to input from all the players.

Also feel free to make them up as you go along. If after several sessions you decide you don't like something in the game, feel free to change it at any point.

Since the G-File you are holding right now wasn't published by White Wolf, technically the whole thing is House Rules too. You can decide to use some, all, or none of it.



Appendix 1 in the back of the book deals with Errata. Errata just means errors or ambiguities with the original source material, so you are going to have to make the call

eventually when it comes up. As such, there is a special place for them on the House Rules Sheet.



Other types of House Rules are the completely arbitrary kind. As per The Golden Rule (Core pg. 35) you can just add or remove whatever you want. It's your game, do whatever is the most fun to you!



There is a blank House Rules Sheet in the back of the book for you to fill out your own house rules on. Below I will show an example of a filled out sheet for your reference. The example I show here is the actual house rules that I use in my games, so feel free to use it as a starting point if you wish.



Air Suplex available to Spanish Ninjitsu? YES	
Backflip cost for Wu Shu? 3	
Backflip Speed?	
3	
Balance cost for Ninjitsu?	
Basic Weapon Maneuver names? JAB, STRONG, FIERCE	
Blocks are all Abort? NO, JUST "BLOCK"	
Brain Cracker cost for Jeet Kune Do? REMOVE FROM LIST	
Breakfall cost for Baraqah? REMOVE FROM LIST	
Breakfall cost for Tai Chi Chuan? REMOVE FROM LIST	
Drunken Monkey Roll cost for Kung Fu?	
Eye Rake Technique? PUNCH, NOT 6RAB	
Face Slam for E.Honda? NO, WRITER WAS HIGH	
Flying Head Butt cost for Wrestling? 2	
Flying Fireball cost for Shotokan Karate? 2	
Flying Fireball cost for Wu Shu? 2	

Errata Rulings (See Appendix 1 for details)

Arbitrary Rulings (Anything goes!) WILLPOWER: CAN BE SPENT OUTSIDE OF COMBAT FOR AN AUTOMATIC MARGINAL SUCCESS. CAN ONLY BE SPENT IN COMBAT FOR MANEUVER COSTS.

FOCUS PROJECTILES CANCEL EACH OTHER OUT.

YOU MAY STOP YOUR FOCUS PROJECTILE AT WILL

TAKING TWICE AS MUCH DAMAGE AS YOU HAVE HEALTH CAUSES DEATH

IPT OF CHI AND WILL RECOVERS PER DAY AUTOMATICALLY WITHOUT HAVING TO GET INTO A FIGHT AND ROLL HONOR AFTERWARDS

NO SUCH THING AS SAVATE SHOES

JIU JITSU GETS GROUND FIGHTING AT 3PTS

LUNGING PUNCH DOES NOT EXIST, TOO DUMB

Flying Tackle +2 Speed Target? MUST BE SAME TARGET
Forward Backflip Kick Move? TWO
Haymaker cost for Savate? REMOVE FROM LIST
Kippup cost for Jiu Jitsu? REMOVE FROM LIST
Levitation cost for Lua?
Lunging Punch and Crouching Block? IGNORE CROUCH BLOCKING
Neck Choke for T.Hawk? YES, HE HAS IT IN THE V6
Shikan-Ken cost for Ninjitsu? 3
Shrouded Moon cost for Ninjitsu? 2
Siberian Bear Crusher cost for Sanbo? 5
Toughskin cost for Savate
REMOVE FROM LIST
Tumbling Attack cost for Spanish Ninjitsu?
Widowmaker cost for Savate? REMOVE FROM LIST
Widowmaker Move? TWO
Willpower usage? SEE BELOW

CYBORGS AND HYBRIDS DO NOT RECEIVE ANY EXTRA DOTS IN ANYTHING

CYBORGS CAN'T USE THEIR BACKGROUND AS FOCUS

Chapter 4: TRAITS AND SYSTEMS

B.L.E.C.E.

"I have something to say! It's better to burn out than to fade away!" - Kurgan

The B.L.E.C.E. project sought to take Cybernetics into the realm of chemistry and bio-engineering, so that the augmentations were less obvious and more covert. They were successful to some degree but the resulting fighters were highly unstable and had a lifespan of only about a week at most. This still proved useful in terrorism, as it doesn't take a week to walk through the metal detectors in an airport and perform an Inferno Strike on a crowded airplane. People with this background don't always volunteer, they are sometimes abducted and forced.

S.I.N. runs the project, so any fighter taking this background would have to get it from there. The project itself technically also covers Cybernetics, but those fighters use the regular rules for Cybernetics (Juri, Seth, etc.), this Background only represents the non Cyborgs.

Using B.L.E.C.E .: You may purchase and use Focus techniques in the same way as Cyborgs do (Player's Guide pg. 30). You may use this rating instead of Focus to purchase Focus based Special Maneuvers from any style. You have the option to use Physical instead of Mental Attributes to calculate them, and you may spend Health Levels instead of Chi to perform them. You do not get any of the other benefits or drawbacks of Cybernetics. Your augmentation is undetectable by conventional means (metal detectors etc.) but would seem like quite an anomaly in your aura.

- You will self destruct in 6 days. Sucks to be you.
- - You will self destruct in 5 days. Sucks to be you.
- ••• You will self destruct in 4 days. Sucks to be you.
- •••• You will self destruct in 3 days. Sucks to be you.
- ••••• You will self destruct in 2 days. Sucks to be you.

Self Destruct: At the Storyteller's discretion, and at the whim of S.I.N. you will explode and die according to the chart above, doing damage equal to your maximum Health Levels + B.L.E.C.E. rating, to everyone within a number of hexes equal to your B.L.E.C.E. rating in every direction.

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FAMILIAR

"Some people talk to animals. Not many listen though. That's the problem." - A.A. Milne

Familiars are magical creatures that appear to most observers to be normal animals. They form a special bond with their owners, who are typically magical as well. Classical examples include a Witch and her black cat, a Wizard and his raven, a Druid and her wolf, or a Sennin and his tortoise.

The exact type of Familiar you have will depend on what type of character you have, your Chronicle and your Storyteller. All of them however will have intelligence comparable to a human, despite appearing to be a common animal. They are magical beasts after all, and are fully

capable of understanding complex instructions and performing sophisticated tasks. While their intelligence level is comparable to a human, it is not exactly the same as human intelligence. Communication might be through visions or feelings for example, rather than your dog writing you a note and passing it to you (ugh).

• - Familiar gains hyper intelligence (described above)

•• - Familiar gains Telepathy, but it is only usable with the character which it is bonded to

●●● - Familiar gains Chi Kung Healing, but it is only usable with the character which it is bonded to

•••• - Familiar gains Death's Visage

●●●●● - Familiar gains Yoga Teleport or Ghost Form

The abilities above can be exchanged for something more fitting at the Storytellers discretion.



SATSUI NO HADO

"You don't know the power of the dark side." - Darth Vader

Satsui No Hado, or "Killing Intent" is the dark side of Chi use. A fighter begins to go down that road when they become obsessed with winning at any cost. The path of Satsui No Hado embraces mercilessness, dominance, aggression, and power.

In the beginning it seems like a sweet deal, you begin unlocking the secrets of Chi and becoming powerful at a faster rate than you thought possible, but this is a sirens call. Those who continue down this slippery slope begin to lose control, unable to resist fighting to improve. They lose themselves in the quest for power, indeed even their physical appearance will change, taking on characteristics such as pointed teeth, red glowing eyes, strange skin coloration, not to mention it is obvious in their aura. Slowly but surely they are transformed from human to Oni by their lust for power.

Eventually the dark Chi coursing through you will wrack your body, and those fighters who do not train hard to compensate for that may pay with their life.

You must have at least Focus ●● to begin acquiring Satsui No Hado, otherwise you simply do not understand enough about channeling Chi. As you gain more and more points in this Background you receive the following for free, but also permanently lose 20 Health over the course of getting 5 dots, so you need to purchase more Health along the way to avoid death..

- +1 Focus, +1 Willpower
- ●● +1 Chi, -2 Health
- ●●● +1 Focus, -4 Health
- •••• +1 Chi, Ashura Warp, -6 Health
- ●●●●● +1 Focus, Raging Demon, -8 Health

Gaining and losing points in this Background should be determined by your Storyteller through role-playing. One good rule of thumb is to give them a new dot each time they go Berserk. It should be a very slippery slope. Make them really work at managing it if they don't want to get 5 dots.

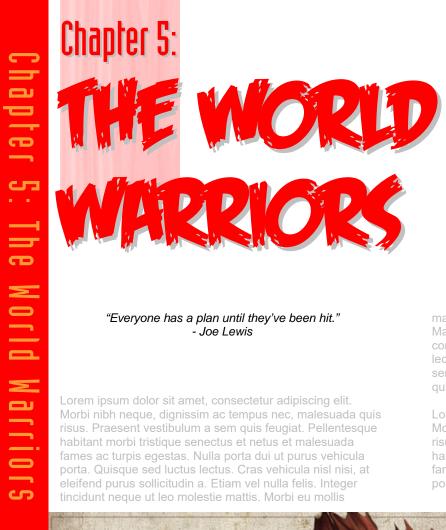
At the Storyteller's discretion, after conquering your inner demons and keeping your Satsui No Hado at bay, it may actually be expelled from your character as a separate entity, your dark side or Jungian shadow so to speak (but in the flesh!) This happened to Ryu in the form of Kage.

Berserk: Any time that the fighter encounters someone they judge to be a "worthy opponent" (equal or greater power) or any time they drop below half their Health levels, or any time another fighter challenges them, they must make a focus roll and get as many successes as they have points in Satsui No Hado or fight until one of them has been completely beaten (this means death at storyteller discretion). The Storyteller can feel free to play the character for them if he feels they are holding back. They must fight as hard as possible no matter the consequences. If they also have Zen No Mind they can roll their Chi instead of their Focus. Unlike Animal Hybrid "Berserk" a Satsui No Hado user still has their senses about them and can fight smart. They want to destroy their opponent but they will still do it with cunning efficiency.

When you do not view someone as a worthy opponent, or not yet, you can be ok at times, even mentoring them until they are good enough to be a challenge to you in a death match.

If they will never be a challenge to you, you are capable of acting downright honorably.





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8 World Warriors

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ABEL

Abel is a man still stitching together the pieces of his past. What has he discovered? He's French. He served as a mercenary, he was a soldier. He seems to recall escaping а Shadoloo base as it burned. Something about Shadoloo draws him, a mystery he must unravel. He also seeks to know more about his barely remembered mercenary mentor,

> **Playing Abel:** You are driven to discover the secret to your past, and nothing can stop you from pursuing that. Aside from that, you are a military man, enjoy following the fight world, and have a deep fondness for dogs.

Seth and Nash. His journey has led him to believe they are all linked somehow to his past. പ

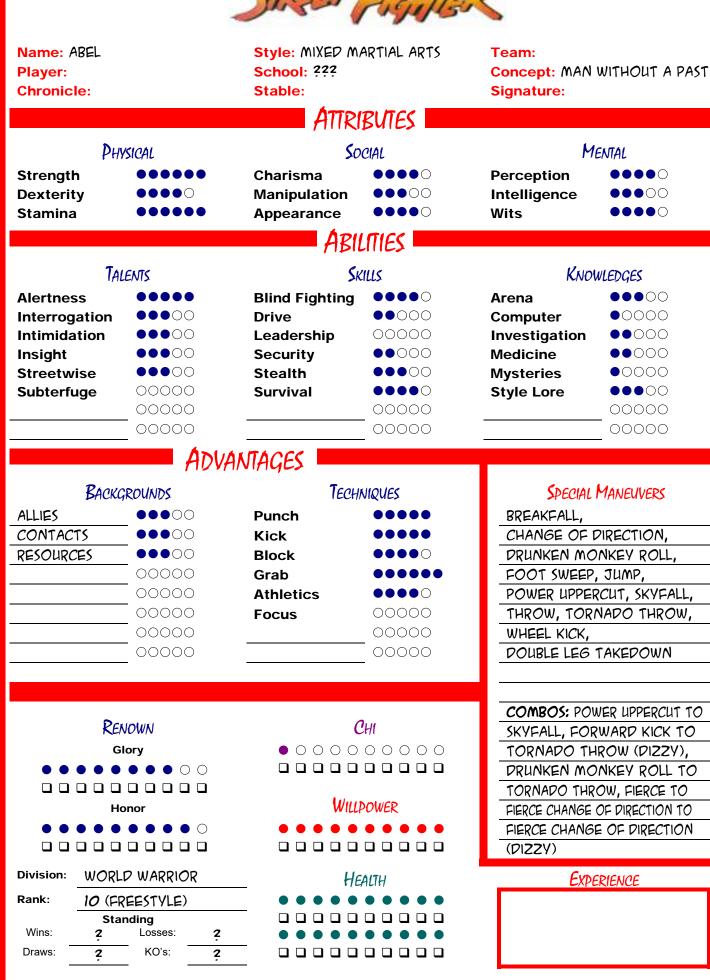
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It was Chun Li and Guile who aided him most, as he worked through his vague remembrances of the past. Abel dove into the world of S.I.N., discovering evidence of its ties to Shadoloo.

Appearance: Abel is a sturdy Frenchman with short blond hair, the hairline beginning to recede. When active, he often wears shorts and a blue Judo gi top, cinched at the waist with a black belt. He otherwise prefers sporty or casual attire.



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Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

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fringilla lectus in elit accumsan, sed luctus felis convallis. Quisque tristique, velit in consectetur tempus, lectus enim vehicula felis, ut iaculis orci velit at nisl. Fusce semper erat in nibh pulvinar, non volutpat erat mattis. Sed quis varius ante, non mollis urna.

Appearance:



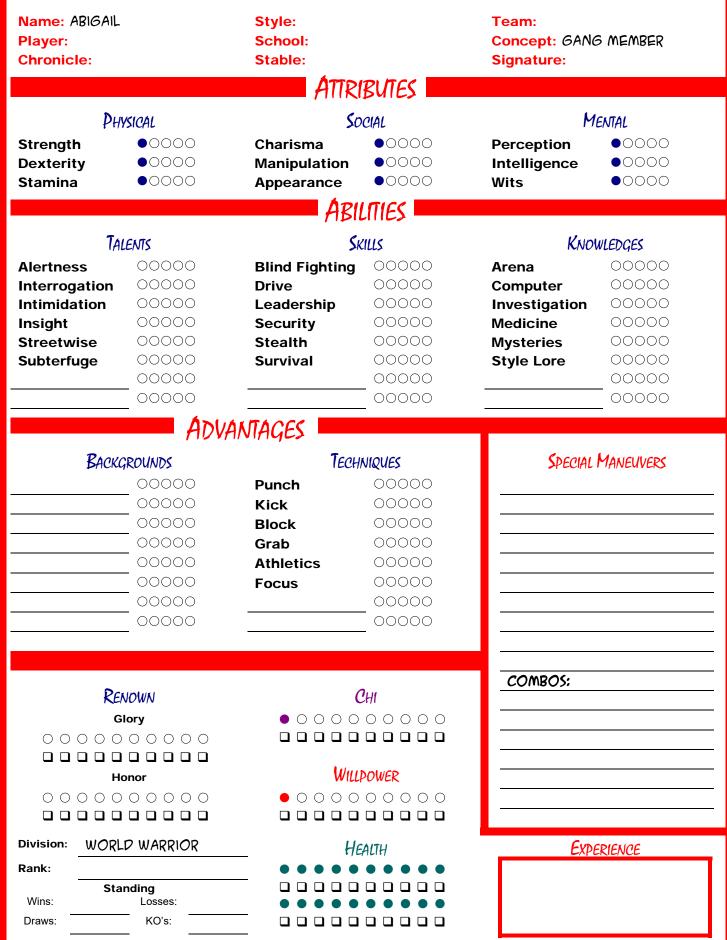
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Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

Adon

Adon is a cocky master of Muay Thai. In Thailand, he had encountered Sagat and Sagat impressed him with the power of his style. It became a fascination, or obsession for the young Adon, who went on to train with Sagat personally. He later participated in the World Warrior tournament where Ryu first claimed his title. At the time, Adon wanted to prove to the world that his Muay Thai was not just a lesser version

of Sagat's, but his overconfidence led to a fairly embarrassing rapid loss to Ryu. After the events of the tournament, Adon was enraged. He was not angry at Ryu so much as Sagat, who he felt had let down the entire martial art, as well as crushing Adon's youthful dreams of the style's dominance.

Adon then decided that Sagat was no longer worthy, and that he should challenge Sagat to become the new

> **Playing Adon:** You are ambitious, cocky, sometimes overconfident, and definitely driven. You have trouble being a nice guy.

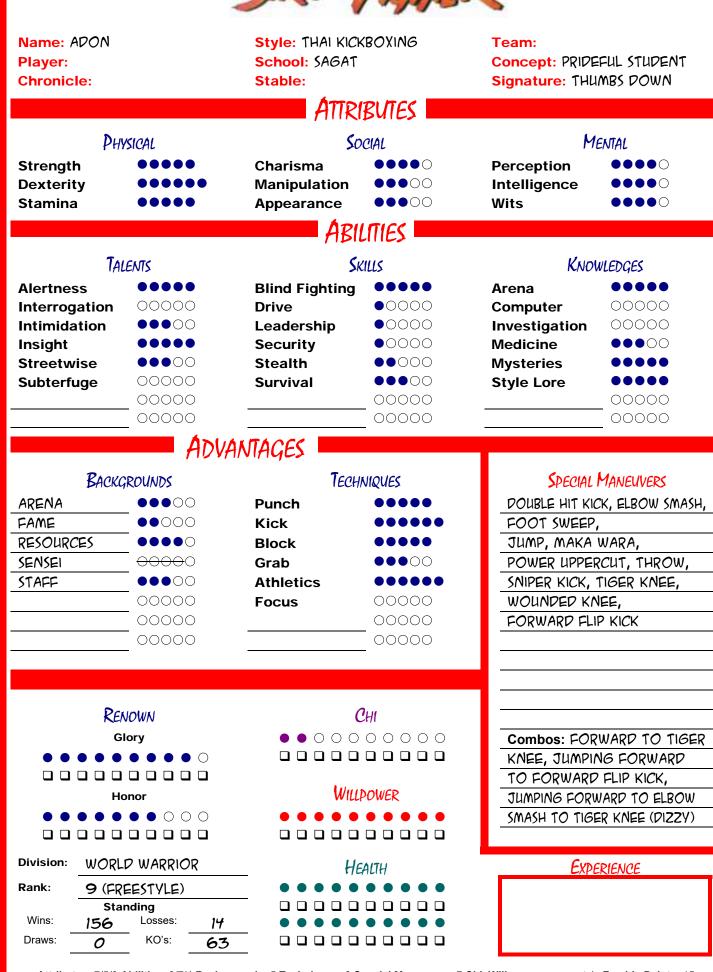
Emperor of Muay Thai. When he meets Sagat again, Sagat himself is filled with rage at how Ryu defeated him. The rage is so all-encompassing, the distraction of it led to a less than perfect performance in his fight against Adon. This leads to Adon claiming the title of Emperor of Muay Thai, though not without difficulty as the match resulted in injuries so severe Adon needed time to recover in the hospital. പ

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8 Norld Warriors

Investigating Sagat's loss to Ryu, Adon comes to know of the Satsui No Hado and the existence of Akuma. This power intrigues him, and he sets off to meet Akuma or learn more of the secrets of the Satsui No Hado so he can increase his power.

Appearance: Adon fights in standard Muay Thai attire. His hands and feet are wrapped and he prefers blue trunks with yellow trim. He is a wiry Thai man, his Muay Thai headband and his distinctive back-swept orange hair completing his look.



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Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

AKUMA

Long ago, Akuma and his older brother Gouken were taught the art of Shotokan Karate by Goutetsu. Goutetsu was a legendary master who had invented the techniques Shotokan is known today, among other more for powerful killing arts. Both Akuma and Gouken were taught these arts, however Gouken was loathe to use them. Akuma, on the other hand, pursued the perfection of the killing arts without reservation. In his 20s Akuma late challenged Goutetsu to a test of his skill in the arts, and emerged victorious, killing his own master.

Gouken saw immersion in the killing arts as tainting the pure spirit of Hado, but Akuma continued to disagree. In time this led to Akuma forcing the issue,

> Playing Akuma: All that truly matters to you is power and excellence in battle. No distractions from that pursuit are tolerated. You are not petty and do not visit cruelty upon the weak for your own pleasure. On the other hand, the concerns of sentimental people, or those who do not understand the path of a true warrior are nothing to you. For the most part, normal people are not to be despised, they are simply insignificant.

challenging Gouken to prove him wrong. Gouken and Akuma battled, and once again, as Gouken's student Ken witnessed, Akuma was victorious, killing

> his older brother, letting demonic intent guide his fighting. He then retreated to train further at his own private island of Goukento.

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Since this time, Akuma has wandered, looking for worthy opponents upon which to test and improve his skills. He has seen the power of Gouken's Ryu and student has encouraged him to seek further perfection through the pursuit of the Satsui No Hado. As for other challengers, he has met and been impressed by the Chinese assassin Gen. as well as the hermit Oro. He considers M. Bison, on the other hand, to be pathetic, a man consumed by his own shadow.

> **Appearance:** Akuma normally wears a dark grey karate gi with the sleeves ripped off, sometimes cinched with a black belt or sometimes a large rope. His hands are often either clad in fight gloves or wrapped with rope. He traditional Japanese wears shoes, and has bright red hair he keeps bound straight up from his head. Around his neck he often wears a necklace of very large beads. He is a powerfully built dark Japanese man, sometimes with a reddish hue to his skin. It is difficult to determine his age, his eyes glow with demonic pure red energy when he fully unleashes his power in battle.

RENOWN

Glory

Honor

Standing

NONE

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Division:

Rank:

Wins:

Draws:

WORLD WARRIOR

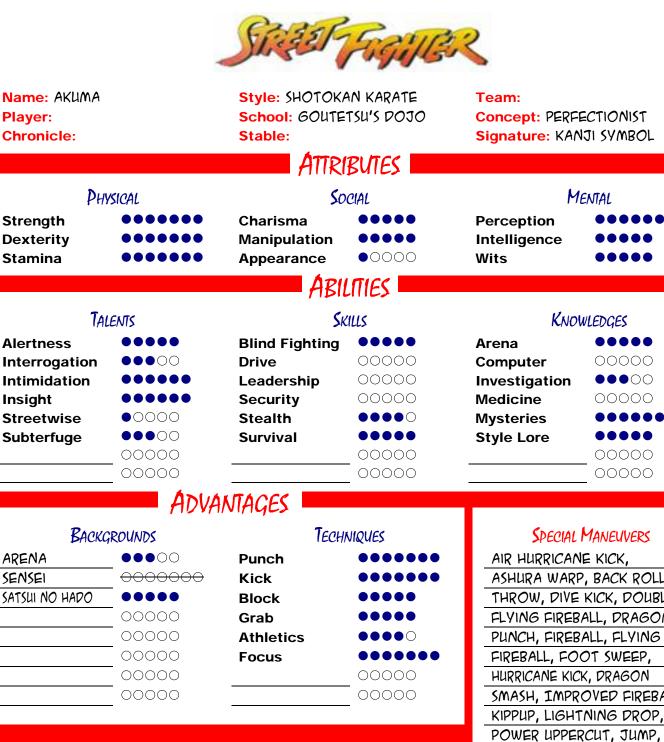
Losses:

KO's:

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Special Maneuvers

ASHURA WARP, BACK ROLL THROW, DIVE KICK, DOUBLE FLYING FIREBALL, DRAGON PUNCH, FIREBALL, FLYING FIREBALL, FOOT SWEEP, HURRICANE KICK, DRAGON SMASH, IMPROVED FIREBALL, KIPPUP, LIGHTNING DROP, POWER UPPERCUT, JUMP, RAGING DEMON, THROW, TUMBLE, AURA DETECTION, IMPROVED AURA DETECTION Combos: HURRICANE KICK TO IMPROVED FIREBALL TO DRAGON PUNCH (DIZZY), BLOCK TO RAGING DEMON

WILLPOWER EXPERIENCE Health

Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

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Alex's entry into the Street Fighting circuit can all be tied back to his mentor Tom. A native of Manhattan, New York, Alex is an orphan. An ex-military man and friend of his father, Tom, took him in as a son and taught him nearly everything he knows.

One day, Alex discovered that Tom had been defeated and apparently greatly injured in a fight with another man, Gill. Given his relationship with Tom, Alex was enraged and vowed to seek revenge on Gill for injuring his friend and mentor. Tom insisted the fight had been fair, and that Gill had simply beaten him, that no revenge need be sought, but Alex refused to believe it. Eventually, Tom relented and told Alex that ultimately, this was his decision to make and that perhaps it would be good for Alex to see the world.

Alex's quest for revenge eventually led him to Gill's tournament. Unknown to Alex, Gill

Playing Alex: You were a hotheaded youth, but experience has tempered your brashness. You are not one to back down from a fight, and have a keen loyalty to those you see as family. You are also a New Yorker through and through. Those who know can tell you are someone who has had experience on the streets of New York. Now, however, you seek something more noble than can be found in the streets: Perfection through honorable combat.

had seen something in him, something relating to the prophecies known of by the Illuminati. This suspicion is only increased when Alex manages to defeat Gill and win the tournament over all other contenders. С

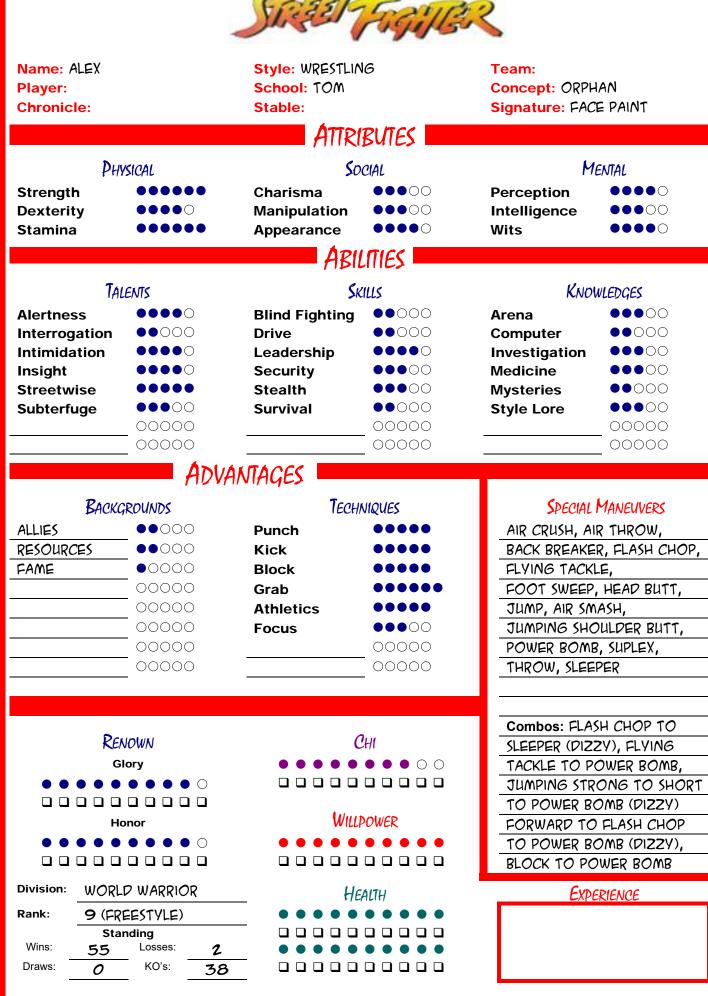
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Arriving back in New York, Alex is surprised to discover Tom has fully recovered from his injuries sustained from his battle with Gill. Alex finds that he is over his need for revenge, and has taken a more mature outlook on the nature of conflict and battle. He then sets out on a new journey to face the best fighters across the globe.

In time, Alex meets and battles with Ryu. Ryu defeats Alex, but encourages him to continue on the path of the warrior. This invigorates Alex, whose desire to master the ways of fighting is now insatiable. This is a path Alex has continued to walk ever since.

Appearance: Alex is a powerful wrestler with long blond hair, often wearing a red bandanna and sometimes red face paint. He has an affinity for casual military fashion, wearing combat boots and green military overalls, with the top let down so that he can fight bare chested.



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Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

Birdie is a punk from London. He worked here

before eventually

and there as a bouncer

involved with the CWA and

he got frustrated and bored with

the wrestling circuit and got

involved with Street Fighting.

While on the Street Fighting

circuit, Birdie found that even

this could not sate his

their

boredom. During his time

Street Fighting, he had

heard stories involving

Shadoloo and decided

he was interesting in

getting involved with

them. He manages

catch

attention and gets

involved in work

for them for a

period of time.

with his punk ways.

Unfortunately, Birdie

was relegated to being a

mere henchman for Shadoloo,

a position that came with a

uniform and routine that left

him bored and didn't set well

to

doing some wrestling. Eventually,

getting

Birdie

In Shadoloo, Birdie did learn of the existence of the Psycho Drive and considers somehow using its power to become strong enough to defeat Balrog and Μ. Bison. In a plot that was nearly disastrously uncovered, he convinced Balrog to help him locate the Psycho Drive, but they ന

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were unable to locate it before they Drive was

After these events, Birdie contemplated his next actions. He stayed with Shadoloo for a short time, but had to return to his old ways. He decides to take him in as a

Playing Birdie: You're a bit of a simple brute who needs something to do. You like a good rumble and a good punk rock show. You also love food and booze. Now that you're getting a bit older, it's all starting to catch up with you.

Appearance: Birdie is a large punk with some creative facial hair and an impressive blond mohawk (though he colors his hair from time to time). He generally wears a blue or black vest with no shirt, and jeans or black leather pants. He'll add some fingerless gloves with rings, and shackles with long chains to complete his usual outfit.

destroyed by Charlie.

started to let himself go, physically. Eventually, he came to his senses and managed to escape Shadoloo wanders, keeping away from Shadoloo, no money and no prospects, until Karin Kanzuki bodyguard, of sorts.



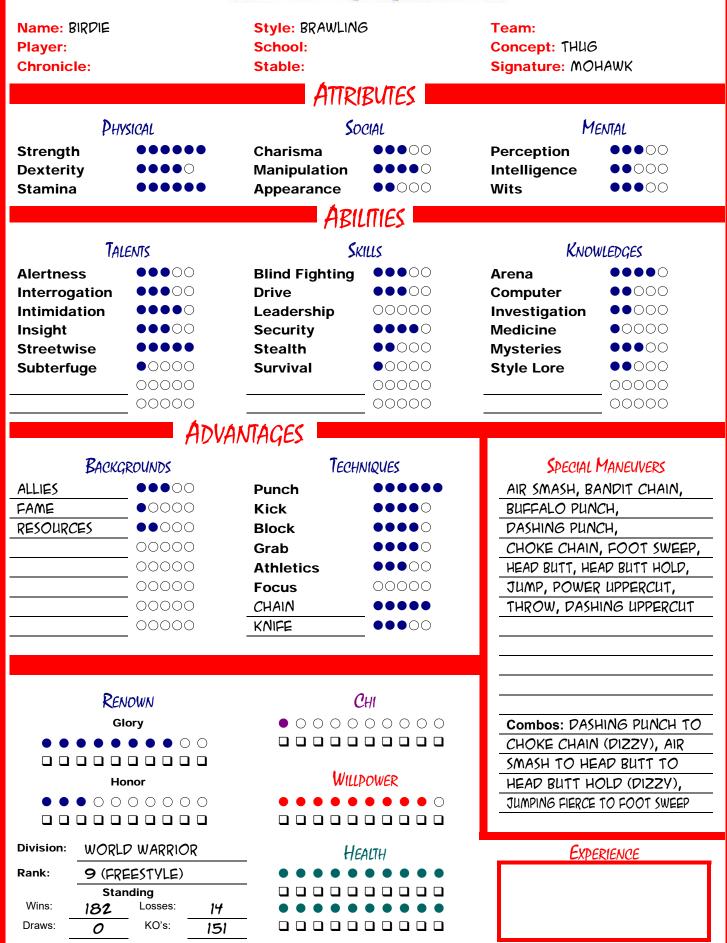
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Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

CHARLIE

Charlie is a First Lieutenant of the United States Air Force who is best known for his attempts to end corruption in the armed forces by Shadoloo agents. He also developed a friendship with Guile. In his early days, Charlie gained notoriety for his martial arts skills due to his excellent performance in the Pan-American fighting tournament. Later on, this would lead to him acting as an instructor to young airmen during his service. Noticing some unusual activity among the troops, Charlie undertook some investigation on his own time and uncovered a drug problem. He eventually located and dealt with the local gang that was involved in supplying the drugs, but he uncovered evidence of a deeper conspiracy. Either due to incompetence or corruption, his immediate superiors thought nothing of it and ordered him to drop this line of investigation. Of course, Charlie was undeterred and disobeyed those orders at every opportunity, waging his own private war against Shadoloo whenever he could. He even came close to apprehending M. Bison a time or two, before suffering multiple gunshots from an attack helicopter and a long fall from a waterfall in the jungles of Venezuela. Shortly after his recovery from this incident. Charlie assembled some of his comrades to form a strike team to deal with M. Bison once and for all. He was also able to make contact with Interpol through Chun Li and coordinate actions

Playing Charlie: You are a cool professional absolutely dedicated to the principles of justice, willing to endure any hardship to do the right thing. You are also a loyal friend.

through her. Meanwhile, the US military had caught word of Charlie's unauthorized activities and sent Guile on a mission to track him down. Guile located Charlie just as he had encountered M. Bison. Having his own experience with Shadoloo and knowing what Charlie was up to, Guile decided to team up with Charlie and Chun Li to defeat the Shadoloo boss. the operation to During infiltrate Shadoloo headquarters, Chun Li was to plant explosives in certain key locations around the base. Charlie and Guile were to destroy the "psycho-drive", a device developed to

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make M. Bison immortal and increase the potency of his Psycho power. When Charlie and Guile located the chamber containing the device, however, M. Bison was there. Guile himself was almost killed by M. Bison's Psycho-Crusher when Charlie was somehow able to grab him out of it! Charlie then engaged in combat with M. Bison, holding him off while Guile completed setting up the explosives to destroy the Psycho Drive. Charlie was still in the chamber with M. Bison when the Psycho Drive exploded. along with the entirety of the Shadoloo base. Both Charlie and M. Bison were presumed dead. But still, rumors persist...

Appearance: Charlie is an athletic blond man. He is often seen in baggy green military pants and chunky military boots, wearing a light orange vest and nice rugged wristwatch. His blond hair shoots out, dropping over one eye, and unusually for a member of the Air Force, he is often seen with glasses.



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Cody Travers hails from Metro City. Years back, his girlfriend Jessica, who also happened to be the Mayor's daughter, was kidnapped. When he heard of this kidnapping he joined with the mayor, Mike Haggar, as well as with his friend Guy to embark on a quest to take down the Mad Gear gang and secure her release. The city was scoured and a variety of Mad Gear lieutenants faced, ending when trio faced Belger, the Mad Gear boss, in his skyscraper. Belger plummeted to his death when Cody sent him out the skyscraper window.

After these events, Cody attained some level of fame. Unfortunately, his love for a good scrap caught up with him, leading to his breakup with Jessica and landing him in jail. He eventually breaks out of jail, going on to fight in the Street Fighting circuit for a time.

Playing Cody: You are and stubborn. impulsive lf someone is cruel or commits an injustice, you'd love to sock it to them. Deep down, you are a good person with a solid sense of justice, but you have no selfcontrol and love to fight.

During Cody's time on the circuit, he is approached by ex-Mad Gear member Rolento to join Rolento's new organization, but Rolento, upon seeing him now, decides Cody would not have the proper discipline. Cody's friend Guy also meets him and spends a good amount of time trying to convince him to turn his life around. Eventually, Guy accepts that he can't change Cody and that he has to find his own path.

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In later years, Cody continues to have brushes with the law, brawling in the street while also doing his best to take care of his brother Kyle, at various times ending up in jail. To an outside observer, it would look like Cody fights those that deserve a beating, but Cody refuses to see himself as hero.

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Appearance: When free, Cody often simply wears blue jeans and a white t-shirt. If he's recently broken out of jail, he'll wear his jail outfit without concern. Cody has blond hair and an all-American solid medium build.



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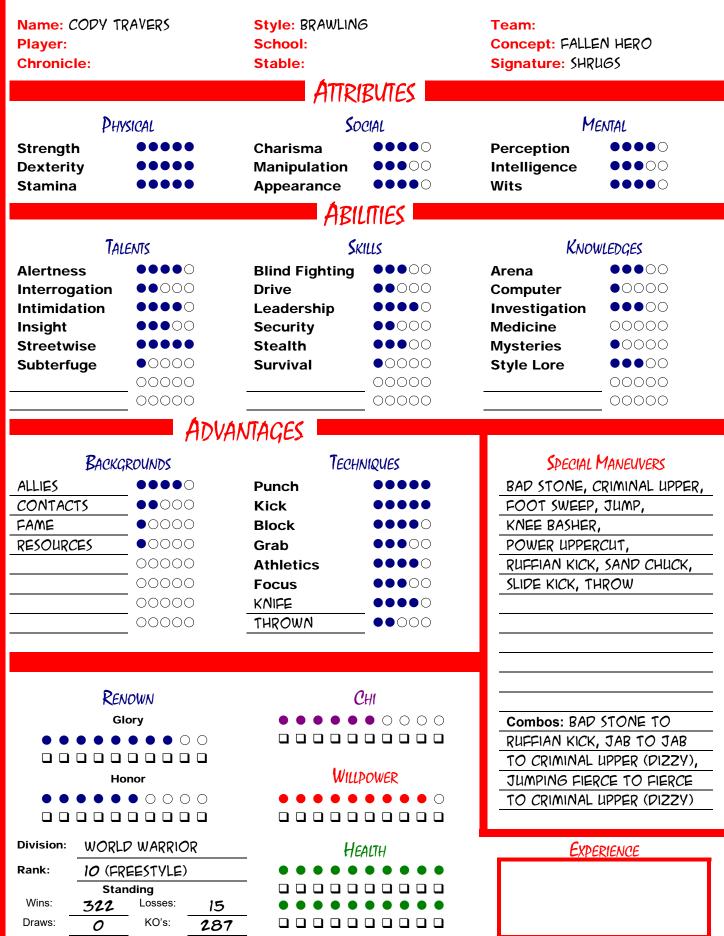
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Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

CRIMSON VIPER

Crimson Viper is a C.I.A. agent and single mother. One of her most notable operations was the infiltration of the S.I.N. enterprise, where she acted as a double agent. She was able to convince S.I.N. to bring her into the BLECE project, where she was even permitted to test the combat suit produced by the project. S.I.N. is impressed by her ability to utilize the suit to maximum effectiveness.

The C.I.A. was interested in Crimson Viper's continued intelligence collection, especially regarding the identities of participants in the S.I.N. held tournament. Crimson Viper occasionally found her mission complicated by Interpol activities in opposition to S.I.N., as the C.I.A. and Interpol priorities differed. After the completion of her undercover mission, she was happy to get back to some more normal work, at least for a while, and to spend time with her daughter. Ð

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Viper: Playing In your professional life, you are top notch. You are a cool operator, handling undercover work with unflappable confidence, and also capable of unhesitating action. Your professional life is not your whole life, however. You are completely capable of living a normal life off the job, making sure your daughter is looked after and keeping up with family and friends (when operations give you the opportunity).

Appearance: Crimson Viper is a lean woman with long dark red hair who wears tinted glasses. Professionally she is often seen in a very feminine take on a men's suit, complete with tie. In the field she is also seen fitted with the BLECE technology, most apparent in the gloves she wears.



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Hibiki styles Dan himself the ultimate martial artist. His father was indeed a great martial artist in his own right, having young fought а Sagat and being responsible for the

loss of his eye. Unfortunately, in response Sagat took Dan's father's life. Dan swore he would get revenge for this. Dan has studied a variety of martial arts to a modest level, even the Shotokan Karate of Ken and Ryu, but never reached the heights of achievement they did. In fact, Gouken is forced to cease Dan's training, as his motivation was impure. Eventually, Dan founds a dojo for his own style, Saikyo Ryu, based on his interpretations of the teachings of Gouken

combined with his own experience. In time,

DAN

Playing Dan: You are passionate and cocksure. You wish to be seen as charismatic and competent, and do your best to present yourself as such in the face of any evidence to the contrary. Your lack of skill and passion sometimes trip you up, but at heart you are a good person.

Dan does confront Sagat and "defeats" him (most likely, Sagat taking one to the chin on purpose to give Dan measure some of satisfaction). During the course of building his dojo and growing his style, he has made acquaintance with Sakura and has been able to reconnect with Blanka, who he considers a friend. He is also an acquaintance of both Ryu and Ken, who regard him almost as a somewhat silly younger sibling. To this day, he continues to work at growing his style, occasionally falling into

adventures in the strangest of places.

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Appearance: Dan prefers a breezy casual style outside the ring, big smiles and Hawaiian shirts. As a martial artist, his attire is similar to that of Ryu or Ken, a pink Shotokan Karate gi with the arms torn off, but with a black shirt underneath the gi. Dan has long brown hair and a round face.



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DECAPRE

Decapre is one of M. Bison's "Dolls", taken from Russia. Unlike the other Dolls, Decapre's brainwashing is unable to suppress one overwhelmingly strong emotion, and that is an intense hatred of Cammy, a.k.a. "Killer Bee". In fact, Decapre may be the most unstable of the Dolls. It is rumored that she is a prototype or perhaps the first Doll to be created by M. Bison's program. Other rumors are that perhaps her DNA was used with M. Bison's to create Cammy and the other Dolls.

Playing Decapre: Your behavior varies, depending on your level of brainwashing. At times you are an almost robotic assassin, speaking with cold, robotic precision. At other times, however, you lose control and can fly into a savage rage. You serve M. Bison, but your memories and motivations are а mystery, perhaps even to vourself.

> **Decapre's Claw:** Decapre fights with two retractable Katars (Punch Daggers) which she can retract or deploy at will. This lets her alternate between Weapon attacks and Punch attacks.

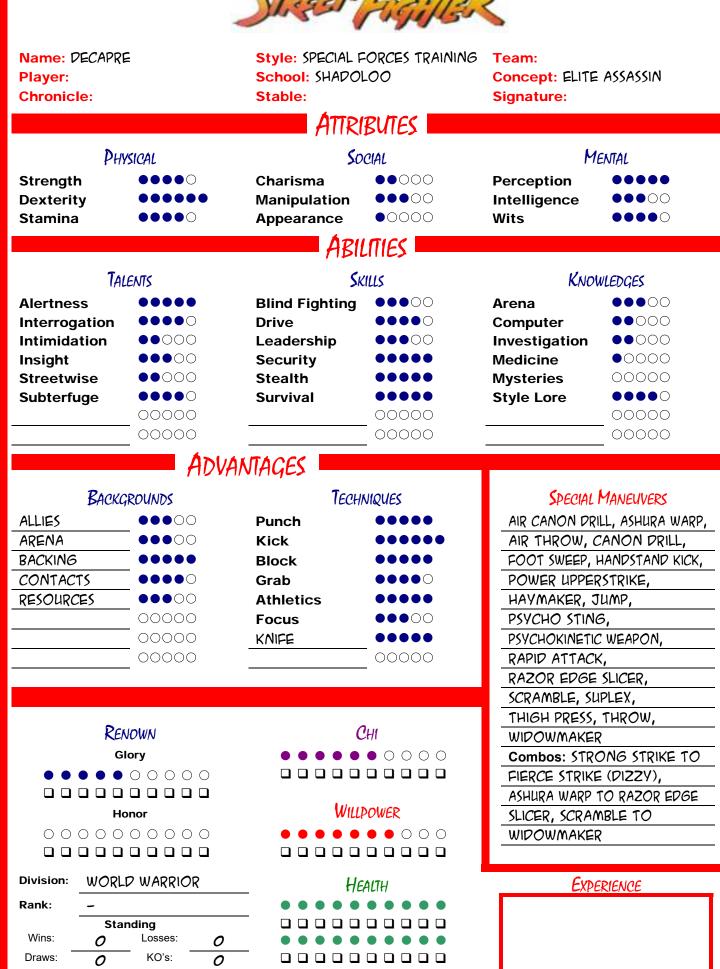
When not in a robotic assassination mode, or seething with hatred, Decapre has exhibited child-like behavior for brief periods, possibly indicating that her kidnapping occurred at an early age and some aspects of her mental development were hindered by M. Bison's brainwashing program. പ

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Appearance: Decapre is a petite woman with long blond hair, almost always pulled back into two braids. The top half of her face is covered by a mask, under which the left side of her face shows rather severe scarring. She dresses in fairly standard attire for M. Bison's Dolls; a dark blue singlet with similarly colored tights, a small hat, and a short yellow tie. Additionally she wears tall combat boots and chunky red gloves/gauntlets. She bears a strong resemblance to Cammy.



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DUDLEY

Dudley was raised in London as a member of the upper class. His father was a self-made man, and with the success of his enterprises brought the family into the upper class English lifestyle. As Dudley entered adolescence, he took an interest in the gentlemanly art of Boxing. During his time in college, as his boxing skills matured, his father's fortunes floundered, leaving the family nearly bankrupt. Dudley's pride drove him to attempt to reclaim his family's fortune, which he largely managed to do by succeeding as a championship boxer.

Regardless of the situation, Dudley insists on keeping up tradition and appearances, be it dressing well and appropriately, or strictly observing tea time. He sees the

maintenance of these traditions an important aspect of protecting civil society and polite, honorable dealings.

Though success in the ring brought the return of his family's fortunes, there was still one sentimental asset that had been lost during Dudley's family's hard times: his father's Jaguar, a beloved car. The pursuit of this sentimental vehicle became a bit of an obsession for Dudley in the following years. As far as is known, Dudley was introduced to the world of Street Fighting when he received an invitation to a tournament

Playing Dudley: You are a proud gentleman. Above all, you strive to maintain a stiff upper-lip and proper decorum. You enjoy the finer things in life, perhaps best exemplified by the delicate beauty of the rose. You maintain a rose garden and like to have roses at hand. While you are generally polite, you hold some disdain for the lower classes, especially when they act in an uncouth or unbecoming manner.

hosted by S.I.N., a weapons development and manufacturing firm. This tournament served as a bit of a pleasant distraction for Dudley, but also introduced him to a world which would later connections be needed to C

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give him the connections he needed to fulfill his dream of fully restoring the family.

After some researching, Dudley was able to determine that his beloved Jaguar had circulated on the black market and had been acquired by Gill, mysterious leader of the Illuminati. In his quest to obtain the car, Dudley entered a World Warrior tournament hosted by Gill. Though he was unable to win the tournament, his boxing skills and demeanor so impressed Gill that Dudley was able to reacquire the Jaguar, completing his family's return to prominence in his eyes.

After achieving his many dreams, Dudley did not rest on his laurels. He continued his boxing career as a heavyweight boxer. He's considered on the smaller side for a heavyweight, but has overcome any weight disadvantage through speed and superior technique. Upon receiving а championship title, he was knighted. After his knighting, he was invited to participate in a tournament held by the royal family. In preparation for such a tournament, Dudley continues to fight Street Fighters from around the world, so that he may exhibit perfect technique when the time comes.

> Appearance: Dudley is a well muscled man with a proud demeanor. He generally fights in dress pants and a tuxedo shirt with suspenders and bow-tie. а neatly maintaining а waxed mustache. Due to his boxing training, he prefers to fight, even in the Street Fighter circuit, with traditional boxing gloves.



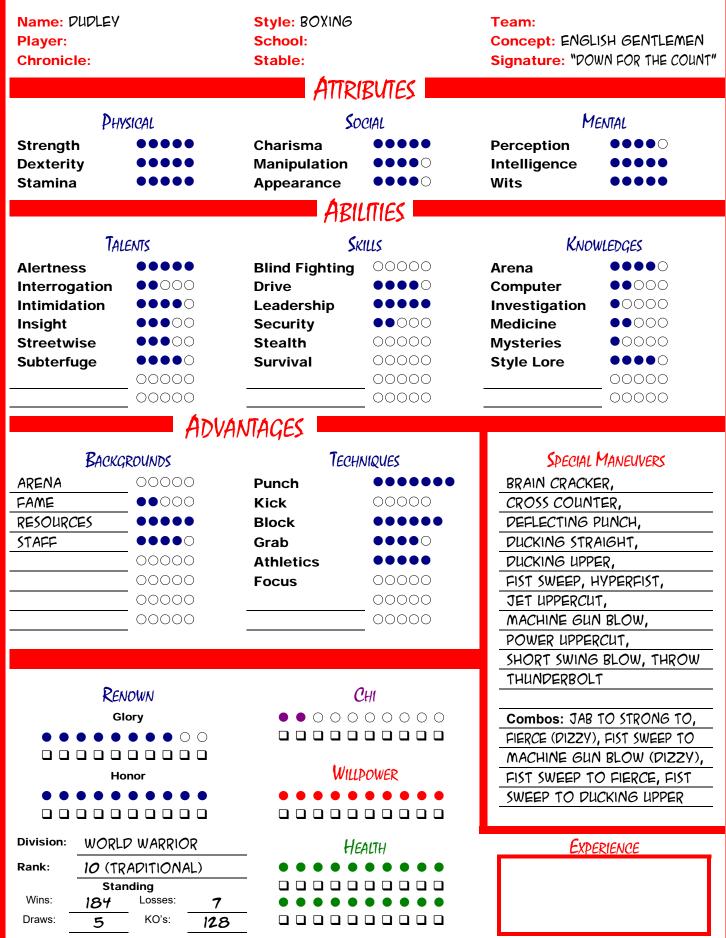
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Name: EA6LE Player: Chronicle:		Style: STICK FIGHTING School: Stable:		Team: Concept: BOUN Signature:	Concept: BOUNCER	
		ATTR	BUTES			
	Physical	М	ENTAL			
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Dexterity		Manipulation	0000	Intelligence	•0000	
Stamina	•0000	Appearance	•0000	Wits	0000	
		ABI	LITIES			
TALENTS		Skills		KNOWLEDGES		
Alertness 00000		Blind Fighting	00000	Arena	00000	
Interrogat		Drive	00000	Computer	00000	
Intimidati		Leadership	00000	Investigation	00000	
Insight	00000	Security	00000	Medicine	00000	
Streetwis	e 00000	Stealth	00000	Mysteries	00000	
Subterfug	je 00000	Survival	00000	Style Lore	00000	
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	ADVA	ANTAGES				
	BACKGROUNDS	Techniques		SDECIAL	Maneuvers	
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	WORLD WARRIOR	He	ALTH	Expe	RIENCE	
Rank:	Standing					
Wins:	Standing Losses:					
Draws:	KO's:					
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Name: ED Player: Chronicle:		Style: BOXING School: Stable:		Team: Concept: TEST Signature:	Concept: TEST SUBJECT	
		ATTR	BUTES			
Physical		Social		MENTAL		
Strength Dexterity Stamina	●0000 ●0000 ●0000	Charisma Manipulation Appearance	●○○○○ ●○○○○ ●○○○○	Perception Intelligence Wits	●○○○○ ●○○○○ ●○○○○	
		ABI	LITIES			
TALENTS		Skills		KNOWLEDGES		
Alertness Interrogation Intimidation Insight Streetwise Subterfuge	00000 00000 00000 00000 00000 00000 0000	Blind Fighting Drive Leadership Security Stealth Survival	00000 00000 00000 00000 00000 00000	Arena Computer Investigation Medicine Mysteries Style Lore	00000 00000 00000 00000 00000 00000	
	ADVA	antages	_		-	
	CROUNDS	Tech Punch Kick Block Grab Athletics Focus	NIQUES 00000 00000 00000 00000 00000 00000		MANEUVERS	
RENDWN Glory		CHI ••••••••••••••••••••••••••••••••••••		COMBOS:		
Rank:	Losses: KO's:			EXPE	RIENCE	

EL FUERTE

El Fuerte is a dynamic and skilled Lucha Libre wrestler from Mexico. He has a flamboyant demeanor and fights with a fast, high-flying wrestling style. While he is well renowned in the Mexican wrestling circuits, he also has a strong passion for cooking. He seeks out the ultimate cuisine for fueling fighters and pleasing the palate.

The tragedy for El Fuerte is that he is unable to master cooking. In fact, everyone convinced to try a dish prepared by El

Playing El Fuerte: You are a friendly, passionate man. You are so wrapped up in your passions that often you do not notice when they are not shared by others. Your two main passions in life are clear! You are a master of Lucha Libre! You seek the perfection of the ultimate cuisine! Fuerte would undoubtedly rate the quality of his dishes as extremely poor. Nevertheless, El Fuerte continues to work at the skill. One story states that he even managed to land a job as a cook aboard an ocean-going ship in exchange for passage, and simply for the opportunity to provide meals for the crew. This was a shortlived endeavor. С

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El Fuerte is known by a number of other Street Fighters, though none more than his fellow countryman T. Hawk, with whom he spars from time to time.

> Appearance: El Fuerte is a somewhat short Mexican man with medium length dark brown hair. In the ring (and even elsewhere), he can be found wearing Lucha Libre attire. This consists of a white mask with 3 starts on the forehead, no shirt, and white wrestling pants with 3 stars on the back. Additionally, he other wrestling wears accessories, such as elbow pads and wrestling boots. His medium length hair comes out the top of his mask. Aside from this, El Fuerte also enjoys pretending he is a cook, dressing accordingly.

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Warriors

Name: EL FUERTE		Style: LUCHA LIBRE (WRESTLING)		Team:			
Player:		School:		Concept: WRESTLING CHEF			
Chronicle:		Stable:		Signature: MAS	·κ		
		ATTRI	BUTES				
Physical		Social		MENTAL			
Strength	••••	Charisma •••••		Perception	$\bullet \bullet \bullet \circ \circ$		
Dexterity	•••••	Manipulation	$\bullet \bullet \circ \circ \circ$	Intelligence	●●○○○		
Stamina	••••	Appearance	0000	Wits	••••		
		ABI	LITIES				
Talents		Skills		KNOWLEDGES			
Alertness •••00		Blind Fighting	0000	Arena	••••		
Interrogation	00000	Drive	$\bullet \bullet \circ \circ \circ$	Computer	●0000		
Intimidation	$\bullet \bullet \bullet \bullet \bigcirc$	Leadership	$\bullet \bullet \bullet \circ \circ \circ$	Investigation	00000		
Insight	00000	Security	00000	Medicine	••000		
Streetwise	••000	Stealth	00000	Mysteries	00000		
Subterfuge	00000 00000	Survival COOKING	•0000	Style Lore	●0000 00000		
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	-						
	ADVAI	NTAGES					
Васко	GROUNDS	Techniques		Special Maneuvers			
FAME		Punch •••• AIR S		AIR SMASH, AI	NASH, AIR THROW,		
RESOURCES	-	Kick ••••			FAJITA BUSTER		
STAFF	$\overline{}$	Block ••••		JUMP, KICK R	OLL,		
	00000	Grab	•••••	LIGHT FEET, F	PILEDRIVER,		
	_ 00000	Athletics ••••••		POWER UPPERCUT,			
	_ 00000	Focus	00000	SLIDE KICK, TOSTADA PRESS,			
	_ 00000		00000	WALL SPRING,			
	_ 00000		_ 00000	WIND (HABAN	ERO) DASH		
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G	lory	$\bullet \circ \circ$		COMBOS: TOSTADA PRESS TO			
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Division: WORL	D WARRIOR	_ He	ALTH	Expe	RIENCE		
Rank: 9 (TR	ADITIONAL)		• • • • •				
	nding						
Wins: 161 Draws: 3							
Draws: <u>3</u>	Draws: <u>3</u> KO's: <u>90</u>						



Elena's people hail from the Kenyan savanna. Historically, they are a warrior people, well trained in the art of Capoeira. While modern in many ways, Elena's tribe continues to live in a fairly traditional manner. Her father, a PhD. and chief of the tribe, on the advice of the tribal shaman, encouraged her to seek out what disturbed her among the trees one day. It was discovered that this disturbance was caused by nature itself becoming unsettled at the rise of "producers of death"; namely S.I.N. and their military endeavors. While Elena's brother thought pursuing such a thing was too dangerous, she was excited by the prospect of travelling the world.

In her quest to uncover what S.I.N. was up to, Elena met many Street Fighters and made fast friends with them. Among those she met were Sakura, Ken and Ryu. While she enjoyed meeting people from across the globe and making friends with whoever she could, her meeting with Sakura and other Japanese fighters would

Playing Elena: You make fast friends and love people! Even animals are likely to trust in your caring nature. You like to drink in all the world has to offer! Relentlessly upbeat and caring, you are fascinated by new experiences and cultures. lead to her decision to study abroad in Japan the following school year.

Her study abroad in Japan brought her many good memories, including a new friend, Narumi, who would later come to visit her and her tribe in Kenya. Her wanderlust was not sated, however, and a year later she chose to study abroad in France, where her father had once acquired his degree. It was her desire to study history once she made it to university. Ð

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World Warriors

Elena continues to complete her studies while making friends around the world. While upbeat, she enjoys Capoeira and friendly competition in general.

> Appearance: While African, Elena has short white hair and blue eyes. While fighting or with her tribe, she usually wears a simple top and loincloth with a variety of colorful bracelets, anklets, and neck bands. While abroad and on the town, however, she usually wears normal fashionable clothing any other highly social young woman might.

Name: ELENA



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Player: **Chronicle:** Stable: Signature: HANDSTAND ATTRIBUTES PHYSICAL SOCIAL MENTAL Strength Charisma Perception Intelligence Dexterity Manipulation $\bigcirc \bigcirc \bigcirc \bigcirc$ Stamina Appearance Wits $\bullet \bullet \circ$ ABILITIES TALENTS SKILLS KNOWLEDGES $\bullet \bullet \bullet \circ \circ$ **Blind Fighting** Alertness Arena 00000 0000 Interrogation Drive Computer Intimidation 00000 Leadership Investigation 00000 Insight $\bullet \bullet \bullet \circ \circ$ **Security** 00000 Medicine 00000 0000 **Streetwise** Stealth **Mysteries** 00000 $\bullet \bullet \bullet \bullet \circ \circ$ ••000 Subterfuge Survival Style Lore 00000 00000 00000 00000 00000 00000 **ADVANTAGES** TECHNIQUES Special Maneuvers BACKGROUNDS DOUBLE HIT KICK, ALLIES ••000 00000 Punch ANIMAL COMPANION FLASH KICK, FLYING SIDE KICK, $\bullet \bullet \bullet \circ \circ$ Kick ARENA FOOT SWEEP, Block STAFF •••00 Grab HANDSTAND KICK, 00000 **Athletics** FORWARD FLIP KICK, JUMP, 00000 MUSICAL ACCOMPANIMENT, Focus 00000 00000 REGENERATION, 00000 00000 SPINNING FOOT SWEEP, SLIDE KICK, SPIN KICK, THROW Combos: JUMPING ROUNDHOUSE RENOWN Сні TO FLASH KICK, FLYING SIDE Glory $\circ \circ$ KICK TO THROW, JUMPING $\bullet \circ \circ \circ \circ \circ$ ROUNDHOUSE TO FORWARD TO FLASH KICK (DIZZY), WILLPOWER FORWARD FLIP KICK TO FLASH KICK Honor (DIZZY), FORWARD TO SLIDE KICK Division: WORLD WARRIOR EXPERIENCE Health Rank: 9 (FREESTYLE) Standing Wins: Losses: 98 6 Draws: KO's: 42 0



 Chapter 5: The World Warriors

Playing Falke: ...

Appearance:



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The World Warriors

Name: FALKE		Style:		Team:		
Player:		School:		Concept:		
Chronicle:		Stable:		Signature:		
			IBUTES			
		H IIK	IBMIES			
Рну	ISICAL	Social		Mental		
Strength	0000	Charisma	0000	Perception	●0000	
Dexterity	●0000	Manipulation	0000	Intelligence	0000	
Stamina	•0000	Appearance	•0000	Wits	0000	
		ABI	LITIES			
TALENTS		Skills		KNOWLEDGES		
Alertness	00000	Blind Fighting	00000	Arena	00000	
Interrogation	00000	Drive	00000	Computer	00000	
Intimidation	00000	Leadership	00000	Investigation	00000	
Insight	00000	Security	00000	Medicine	00000	
Streetwise	00000	Stealth	00000	Mysteries	00000	
Subterfuge	00000	Survival	00000	Style Lore	00000	
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Phone				(Dealbh	Special Maneuvers	
	ROUNDS	Techniques		SPECIAL	MANEUVERS	
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	00000	Kick	00000			
	00000	Block	00000			
	00000	Grab	00000			
	00000	Athletics	00000			
	00000	Focus	00000			
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Division: WORL	Division: WORLD WARRIOR		EALTH	Expe	ERIENCE	
Rank:						
	nding					
Wins: Losses:			••••			
Draws:	KO's:					

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Playing F.A.N.G: ...

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World Warriors

Name: F.A.N.6 Player: Chronicle:		Style: POISON FIST School: Stable:		Team: Concept: Signature:	Concept:			
		ATTRI	BUTES					
DH	/SICAL	Social		Mental				
Strength Dexterity Stamina	●0000 ●0000 ●0000	Charisma••••••Manipulation••••••Appearance••••••		Perception Intelligence Wits	●○○○○ ●○○○○ ●○○○○			
		ABI	ITIES					
TALENTS		Skills		KNOWLEDGES				
Alertness00000Interrogation00000Intimidation00000Insight00000Streetwise00000Subterfuge00000		Blind Fighting Drive Leadership Security Stealth Survival		Arena Computer Investigation Medicine Mysteries Style Lore	00000 00000 00000 00000 00000 00000 0000			
000000000000000								
Васко	ROUNDS 00000 00000 00000 00000 00000 00000		VIQUES 00000 00000 00000 00000 00000 00000		MANEUVERS			
Renown Glory Olivision: WORLP WARRIOR Rank:		Willip	CHI COWER COWE	Combos:	ERIENCE			
Sta Wins: Draws:	nding Losses: KO's:							

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Appearance: Hey Blinkin!



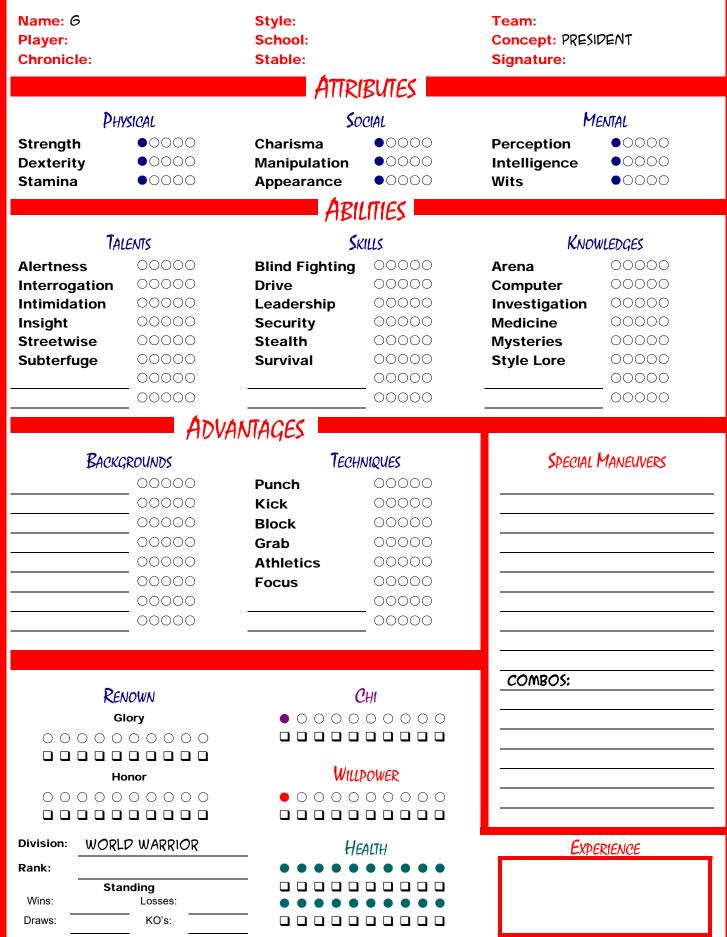
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World Warriors

Name: GEKI		Style: NINJITSU		Team:			
Name: 6EKI Player:		School:		Concept:			
Chronicle:		School: Stable:			Signature:		
				Jighatare.			
		ATTRI	BUTES				
Physical		Social		М	ENTAL		
Strength	0000	Charisma	0000	Perception	0000		
Dexterity	0000	Manipulation	0000	Intelligence	0000		
Stamina	0000	Appearance	0000	Wits	0000		
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		ABI	LITIES				
	TALENTS		Skills		KNOWLEDGES		
Alertness 00000		Blind Fighting	00000	Arena	00000		
Interrogatior	n 00000	Drive	00000	Computer	00000		
Intimidation	00000	Leadership	00000	Investigation	00000		
Insight	00000	Security	00000	Medicine	00000		
Streetwise	00000	Stealth	00000	Mysteries	00000		
Subterfuge	00000	Survival	00000	Style Lore	00000		
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	ADVA	antages					
BACKGROUNDS		Techniques		Special	Maneuvers		
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	00000	Punch Kick	00000				
	00000	Block	00000				
	00000	Grab	00000				
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k	RENOWN	C	2HI				
	Glory	$\bullet \bullet \bullet \bullet \bullet$	$\bullet \bullet \bullet \bullet \bullet$	Combos:			
$\bullet \circ \circ$							
	Honor	Willi	POWER				
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Division: WO	RLD WARRIOR	He	Неацти		ERIENCE		
Rank:							
	Standing						
Wins:	Losses:	• • • • • • • • • •					
Draws:	KO's:						



Gen is a sick, old man. Gen is possibly the deadliest assassin in the modern world. Likely in his 80s, Gen is a master of multiple styles of Kung Fu and has spent a lifetime in dark circles, working as an assassin for hire. He is known to have had a positive relationship with Chun Li's father, working with Chun Li's detective father to interrupt drug operations of early Shadoloo in China. In fact he was with Chun Li's father when dark agents of Shadoloo attacked them both and he was able to defeat them, but not before Chun Li's father was taken. Since that time, he has lurked in the shadows ready to protect his old friend's daughter if ever necessary. Around the time of the Street Fighter tournament that Ryu first entered, Gen became aware that he was sick. Gen's pride and pure disgust have compelled him to seek a death he can respect. A death in battle. For guite some time he was unable to find a worthy contender, until he sensed the existence of Akuma. In time, Gen was

Playing Gen: You have a strong sense of honor, in so far as your profession allows. You also have a strong sense of protectiveness towards those you feel familial obligations towards. Still, you are a sour, disdainful old man. You have no patience for fools, and only want to die in a manner you respect. Not as a feeble, doddering old man.

able to track down Akuma and challenge him. During the battle Akuma unleashed the Raging Demon, which Gen survived by emptying his spirit, heart and mind. Gen retaliated with his own legendary rapid strike Dim Mak, which Akuma also survived. After the exchange, Akuma sensed the sickness within Gen, and so retreated from the fight, finding it to not be worthy to fight someone in a weakened state, which enraged Gen. After this encounter, Gen continues his life, acting as an assassin for hire in the Chinese underworld, but it is known that he seeks a fighter that can defeat him in battle. Various members of the underworld, full of overconfidence, have taken their shot at the old man over the years, but he isn't yet.

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Appearance: Gen is an old Chinese man with a dour look, white hair and a long white beard. He wears elegant traditional Chinese attire that is also suitable for the practical needs of the dirty work he does.

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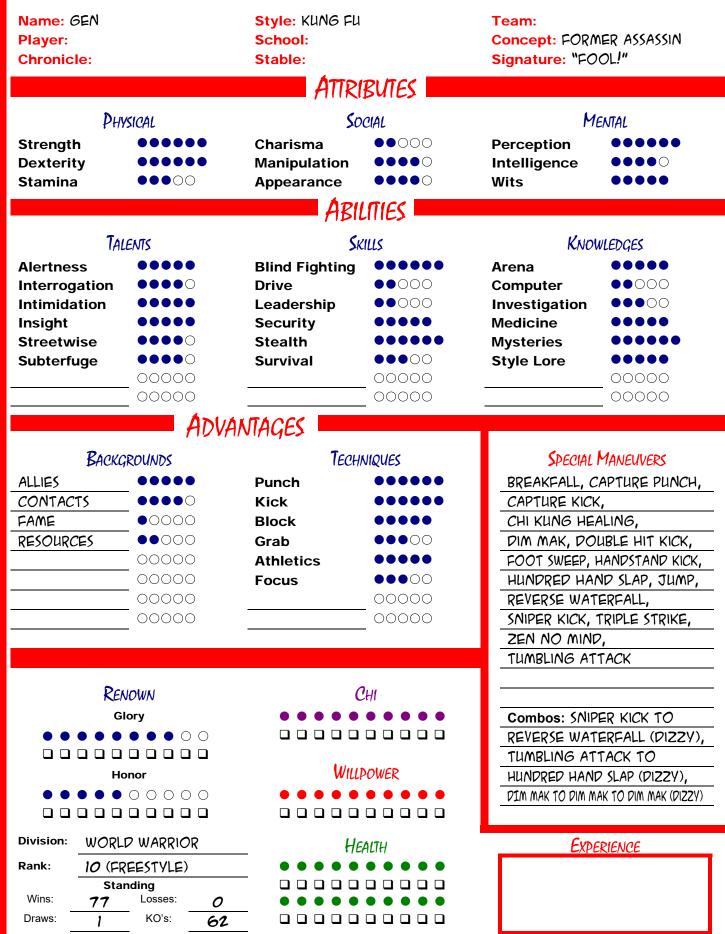
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GILL

seeking one to aid in the creation of the new paradise. The winner of this С

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tournament was Alex. After the events of this tournament, Gill takes a very high interest in Alex, who he believes must be groomed for his future role.

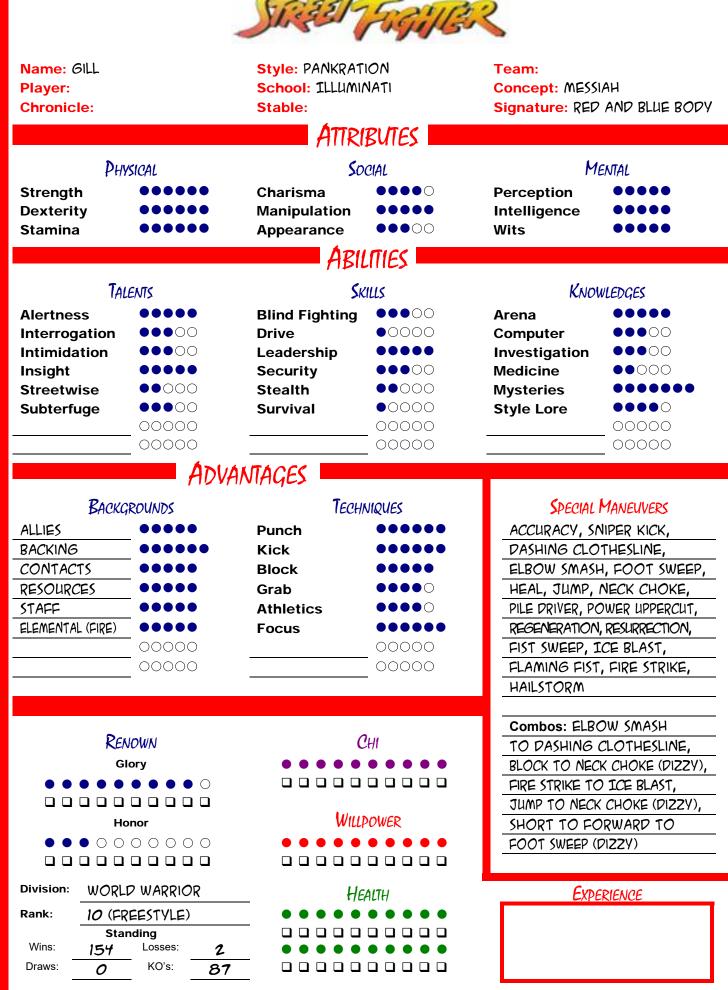
In addition to his involvement in the prophecies of the Illuminati and his own improvement, Gill must also deal with the political situation within the Illuminati itself. His brother Urien schemes against him. The Illuminati have their fingers in many pots, from genetic experiments to conspiracies of all kinds. While his confidence in his own abilities makes him unconcerned with rivals, allowing him to continue his activities in a forthright way, he also must on occasion keep his organization on task, by halting dead end and distractions prospects from his organization's true goal.

> **Appearance:** Perfect, long golden locks of hair, and an exquisite physique. Gill's most unusual feature is that he is half blue and half red, a manifestation of his affinity with the elements of fire and ice. While fighting, he wears very little.

One cannot speak of Gill without reference to the Illuminati. Gill is the leader of the Illuminati for this generation, chosen from among almost 1,000 genetically enhanced chosen that fought and trained together, learning what they could of the 66 secret techniques. Gill mastered the elements of fire, ice, and the power of "miracle", rising to the top of his brothers, chosen to bring about the creation of a new Eden in 2,200 A.D.. Curious, he trains constantly in new techniques and absorbs all of the scholarly work he can. Seen as a god, at least by some, Gill is capable of resurrection. In fact, the limits of Gill's powers are not yet known and he continues to improve as he prepares himself for the Illuminati's prophesied Armageddon and the new Eden that must be ushered in afterwards.

In preparation for the future, Gill arranged and held a tournament of fighters from around the world,

Playing Gill: You are supremely confident and a man of your word. You are bringing about paradise! Your means can seem harsh to those who do not understand the profound importance of your ends. Failures must be disposed so that new methods can be tested.



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GOUKEN

Gouken is the older brother of Akuma and a master of Shotokan Karate. In fact, he is Ken and Ryu's sensei, and the source from which the modern day incarnation of the style flows. Gouken had mastered the killing techniques of the Shotokan style, but was very careful in his teaching and discipline regarding these arts. This is an area where he differed with his younger brother, who thought that the killing techniques should be honed through regular use and challenges, indulged in to discover even greater powers.

Eventually, Gouken and Akuma's differences came to a head when Akuma challenged his older brother,

Playing Gouken: You are a firm, yet ultimately stern, compassionate individual. You deep have а profoundly understanding of the martial arts and the warriors way. You also highly value friends and family, and would be willing to sacrifice anything to protect them. Your patience and personal discipline are perhaps unrivaled.

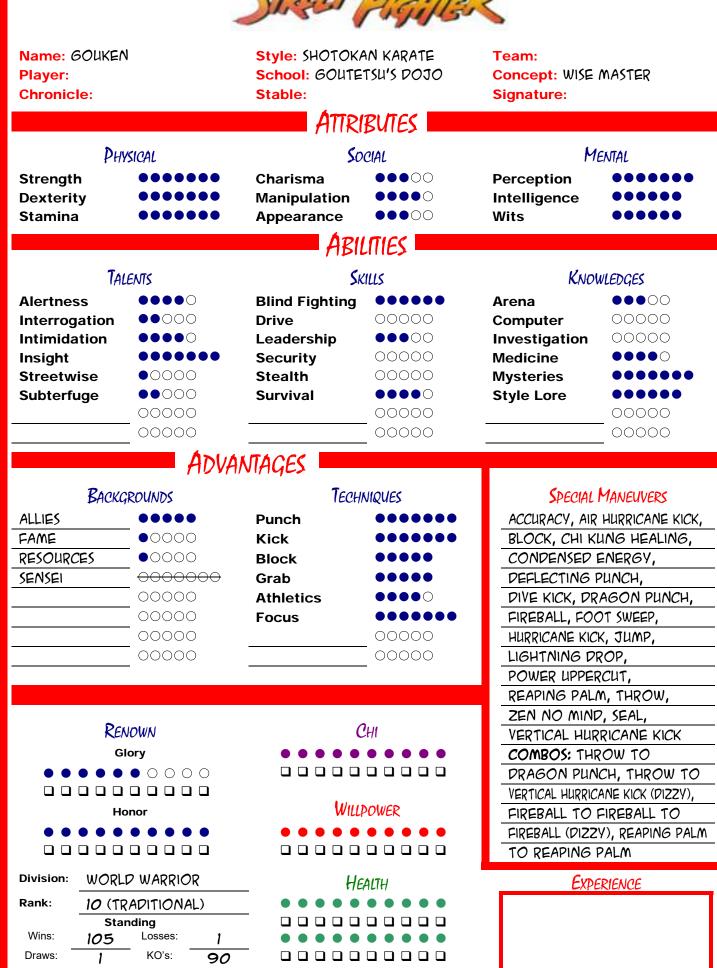
fully utilizing the power of the Satsui No Hado. Ken, who had been sent out on errands by his master, returned to see the end of the fight, and the murder of his sensei. പ

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Since that tragic day, Ken and Ryu ventured out into the world to continue their journey as fighters and men. Some years later, however, rumors surfaced that perhaps Gouken had not died. Or, more strangely, rumors that the spirit of Gouken had been called upon, for some purpose or another. These rumors have never been definitively proven or disproven.

Appearance: Gouken was a powerful old man, mostly bald with long white hair in the back and a full beard. He was usually found in a well used karate gi, favoring a one shouldered black top and white pants, cinched closed with rope, traditional Japanese shoes.



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Guy

Guy is a modern ninja, and the 39th Master of Bushinryu. The Bushinryu style is said to date back to the Sengoku period, interestingly, pledged to fight against darkness. In his youth Guy was a wild boy, getting into scraps on the street. He was taken in by Zeku, 38th Master of Bushinryu, who witnessed his fighting spirit and saw potential for the young boy to carry on the torch of the ancient style, if only his undisciplined ways could be tempered through training. Guy took to training well. After many years of training under Zeku, he traveled to the United States. There he formed a friendship with Cody Travers in Metro City, where they took to sparring and training with each other. During this period in Metro City the Mad

Gear gang's influence was growing, eventually leading to the kidnapping of Jessica Haggar, Cody's girlfriend at the time and mayor Mike Haggar's daughter. Together, Cody, mayor Mike Haggar and Guy took to the streets to clean up the city and rescue Jessica from Mad Gear. Among the many punks and thugs of Mad Gear, he faced Sodom and the mercenary Rolento, defeating both. After this, Guy left Metro City

Playing Guy: You seek justice with a cool exterior, but the fighting passion of your youth still burns underneath. Your training has given you the discipline and control needed to channel your impulses with the effectiveness of a master.

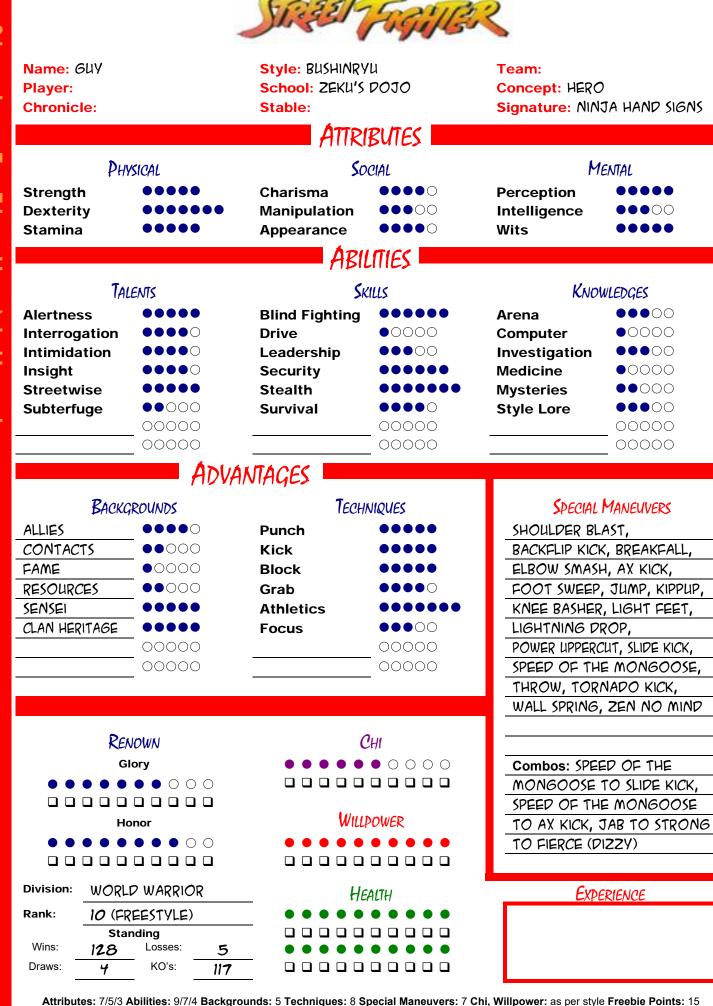
to continue his training elsewhere. While in training, Mad Gear rallied their forces and had spread to locations around the globe. They ended up kidnapping Genryusai and his daughter Rena, who just so happened to be Guy's fiancé. Unfortunately, being away from events due to his training he was unable to help. His old friends from Metro City, however, stepped in to repay the favor he had done for them and his fiancé and her father were rescued, and Mad Gear dealt another blow. Upon the completion of his training, Guy did return to Metro City to pay Mike Haggar a visit, just as a new gang known as the Skull Cross Gang attacked the city outright. Once again, he assisted Mike Haggar in cleaning up the streets, but left again shortly after. In time he again meets up with his master Zeku, and they test each other's skills. Guy is able to defeat his master and then claims the title of 39th Master of Bushinryu. Zeku dies shortly after this test, but informs Guy that dark days are coming, and that he will be called upon to confront them. Investigating this mysterious warning, Guy does again meet his old friend Cody, only to realize he has been imprisoned and his life has fallen apart since the old days. He sees the good in Cody, and tries his best to pull him back towards a respectable life, but in the end realizes that Cody must come to this conclusion himself, following his own path. Guy's investigations eventually put him in touch with Rose, where he gets pulled into fighting the dark machinations of Bison and S.I.N. Μ.

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Appearance: Guy is a trim, fit Japanese man of average stature. In action, he is most often seen in a red or orange gi of his clan, with a mesh shirt underneath and fighting gloves. He is also often recognized for his love of red sneakers.



hapter 5: The World Warriors



Hakan manages the world's leading cooking oil maker, known for producing high quality olive oil, and based in Turkey. He is also known as a prominent contestant in Turkey's oil wrestling competitions, an unusual wrestling form that involves wrestlers lacquering their bodies with oils before they begin their grappling.

Hakan's primary interests are in maintaining the quality of his oil business and in his wife and family. A friendly man, he has a large family of seven children. As part of maintaining his business, he does travel the world looking for better sources of cooking oils, also occasionally engaging in martial arts competitions where he can test his Turkish oil wrestling against other styles. In his travels, in the fight world he has made a friend of E. Honda, who he is taken to visiting and engaging in friendly competitions with.

Playing Hakan: You are hearty, friendly man, though you are quick to take offense at the rudeness of others. You love women, your wife most of all. You are protective of younger women, attracted to older women, but solidly a family man.

Appearance:

fighting, Hakan wears a leather and chain sash, as well as dark pants. He is a large, muscular man with an odd reddish hue to the skin and short, unusually patterned hair, which he has passed down to his children. His pants are kept up with a large belt, the buckle bearing the image of a lion associated with the logo for his company.

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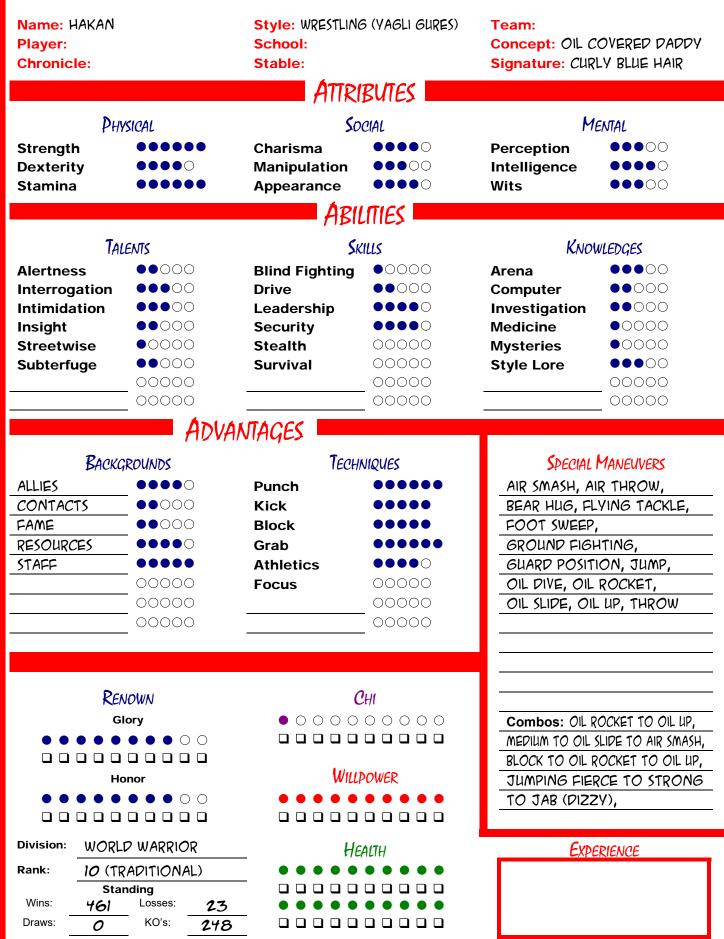
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Hugo

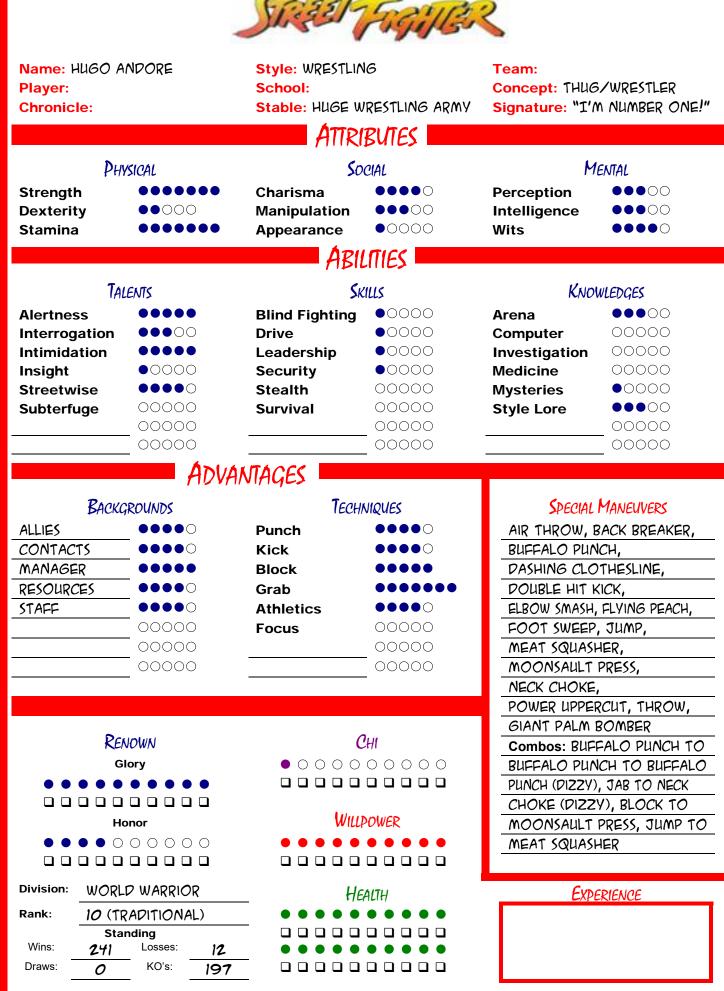
Hugo, the German giant, has a long history in both gang activity and professional wrestling. While he was born in Germany, his early days saw him living on the west side of Metro City with his family, all of whom were involved with Mad Gear. It was here that he also met Poison, who would later act as his manager during his time in professional wrestling. When it came to wrestling, Hugo and Poison both liked to think big! In fact, it was the search for a suitable tag team partner that led him into the Street Fighting circuit and eventually the tournament held by Gill. A surprise contestant, it was said that he put on an amazing performance. After that tournament, Hugo went on to win the CWA Tag Team championship and overall dominate his competition in the Pro Wrestling world. Frustrated by the lack of serious competition, Hugo and Poison

ter 5: The World Warriors

then attempted to found a wrestling promotion of their own, the HWA.

While later in his career Hugo tended to leave his gang ways behind, he would still find himself involved in incidents from time to time, be it encounters with upstart gangs in Metro City, or even with people from his Mad Gear days, such as Rolento.

Playing Hugo: You aren't the brightest person in the room, but you know you're powerful. When it comes to your family you can be sentimental, but when it comes to life in general, your motto is "Go big or go home!" You enjoy proving you are the strongest and you are the best, in your own flamboyant way. Appearance: Hugo is a giant hulk of a man with a tangled mess of black curly locks atop his head. He tight jeans and favors print A-shirts leopard (especially favoring pink). He's fond also of accessorizing with a largechained chain wallet and black studded wristbands.



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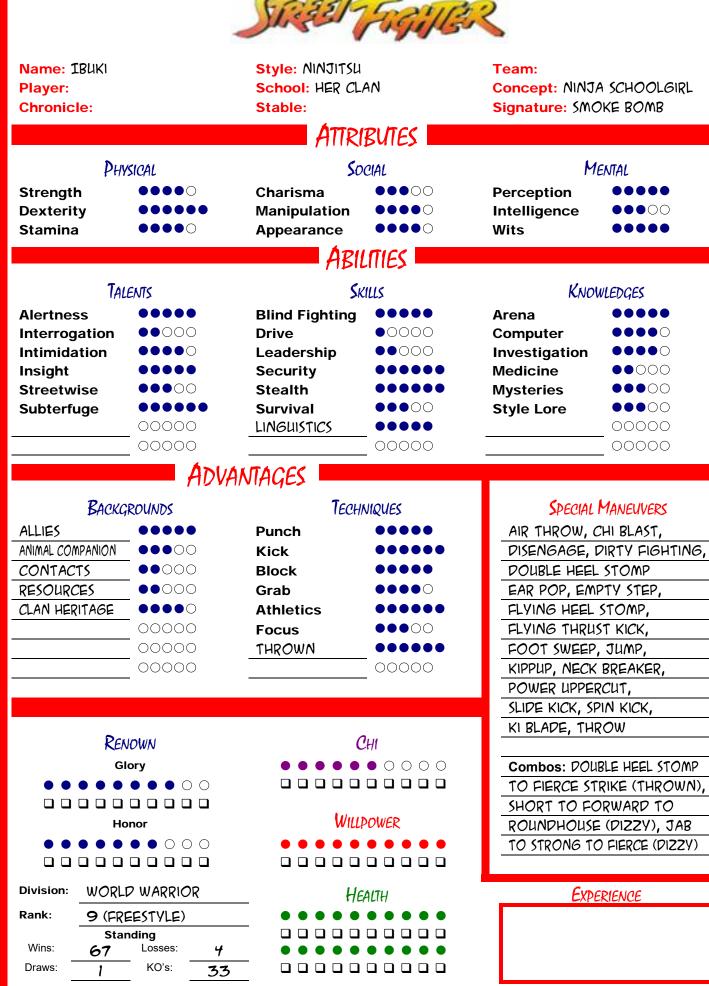
Ibuki is in many ways a typical Japanese schoolgirl, except for the fact that she was raised among a village of ninjas! Oh, and Don Chan, her lovable pet tanuki. It is said that the village has been home to ninjas since the Sengoku period. She was educated in the ways of the ninja since very early in her childhood, and the various members of her clan are as close to her as family. Interestingly, one of the earliest missions given to her by the clan was to acquire the G-File. The G-File played into plans of the Illuminati and contained information and secrets regarding important events throughout history. This mission led Ibuki to confront Gill during the period he was testing Street Fighters to find a candidate for his plans. Gill was impressed by the ninja's skills, and Ibuki

Playing Ibuki: You are an energetic young woman who strives to have a good time, but occasionally finds herself saddled with clan responsibilities. In a fight, you are a blur of motion, leaping while tossing kunai, utilizing hit-and-run tactics. was able to acquire the G-File. While her success was notable, Ibuki was more concerned with the mundane details of her personal and school life. С

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In her pursuit of a normal life, Ibuki finds she must complete her ninja training, a gauntlet of various challenges. In the end, she completes these challenges and even challenges Oro. The result appears to be that her training was deemed complete and she was free to pursue her true interests, which meant a lively social life and a college education.

> **Appearance:** In normal life, Ibuki is a stylish young woman with long black hair often hastily tied back. While on a mission she often ties her hair back with a bandanna while attired in a skimpy variation on standard light brown ninja attire, with fight gloves and a black mask she can pull up to further conceal her features.



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Playing Joe: ...

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Name: JOE

Chronicle:

Strength

Dexterity

Stamina

Player:



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TALENTS		Skills		KNOWLEDGES	
Alertness	00000	Blind Fighting	00000	Arena	00000
Interrogation	00000	Drive	00000	Computer	00000
Intimidation	00000	Leadership	00000	Investigation	00000
Insight	00000	Security	00000	Medicine	00000
Streetwise	00000	Stealth	00000	Mysteries	00000
Subterfuge	00000	Survival	00000	Style Lore	00000
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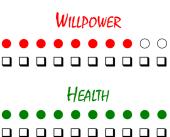
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RENOWN Сн Glory 0000000000 WILLPOWER Honor 0000000000 Division: Health Rank:

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	Standing	
Wins:	Losses:	
Draws:	KO's:	

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EXPERIENCE

Combos:

Special Maneuvers

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Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

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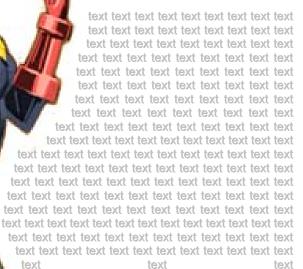
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World Warriors

		-					
Name: JULI (JULIA)		Style: PROGRAMMING		Team:			
Player:			School: SHADOLOO		Concept: ELITE ASSASSIN		
Chronicle:		Stable: POLLS	Stable: POLLS		SSION COMPLETE"		
		ATTRI	BUTES				
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Dexterity		Manipulation	•••00	Intelligence	•••00		
Stamina	$\bullet \bullet \bullet \bullet \bigcirc$	Appearance	•••••	Wits	$\bullet \bullet \bullet \bullet \bigcirc$		
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Τοι	LENTS		ILLS	KNO	NLEDGES		
Alertness							
Interrogation		Blind Fighting Drive		Arena Computer	••000		
Intimidation		Leadership	00000	Investigation	••000		
Insight	•••00	Security		Medicine	••000		
Streetwise	00000	Stealth		Mysteries	••000		
Subterfuge	00000	Survival		Style Lore			
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Advantages							
	HUVA	INIAGES					
Васко	ROUNDS	Тесні	Techniques		Maneuvers		
ALLIES	••••	Punch •••••		FLYING SIDE KICK,			
CONTACTS	••••	Kick	•••••	FLYING THRUS			
BACKING	••••	Block	••••		JUMP, KIPPUP,		
CYBERNETICS	● 0000	Grab	$\bullet \bullet \bullet \bullet \bigcirc \bigcirc$	POWER UPPER	RCUT,		
	00000	Athletics	••••	SPINNING BAC	CKFIST,		
	00000	Focus	$\bullet \bullet \circ \circ \circ$	SPINNING KNL	ICKLE, SUPLEX		
	00000		00000	THIGH PRESS,	3D SCANNING		
	00000		00000	·			
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Rei	NOWN	C	2 _{HI}				
G	lory	$\bullet \bullet \bullet \circ \circ$	00000	Combos: JUMP	PING ROUNDHOUSE		
	$\bullet \bullet \bullet \circ \circ$			TO FORWARD			
				· · ·	(DIZZY), FLYING		
Но	onor	Willi	OWER		SUPLEX, JUMP		
00000	00000		$\bullet \bullet \bullet \circ \circ$	TO SPINNING	· · ·		
Division: WORL	D WARRIOR	He	alth	Exde	RIENCE		
Rank: NONE							
	nding						
Wins:	Losses:	• • • • •	• • • • •				
Draws:	KO's:						

Playing Juni: ...



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Name: JUNI		Style: PROGRAMMING		Team:	Team:			
Player:		School: SHADOL	-00	Concept: ELITE	ASSASSIN			
Chronicle:		Stable: POLLS	Stable: POLLS		SSION COMPLETE"			
		ATTRI	BUTES					
Physical Social Mental								
Strength		Charisma		Perception				
Dexterity	•••••	Manipulation	•••00	Intelligence	●●● ○○			
Stamina	$\bullet \bullet \bullet \bullet \circ \bigcirc$	Appearance	••••	Wits				
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	LENTS				wledges			
Alertness	•••••	Blind Fighting	$\bullet \bullet \bullet \circ \circ \circ$	Arena				
Interrogation Intimidation	$\bullet \bullet \bullet \bullet \circ \circ$	Drive	00000	Computer	●●000			
	•••00	Leadership Security		Investigation Medicine	●●000			
Insight Streetwise	00000	Stealth		Mysteries	●●000			
Subterfuge	00000	Survival		Style Lore				
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Васко	ROUNDS	Techniques		Special	MANEUVERS			
ALLIES	••••	Punch •••••		PSYCHO SHIEL	_D,			
BACKING	••••	Kick	••••	AIR CANON DRILL,				
CONTACTS	••••	Block	•••••	CANNON DRIL	-L,			
CYBERNETICS	●0000	Grab	$\bullet \bullet \bullet \bullet \bigcirc$	SPINNING PILE	E DRIVER,			
	00000	Athletics	••••	FLYING THRU	ST KICK,			
	00000	Focus	$\bullet \bullet \bullet \bullet \bigcirc$	FOOT SWEEP	, КІРРИР,			
	00000		00000	ASHURA WARF	2			
	_ 00000		00000		RCUT, SUPLEX,			
					3D SCANNING,			
				<u>A.N.N.</u>				
RFI	NOWN	C	2HI					
	lory			Combos: PSV	CHO SHIELD TO			
				CANNON DRIL				
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- -	onor	Willi	OWER	ASHURA WARF	·			
	00000							
Division: WORL	D WARRIOR	Ис	alth	FVD	ERIENCE			
Rank: NONE								
	nding							
Wins:	Losses:	• • • • •	• • • • •					
Draws:	KO's:			L				

JURI

Juri takes pleasure in unrestrained expression and destruction. She is a Tae Kwon Do practitioner from South Korea that mysteriously affiliated herself with S.I.N. There, she acts as Seth's confidant, and also proceeds to destroy the opposition to S.I.N. on Seth's command. Inside the organization, she is known as "Spider" and has a reputation for being a brutal, warped hedonist.

In addition to her martial arts abilities, she is also granted additional abilities through the use of the S.I.N. Feng Shui Engine, the unit being implanted where her left eye once was. As part of her operations, she handily dealt with each of M. Bison's Dolls, and in time begins to see herself as superior to Seth, who is himself merely a vessel intended as a replacement body for M. Bison.

> After the events of the S.I.N. tournaments, her whereabouts are unknown. Some say she challenged M. Bison directly, and her hubris caught up with her. Others suspect she is somewhere spreading mayhem, taking pleasure in the defeat and downfall of those that strike her whims.

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Playing Juri: You like to be bad, knowing no one can stop you. Others' fears and rules they make for themselves strike you as both pathetic and amusing. You toy with these kinds of people for pleasure. It is not anger that causes you to hurt them, but curiosity to see how they will react, to see if it will entertain.

Appearance: Juri is a tall, lean, athletic Korean woman who often wears loose, billowing white and magenta pants. Her favored top is tied on purple bustier of sorts. She keeps her long dark hair bound up in two bundles atop her head. Her left eye, containing the Feng Shui Engine, emits a pink glow.



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Name: JURI HANStyle: TAEKWONDOPlayer:School: S.I.N.Chronicle:Stable: SPIDERSATTRIBUTES		Team: Concept: S.I.N. AGENT Signature: LICKING HER LIPS			
		AIIK	BUIES		
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Strength Dexterity Stamina	••••• ••••• ••••	Charisma Manipulation Appearance		Perception Intelligence Wits	
		ABI	LITIES		
TAI	LENTS	Sk	CILLS	KNO	WLEDGES
Alertness Interrogation Intimidation Insight Streetwise Subterfuge	 O O	Blind Fighting Drive Leadership Security Stealth Survival	• • • • • • • • • • • • • • • • • • •	Arena Computer Investigation Medicine Mysteries Style Lore <u>Special</u> ACCURACY, A DOUBLE-HIT FIREBALL, FO HANDSTAND F	••••••••••••••••••••••••••••••••••••••
G • • • • • • • • • • • • • • • • • •	Image: Noise: 9 Image: Noise: 9 Ko's: 96	Athletics Focus	CHI COCO C	JUMP, KICK D KILLING STARI KNEE BASHER, SNIPER KICK, THROW, WIND Combos: FORU FIREBALL TO WIN HANDSTAND KICK DOUBLE-HIT KICK WINDMILL KICK JUMPING STRONG T TO WINDMILL THIRD STRIKE TO	EFENSE, E, KIPPUP, SECOND IMPACT, THIRD STRIKE, PMILL KICK NARD TO FIREBALL, IDMILL KICK (DIZZY), (TO WINDMILL KICK, (TO FIREBALL TO K (DIZZY), O JUMPING STRONG KICK (DIZZY),

KARIN

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Playing Karin: ...

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Appearance: ...

Playing Kolin: ...

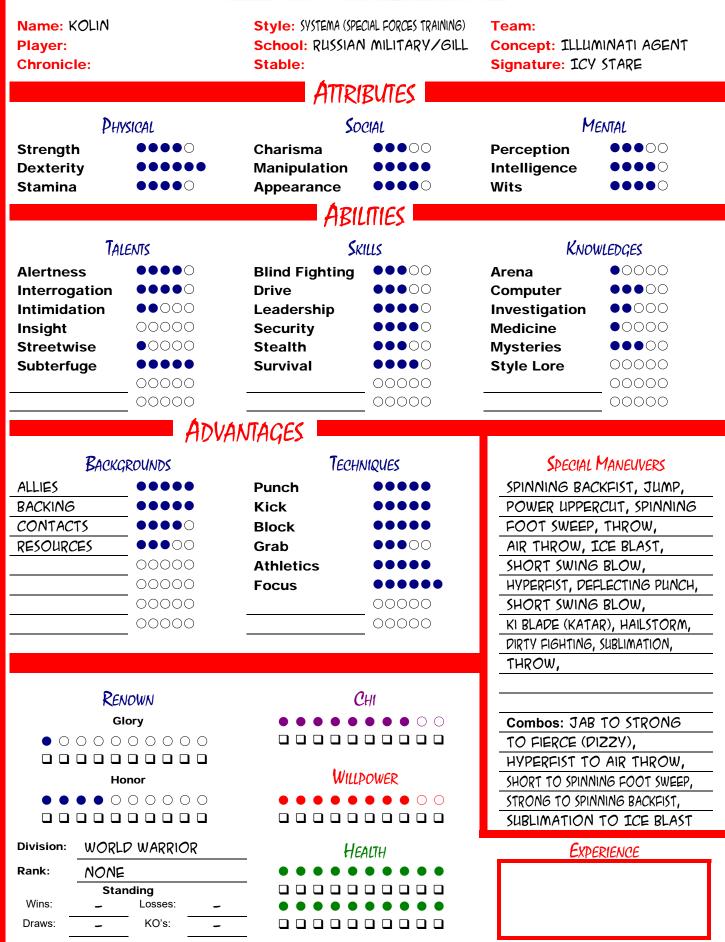


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Laura

Playing Laura: ...

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Warrior

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Name: LAURA / Player: Chronicle:	MATSUDA	Style: MATSUDA JIU JITSU School: KINJIRO MATSUDA Stable:		Team: Concept: Signature:	
		ATTRI	BUTES		
DL	IYSICAL		CIAL	М	ENTAL
Strength	0000	Charisma	•0000	Perception	0000
Dexterity	•0000	Manipulation	•0000	Intelligence	0000
Stamina	0000	Appearance	•0000	Wits	0000
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TA	LENTS	Sĸ	ILLS	KNOV	VLEDGES
Alertness	00000	Blind Fighting	00000	Arena	00000
Interrogation	00000	Drive	00000	Computer	00000
Intimidation	00000	Leadership	00000	Investigation	00000
Insight	00000 00000	Security	00000	Medicine	00000
Streetwise Subterfuge	00000	Stealth Survival	00000	Mysteries Style Lore	00000
Subteringe	00000	Survivar	00000	Style Lore	00000
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Division: WOR	LD WARRIOR	Цc	alth	FUNC	RIENCE
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	anding				
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Playing Lucia: ...

Appearance:



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Warriors

Name: LUCIA MORGAN		Style:		Team:			
Player:		School:		Concept: POLICE OFFICER			
Chronicle:		Stable:		Signature:			
		ATTPI	BUTES				
Рну	ISICAL	So	CIAL	MENTAL			
Strength	0000	Charisma	0000	Perception	•0000		
Dexterity	•0000	Manipulation	•0000	Intelligence	•0000		
Stamina	0000	Appearance	0000	Wits	0000		
		ABI	LITIES				
TAL	LENTS	Sk	CILLS	KNON	WLEDGES		
Alertness	00000	Blind Fighting	00000	Arena	00000		
Interrogation	00000	Drive	00000	Computer	00000		
Intimidation	00000	Leadership	00000	Investigation	00000		
Insight	00000	Security	00000	Medicine	00000		
Streetwise	00000	Stealth	00000	Mysteries	00000		
Subterfuge	00000	Survival	00000	Style Lore	00000		
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	ADVA	INTAGES					
RACKO	ROUNDS		NIQUES	SDECIAL	Maneuvers		
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	- 00000	Kick	00000				
	- 00000	Block	00000				
	- 00000	Grab	00000				
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Division: WORL	D WARRIOR	He	ALTH	Exde	ERIENCE		
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Name: LEE		Style: KUNG FU		Team:	Team:		
Player:		School:		Concept:			
Chronicle:		Stable:					
				Signature:			
		AIIRI	BUTES				
D	HYSICAL	So	CIAL	М	ENTAL		
Strength	0000	Charisma	0000	Perception	0000		
Dexterity	0000	Manipulation	0000	Intelligence	0000		
Stamina	0000	Appearance	0000	Wits	0000		
		ABI	LITIES				
1	ALENTS	Sĸ	alls	KNO	WLEDGES		
Alertness	00000	Blind Fighting	00000	Arena	00000		
Interrogation	00000	Drive	00000	Computer	00000		
Intimidation	00000	Leadership	00000	Investigation	00000		
Insight	00000	Security	00000	Medicine	00000		
Streetwise	00000	Stealth	00000	Mysteries	00000		
Subterfuge	00000	Survival	00000	Style Lore	00000		
	00000		00000	-	00000		
	00000		00000		00000		
	עוקא אווי	antages					
Bac	KGROUNDS	TECHI	Techniques		Maneuvers		
	00000	Punch	00000	DIVE KICK			
	00000	Kick	00000				
	00000	Block	00000				
	00000	Grab	00000				
	00000	Athletics	00000				
	00000	Focus	00000				
	00000		00000				
	00000		00000				
				—			
D	ENOWN	0	2HI				
				Comboo			
			00000	Combos:			
		Ulus	DOWER				
	Honor	WILL					
· · · · · · · · · · · · · · · · · · ·	RLD WARRIOR	He	ALTH	Expe	ERIENCE		
Rank:			$\bullet \bullet \bullet \bullet \bullet$				
St Wins:	tanding Losses:						
Draws:	KO's:						



Playing Maki: ...

text text



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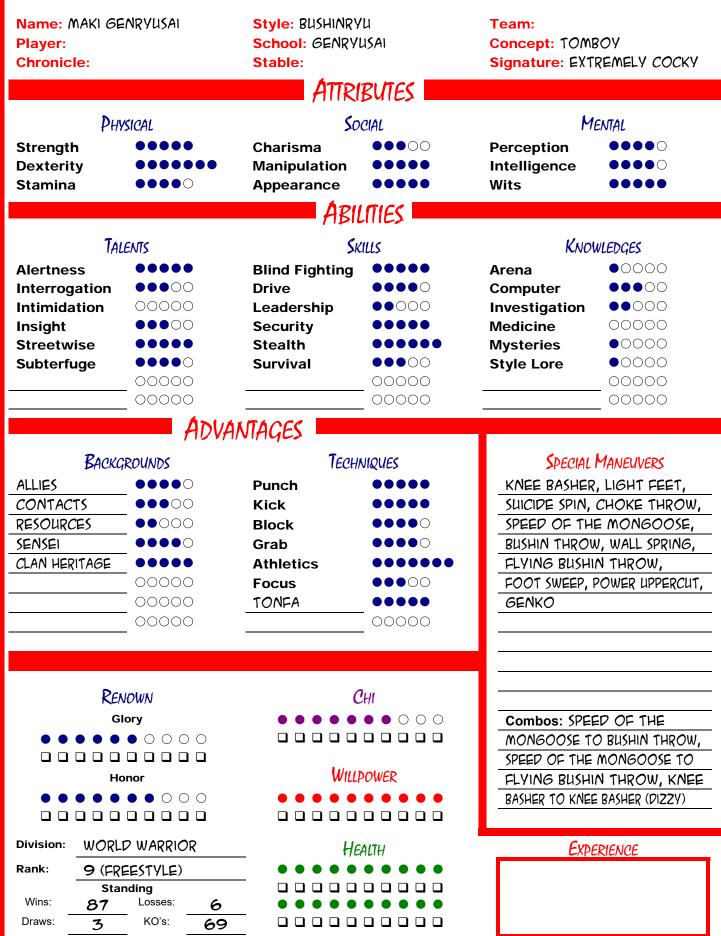
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Макото

Makoto, more than anything, is a Rindoukan Karateka. She is still in her teenage years, but has stepped up to take on the mantle of her father, running the family dojo and keeping the style alive. Her father dead, her grandfather too old, and her older brother simply not suited for the art, Makoto is the only remaining member of the family who is suited to the task.

In an effort to keep the Tosa area's dojo afloat, Makoto entered a fighting tournament hosted by S.I.N., hoping to earn fight money enough to complete repairs. In a show of great zeal and skill she was able to defeat Fei Long, the famed Hong Kong movie star, but could not defeat all comers. She came to see the reason for her defeat as being because she thought she could take an easy path in defeating less skilled opponents, rather than committing herself to the path of hard labor and dedication to her art.

After repairs to the dojo, Makoto went on to fight to bring back the prestige and honor formerly possessed by the school. In time, she sought out and located Ryu, who she impressed with her fighting spirit and technique. This hard work paid off, and the Rindoukan dojo once acquired a reputation for again excellence, with students coming from far and wide to attend.

er 5: The World Warriors

Playing Makoto: While you are young, you are a very serious and focused individual. You are not concerned with the mundane interests of most teenagers, but instead focus on family honor, responsibility and excellence. If anything, perhaps you focus on this too much, having a youthful vigor and zeal and lacking in experience regarding other matters.

Appearance: Makoto is often found in her father's gi, with a yellow headband, an undershirt and her fairly short hair. Outside of the dojo, she dresses in practical or sporty clothing. She is somewhat short with a powerful build, and her look can sometimes be described as "tomboy".



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Name: MAKOTO RINDOU Player: Chronicle:		Style: RINDOUKAN KARATE School: RINDOU DOJO Stable:			Team: Concept: DOJO SAVIOR Signature: BA66Y 61	
		ATTRI	BUTES			
DHA	VSICAL	50	CIAL	М	ENTAL	
Strength		Charisma		Perception		
Dexterity	••••	Manipulation	••000	Intelligence	$\bullet \bullet \bullet \circ \circ \circ$	
Stamina	••••	Appearance	$\bullet \bullet \bullet \bullet \bigcirc$	Wits	$\bullet \bullet \bullet \bullet \bigcirc$	
		ABI	LITIES			
Tal	LENTS	Sk	CILLS	KNOI	WLEDGES	
Alertness	••••	Blind Fighting	••••	Arena		
Interrogation	00000	Drive	00000	Computer	$\bullet \bullet \circ \circ \circ$	
Intimidation	$\bullet \bullet \bullet \bullet \circ$	Leadership	$\bullet \bullet \bullet \bullet \circ$	Investigation	00000	
Insight	$\bullet \bullet \bullet \bullet \circ \circ$	Security	•0000	Medicine	•••00	
Streetwise	●0000 ●0000	Stealth Survival	00000 00000	Mysteries		
Subterfuge	00000	Survival	00000	Style Lore	00000	
	- 00000		00000		- 00000	
		NTAGES	-		_	
	ROUNDS	Techniques		Special Maneuvers		
ALLIES	_ 0 0000	Punch •••••			AXE KICK, CAPTURE PUNCH,	
RESOURCES	- 00000	Kick	•••••	DOUBLE-HIT I	,	
	00000	Block Grab			CE, FIST SWEEP,	
	- 00000	Athletics	•••00	FORWARD FO GALE PUNCH,	· · · · · · · · · · · · · · · · · · ·	
	- 00000	Focus	••000	JUMP, KI STRI		
	00000		00000	KNIFE HAND (· ·	
	00000		00000		PIRTY FIGHTING,	
	_		_	NECK CRUSH, P	OWER UPPERCUT,	
					PUNCH, STEPPING	
Pc	NOWN	(Chi	CRESCENT, VIT		
· · · · · · · · · · · · · · · · · · ·	lory	-	00000	Combos: NEC		
				KNIFE HAND	ICH, FIERCE TO	
					ERCE (DIZZY),	
На	onor	Willi	POWER		TO FIERCE TO	
	$\bullet \bullet \circ \circ \circ$			GALE PUNCH		
				SHORT TO FO	DRWARD	
Division: WORL	D WARRIOR	He	ALTH	Expe	ERIENCE	
Rank: 9 (TR	ADITIONAL)		• • • • •			
	nding					
Wins: 81 Draws: 1	Losses: <u>5</u> KO's: 76					
<u> </u>	KO's: 76					

MENAT

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Playing Menat: ...

Appearance:



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World Warriors

Name: MENAT Player: Chronicle:		Style: School: Stable:		Team: Concept: MAG Signature:	CAL PROTEGE				
		ATTR	BUTES						
PH	YSICAL	Sc	DCIAL	M	ENTAL				
Strength	●0000	Charisma	●0000	Perception	●0000				
Dexterity	●0000	Manipulation	•0000	Intelligence	0000				
Stamina	0000	Appearance	•0000	Wits	0000				
	ABILITIES								
TA	LENTS	Sk	KILLS	KNO	KNOWLEDGES				
Alertness	00000	Blind Fighting	00000	Arena	00000				
Interrogation	00000	Drive	00000	Computer	00000				
Intimidation	00000	Leadership	00000	Investigation	00000				
Insight	00000	Security	00000	Medicine	00000				
Streetwise	00000	Stealth	00000	Mysteries	00000				
Subterfuge	00000	Survival	00000	Style Lore	00000				
	00000		00000		00000				
	_ 00000		00000		00000				
	ADVA	INTAGES							
Васко	BACKGROUNDS		Techniques		Maneuvers				
• • • •	00000	Punch 00000							
	- 00000	Kick	00000						
	- 00000	Block	00000						
	- 00000	Grab	00000						
	- 00000	Athletics	00000						
	00000	Focus	00000						
	00000		00000						
	00000		00000						
	_		_						
				COMBOS:					
Rei	NOWN	(241						
G	lory	• 0 0 0 0	00000						
00000	00000								
H	onor	WILL	POWER						
00000	00000		00000						
Division: WORL	D WARRIOR	He	ALTH	Expe	RIENCE				
Rank:		• • • • •	••••						
	nding								
Wins:	Losses:								
Draws:	KO's:								

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Playing Mike: ...



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Name: MIKE Player: Chronicle:	1	Style: BOXING School: Stable:		Team: Concept: Signature:	
		ATTRI	BUTES		
	Physical	So	CIAL	М	ENTAL
Strength Dexterity Stamina	●0000 ●0000 ●0000	Charisma Manipulation Appearance	●0000 ●0000 ●0000	Perception Intelligence Wits	●○○○○ ●○○○○ ●○○○○
		ÁBI	LITIES		
	TALENTS	Sk	alls	KNO	WLEDGES
Alertness Interrogatio Intimidation Insight Streetwise Subterfuge		Blind Fighting Drive Leadership Security Stealth Survival	00000 00000 00000 00000 00000 00000	Arena Computer Investigation Medicine Mysteries Style Lore	00000 00000 00000 00000 00000 00000 0000
	ADVA	NTAGES	-		_
BACKGROUNDS 00000 00000 00000 00000 00000 00000 00000 00000		Tech Punch Kick Block Grab Athletics Focus	VIQUES 00000 00000 00000 00000 00000 00000		MANEUVERS
RENDWN Glory Image: Im		Chi Chi Willpower			
Division: WC	ORLD WARRIOR	He	ALTH	EXPL	ERIENCE
Rank:	Standing Losses: KO's:				

NECALLI

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Supernatural: Necalli has a few powers that players should not have access to. At the Storyteller's discretion Necalli can materialize anywhere and can also devour the souls of human warriors he defeats.

Appearance: ...

Playing Necalli: ...





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NECRO

As a boy, Necro (then Illia) was brought into the G-Project, a program run by the Illuminati. The experimentation done on Necro resulted in mutations, altering his appearance and resulting in his body's unusual flexibility and stretchiness. Also, a variety of cybernetic experiments were performed, including a power generator and implanted computer meant to enhance his abilities as a weapon of the Illuminati.

Ultimately, Gill declared Necro's modifications a dead end for the Illuminati and ordered the experiment terminated. Necro was to be disposed of, but his girlfriend and fellow mutant/project victim Effie was able to free him, and they both fled from the clutches of the Illuminati.

Necro believes that one day he will obtain his freedom, but he has yet to find peace. Any time Effie and Necro have felt at ease, it has been short lived as agents of the Illuminati continue their relentless pursuit. While Necro gained freedom from the Illuminati with Effie's aid, it seems that Gill believes all evidence of his organization's failed experiment must be erased.

Playing Necro: While you were taken in and experimented upon, forced to be an agent of the Illuminati, and are now a young man, you are still in many ways the same boy you were before, one who never had the chance to grow up and experience a normal late childhood. You and Effie together have hope for the future, though it is not always easy. **Appearance:** Necro is full of wiry muscle, pale white skin with a tinge of purple. His upper body is fitted with a harness, including cybernetic hardware around his neck. His mutations allow him to contort his body into some disturbing and unusual positions.



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Oro

They say that Oro was born in Japan over 140 years ago. Some say he is immortal, spoken of in Japanese legend, a hermit whose powers have accrued through the benefit of solitary meditation and asceticism. At least since the early 1900s he was known to reside in a cave somewhere in the Amazon river basin. The stories say Oro was a martial arts instructor in Japan before he moved to Brazil sometime in his 40s. From time to time since, he has taken on students, but he has judged none to be fully worthy or capable. The training regimen was too difficult.

It seems Oro was reasonably content with life as a hermit for decades. His skill and power was such that he bound one of his arms in hopes that he would meet a challenger who could interest him.

Playing Oro: You are an old man. You've lost patience with a lot of these kids. On the other hand, you're not dead yet and enjoy cute gals and fresh new experiences of the outside world. Your decades as a hermit have done no favors for your social graces. If you had offspring, there's no doubt you'd embarrass them all of the time! As the decades progressed, he became more impatient and began to seek out a true challenger, as well as a worthy student to pass his knowledge Ð

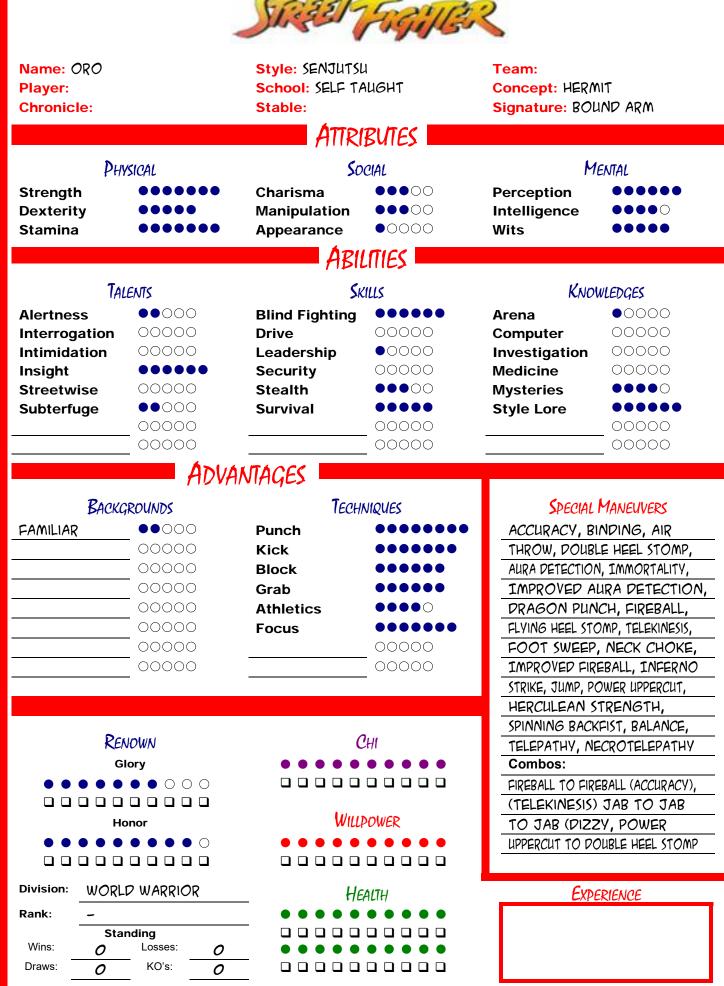
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on to. As the Illuminati began to organize the tournament under Gill, Oro entered. Of the contenders, it was Ryu that Oro took an interest in. With proper training, Oro believed Ryu could someday make a worthy opponent.

Also, around this time Oro encountered Akuma. Akuma and Oro had sensed each others great power and had some knowledge of each other due to reputation. Out of curiosity, they tested each others' skills.

> **Appearance:** Oro is ancient. He wears the tattered remains of robes, cinched at the waist with a simple rope. He keeps one arm in a sling. Only a few wisps of his hair remain. He is often accompanied by a tortoise.



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POISON KISS

Poison was born and grew up in an orphanage in Los Angeles. In her teen years, she made her way to Metro City, where she engaged in a variety of petty crime during her time in the Mad Gear gang. As she became further enmeshed in Mad Gear's activities, she took in interest in professional wrestling matches. Unfortunately, with Mad Gear's downfall in Metro City, she found that the scene for underground matches had faded, and she was unable to keep the scene alive.

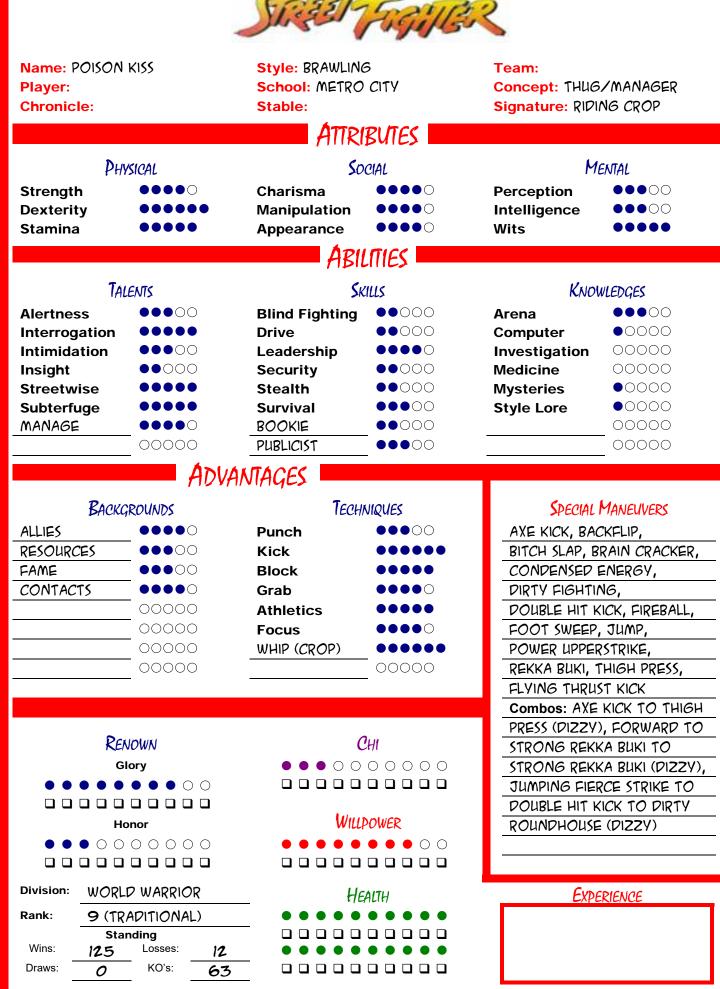
With the activities of S.I.N., Poison begins to wonder if she can find any worthy wrestlers capable of supporting a promotion among the fighters in the tournaments. Interestingly, this eventually leads to her partnership with Hugo, who himself had been involved with Mad Gear back in their heyday. They go on, with her managing, to have a fruitful career in the CWA. Hugo's abilities are so great, however, that they find themselves looking for a suitable partner so that Hugo can win the tag team belt, as none in the CWA are judged worthy. Ð

SJOIJJEM PIJOM

Poison and Hugo are successful in eventually claiming the CWA tag team title, with Hugo putting on an amazing performance. Still, Poison believes Hugo is bound for better things, and so in cooperation with him begins to assemble another wrestling promotion, the HWA.

Playing Poison: You're from the streets and you've seen it all. You're not against using a little, or a lot of sex appeal to get what you want. What you want is a bit of excitement, something you've found both on the streets and in your role as a wrestling manager, where you get to create something special.

Appearance: Poison's casual wear consists of very short cut off jean shorts, a white crop top, and a black leather cap, accessorizing with a leather riding crop. You might say she looks like she belongs in a Guns N' Roses video. When involved in promotional activities, she is willing to don more outlandish and attention grabbing garb.



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Q is a mystery. Is Q a man? Is there more than one person that is Q? What is known is very little. The C.I.A. are interested in the Q phenomenon and have invested resources in investigating him, but the organization cannot say with certainty that he even exists. He appears as a man in a trench coat with a metal mask, groaning and clanking. He has been reported as being spotted at crime scenes around the world, with some reports conflicting, placing him in more than one location at a time. Another rumor is that he witnessed the downfall of Shadoloo, though no

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Playing Q: You are a silent, ominous enigma. You are on a mission, you have a purpose. You observe, you investigate, and perhaps you do more, not that you would let anyone know. You almost seem to be a force of nature! one can explain what exactly that means.

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While Q has also been spotted at underground fighting events, theories as to his origin and purpose have only the smallest shreds of evidence. Some have imagined he is somehow related to the Shadoloo monitor cyborg program. Others have said that perhaps he is from within the C.I.A. itself, possibly an agent in disguise as a rogue alternate identity, or the result of some kind of

C.I.A. cyborg program gone awry. He seems to breathe, but his mask and other evidence points towards him possibly being cybernetic or otherwise partly mechanical.

Appearance: Q is a tall, slowly lumbering man in a trench coat with a metal mask, eyes glowing. He wears a tie and is well dressed. While he tends to move slowly, his is capable of sudden, large, powerful dashing attacks when necessary.



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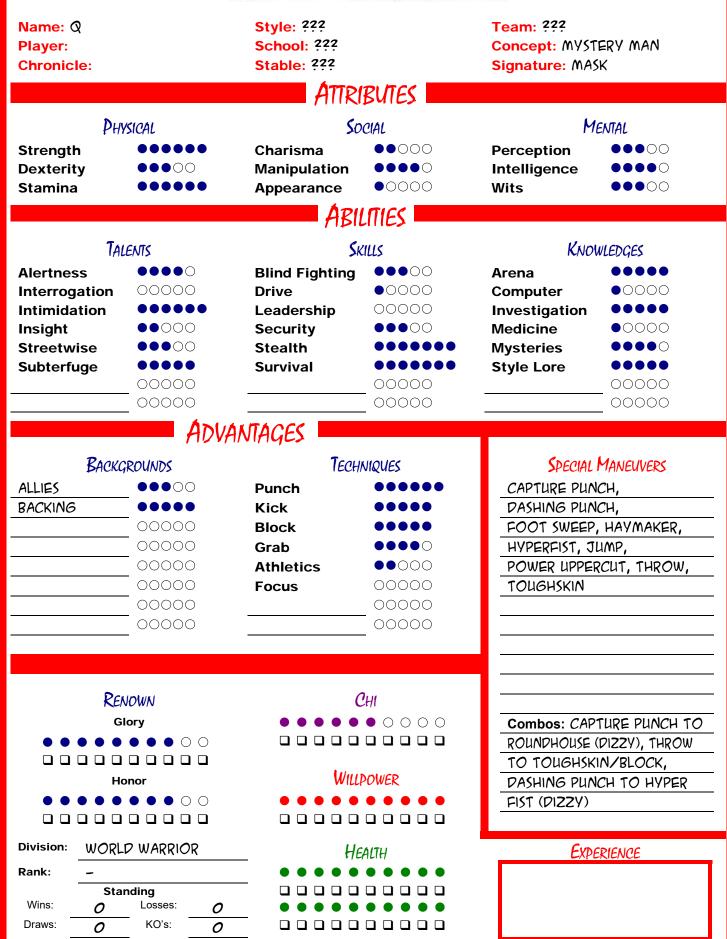
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RAINBOW MIKA

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Playing Rainbow: ...

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Appearance: ...



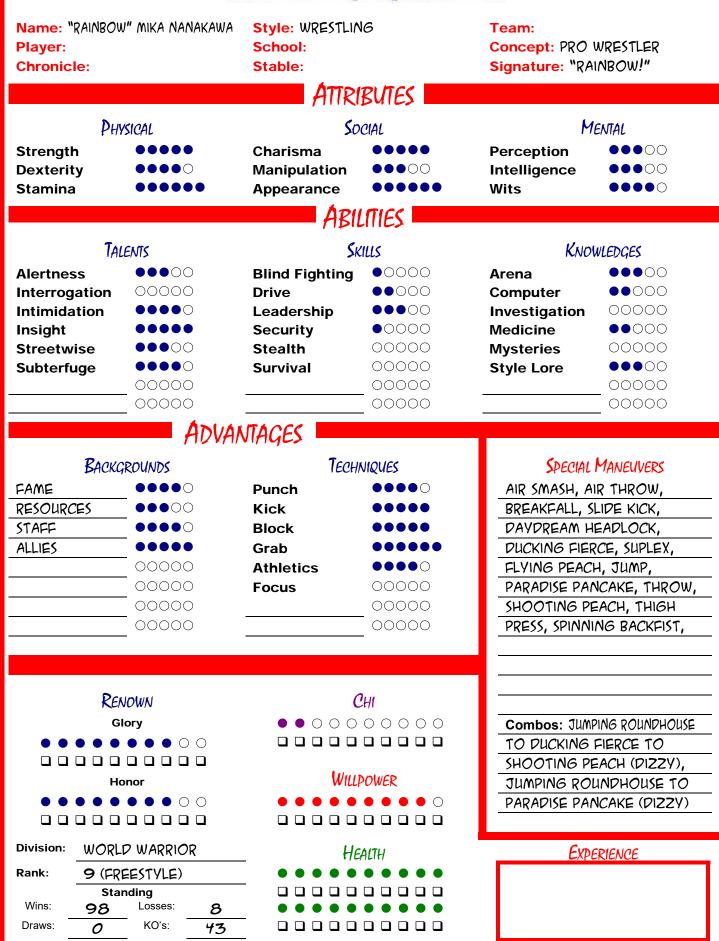
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RASHID

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Playing Rashid: ...

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Appearance: ...



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Remy is a young man who resents his father. His father is a fighter, one obsessed, one who left his family behind to pursue the perfection of his martial arts. Meanwhile, Remy preferred the French club scene, while making his way through his young adulthood without a family. Actually, he did have an older sister, but she had suffered calamity... preserved in ice.

Remy was listless, wandering the world, lashing out at other fighters while

Playing Remy: You are sullen, bound to lose yourself either in the club or in a rage filled obsession with vengeance. You are full of melancholy regarding your past and the fate of your sister, sending your mind to dark places. Sometimes you know you should move on, but can you? pursuing his father, who he blamed for all of the ills that befell the family after he left. This path of vengeance was trod for quite some time, but it is believed that eventually Remy left this path behind. In the end, he lost hope for his sister and let her iced body sink into the sea as he attempts to forget the past and move onto a new life. Р

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Appearance: Remy is dressed for the night life. He has long, straight aqua dyed hair that often falls into his face. He is lean, often wearing a black leather zip up top and red pants.



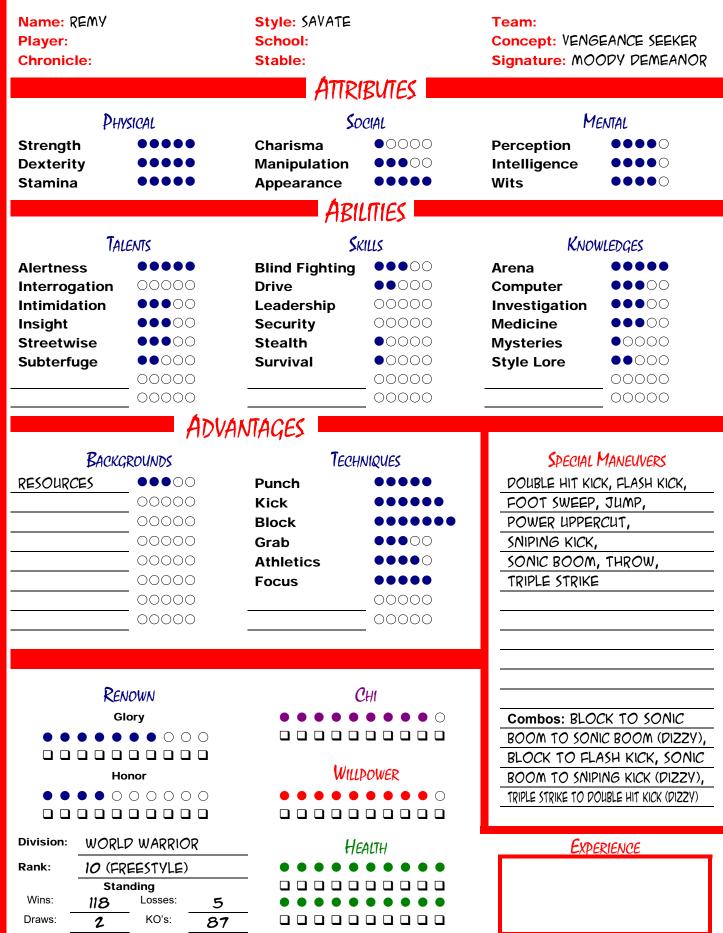
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RETSU

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Playing Retsu: ...

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Appearance: ...

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Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

ROLENTO

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Playing Rolento: ...

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Appearance: ...



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World Warriors

Name: ROLENTO F. SCHUGERG Player: Chronicle:		Style: SPECIAL FORCES TRAINING School: Stable:		Team: Concept: CONQUEROR Signature: "MISSION COMPLETE"					
ATTRIBUTES									
Physical		Social Charisma		MENTAL Perception					
Strength Dexterity		Charisma Manipulation		Perception Intelligence					
Stamina		Appearance	••••	Wits	$\bullet \bullet \bullet \bullet \circ$				
ABILITIES									
TALENTS		Skills		KNOWLEDGES					
Alertness		Blind Fighting	$\begin{array}{c} \bullet \bullet \bullet \bullet \circ \circ \\ \bullet \bullet \bullet \circ \circ \circ \end{array}$	Arena	$\begin{array}{c} \bullet \bullet \bullet \bigcirc \bigcirc \\ \bullet \bullet \bullet \bigcirc \bigcirc \end{array}$				
Interrogation Intimidation		Drive Leadership		Computer Investigation	00000				
Insight		Security		Medicine	00000				
Streetwise		Stealth	•••00	Mysteries	●0000				
Subterfuge		Survival	••• 00	Style Lore	●●● ○ ○				
Cunterrage	00000	ou ma	00000		00000				
	00000		00000		00000				
ÁDVANTAGES									
BACKGROUNDS		Techniques		Special Maneuvers					
ALLIES	- ••••	Punch		BACKFLIP, JUMP,					
CONTACTS RESOURCES	- •••00	Kick Block		LIGHTNING STRIKES,					
STAFF	- •••000	Grab	•••00	SLIDE KICK, STINGER, THROW,					
317455	- 00000	Athletics		TUMBLING ATTACK, POGO, TUMBLE, DOUBLE STRIKE					
	- 00000	Focus	00000		DLE JIKINE				
	- 00000	BATON							
	- 00000	THROWN	- ●●●○○						
Renown		Сні							
Glory				Combos: 116H	INING STRIKES TO				
				LIGHTNING STRIKES TO LIGHTNING					
				STRIKES (DIZZY), BACKFLIP TO					
Honor		WILLPOWER		TUMBLING ATTACK, POGO					
0000000000		• • • • • • • • • •			FIERCE STRIKE				
Division: WORL	Division: WORLD WARRIOR HEALTH		alth	Expe	ERIENCE				
Rank: NONE									
Standing									
Wins: Losses:									
Draws:	KO's:								

Rose

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Playing Rose: ...

Appearance: ...



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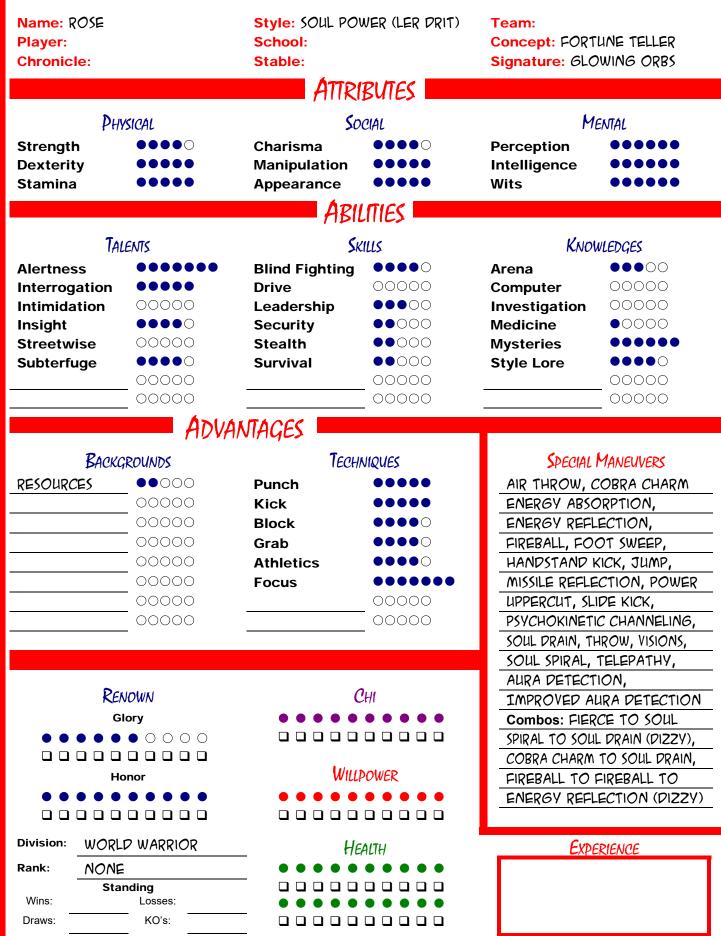
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He travels the country with his girlfriend Candy. In time, Rufus hears people refuse his claim to "strongest fighter" by mentioning the skills of Ken Masters. This both enrages and sets Rufus off on a quest to meet, challenge, and defeat

the Shotokan master.

Rufus believes himself to be the strongest fighter

in America. A very obese man, Rufus is a

biker who is surprisingly light

on his feet and has managed to

win competitions in the

United States.

Rufus was rather indiscriminate in his quest to defeat Ken, believing any blond he encountered to potentially be the fighter. In time he did in fact meet Ken, and at his girlfriend's suggestion, arranged to defeat him on television where he could be

> Playing Rufus: You are a confident loudmouth! You tend to blame others for your failures, and will go on at length regarding your point of view on any subject, regardless of your actual expertise. Still, you're a strong, fast man, and not a bad fighter!

Unfortunately for humiliated. Rufus. he was instead defeated with relative ease by Ken. Obstinate, Rufus refuses any help from Ken when his motorcycle has trouble, and his grudge does

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Rufus later encounters other Street Fighters and even tests his skills against him. When he hears that Ken will next be appearing at а tournament, it is unfortunately too far away for him to attend. It is unknown if Rufus has begrudgingly set aside his rivalry for Ken, or he is merely taking time to travel the American countryside.

not diminish.

Appearance: Rufus is a very obese blond man with a top-knot and biker's beard and mustache. Sometimes he rides in a skin tight vellow and black leather biker's jumpsuit, and at other times he prefers more traditional American biker apparel.

Rufus



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Sakura

Playing Sakura: ...

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Appearance: ...



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Name: SAKURA KASUGANO Player:		Style: SHOTOKAN KARATE School: SELF TAUGHT		Team: Concept: SCHOOL GIRL					
Chronicle:		Stable:		Signature: DANCES					
ATTRIBUTES									
Physical		Social		Mental					
Strength		Charisma		Perception					
Dexterity	••••	Manipulation	$\bullet \bullet \bullet \circ \circ$	Intelligence	••000				
Stamina	$\bullet \bullet \bullet \bullet \bigcirc$	Appearance	$\bullet \bullet \bullet \bullet \bigcirc$	Wits	••••				
ABILITIES									
TALENTS		Skills		KNOWLEDGES					
Alertness		Blind Fighting	••000	Arena	••000				
Interrogation	00000	Drive	0000	Computer	$\bullet \bullet \circ \circ \circ$				
Intimidation	00000	Leadership	$\bullet \bullet \bullet \circ \circ$	Investigation	$\bullet \bullet \bullet \circ \circ \circ$				
Insight	•••00	Security	••000	Medicine	●●000 0000				
Streetwise	•••00	Stealth	•••00	Mysteries	00000				
Subterfuge	00000 00000	Survival	●●000 00000	Style Lore	●●●○○ ○○○○○				
	_ 00000		00000		_ 00000				
					_				
	ADVA	NTAGES							
BACKGROUNDS		Techniques		Special Maneuvers					
ALLIES		Punch •••••		CONDENSED ENERGY,					
ARENA	•0000	Kick	••••	DRAGON DASH,					
CONTACTS	•0000	Block	$\bullet \bullet \bullet \bullet \bigcirc$	DRAGON PUNCH, FIREBALL,					
RESOURCES	•0000	Grab	$\bullet \bullet \bullet \circ \circ$	FOOT SWEEP, HAYMAKER,					
	00000	Athletics	•••••	HURRICANE KICK, JUMP,					
	_ 00000	Focus	$\bullet \bullet \bullet \bullet \circ \bigcirc$	NECK CHOKE					
	_ 00000		00000		RCUT, THROW,				
	_ 00000		00000	WIDOWMAKE	₹				
				Combos: JUMP	PING ROUNDHOUSE				
				TO FIERCE TO DASHING					
Renown		Сні		DRAGON (DIZZY), CONDENSED					
G	Glory		$\bullet \bullet \bullet \bullet \bullet \bullet \bullet \bullet \circ \circ \circ$		ENERGY FIREBALL TO FIREBALL,				
$\bullet \bullet \bullet \bullet \bullet \bullet \bullet \circ \circ \circ$				JAB TO HURRICANE KICK TO					
				JAB (DIZZY), JUMPING					
Honor		WILLPOWER		ROUNDHOUSE TO FOOT SWEEP					
$\bullet \bullet \bullet \bullet \bullet \bullet \bullet \bullet \bullet \circ \circ$				TO CONDENS	ed energy				
Division: WORLD WARRIOR		HEALTH		Experience					
Rank: 10 (FREESTYLE)									
Standing									
Wins: 154 Draws: 1	Losses: 11 KO's: 83								



Sean Matsuda is a sporty kid from Brazil, half Japanese and half Brazilian. He is athletically gifted, proficient in many sports in addition to martial arts, such as soccer and basketball. Originally trained by his grandfather in Jiu jitsu, Sean became obsessed with Ken Master's fighting style after witnessing him at a local tournament.

Sean trained hard and tried his best to convince Ken to be his sensei, but Ken was reluctant to take on a student. Through an annoying level of perseverance, Sean finally managed to convince Ken to take him on. During the Illuminati held tournament, Sean decided to test his skills but was easily beaten by his own master, Ken. Ken, seemingly trying to rid himself of the student, told Sean that he had to defeat Ryu if were to have any chance of being taken seriously. This led to a confused Ryu being constantly challenged by the young man. Not knowing exactly

why Sean had become obsessed with fighting him, Ryu would consent to combat and regularly defeat him.

Even later, Ken relents again and resumes training Sean in his style. However, Ken openly doubts Sean's fighting abilities and tells him he is simply embarrassing himself. Perhaps, should Sean develop his own style. there is something salvageable. Shocked by his master's words, Sean at last leaves to travel the world and train on his own.

Playing Sean: You're an energetic, physical young guy. You're good at sports and like playing hard. While your skill may not yet be at the top level, your confidence is and you'll put in whatever work it takes to be the best, no matter how long it takes! Some might say you're cocky. **Appearance:** Sean shaves the side of his head, leaving short dreads on top. He's an athletic Brazilian who wears a heavy yellow gi with the arms torn off when he's involved in fighting or training. Otherwise he is strictly casual and sporty.



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Seth is the CEO of the S.I.N. Association, previously connected to the branch of Shadoloo connected with weapons development. Seth himself is capable of wide variety of а combat techniques, based upon the fighter data acquired by his organization, and powered by the Tanden Engine operating in his abdomen.

It seems that Seth's body is one of many originally created to serve as a home for M. Bison, should he require a new one. Somehow, Seth gained an independent mind and sought to escape such a fate as simply serving as a vessel. He launches

Playing Seth: You realize your schemes are desperate, but know you must maintain an intimidating aura and pursue your goals relentlessly if you are to succeed in breaking free of your fate and asserting your own power. You are savvy and powerful, but also a realistic man who knows when all is lost. the S.I.N. hosted tournaments as part of his plans to acquire more data and increase his own powers so that he can rise to take the place of Shadoloo. പ

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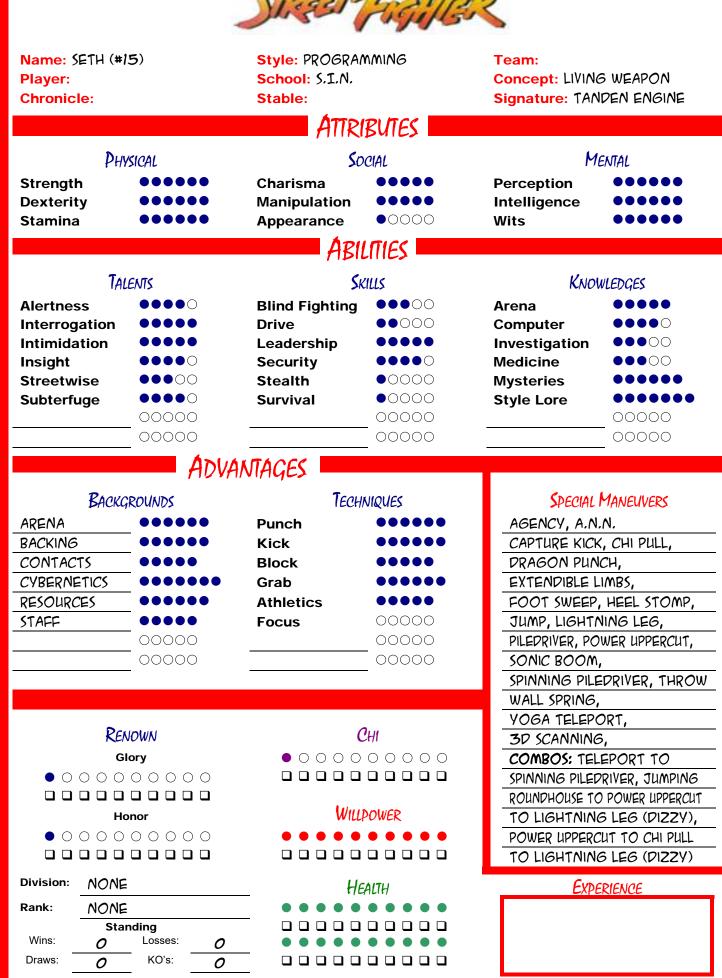
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While early on, Seth appears to have quite a bit of success, in the end he realizes that even former allies are conspiring against him and he is unable to stop M. Bison and the eventual return of Shadoloo under Bison's command. It is widely believed he was destroyed, either by M. Bison himself, or possibly his former main lieutenant, Juri.

Appearance: Seth's normal appearance is strangely inhuman. Grey and well muscled, he has dagger-like fingers, blank blue glowing eyes and a large rotating Tanden Engine located in his abdomen. When the occasion calls for it, he dresses in upscale business attire.



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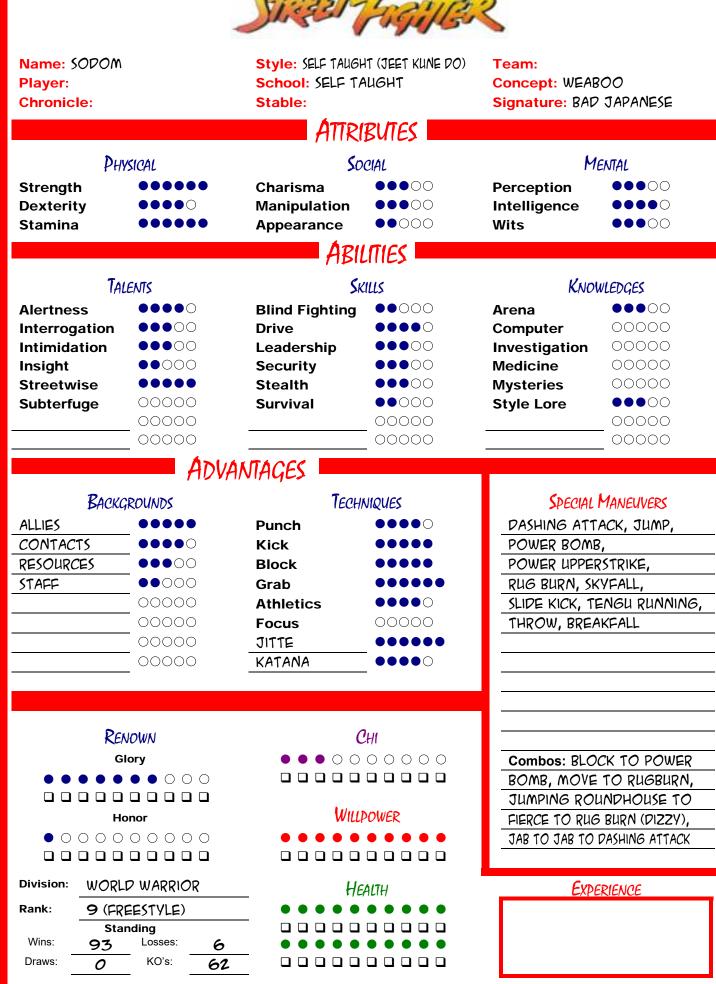
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Twelve

Twelve is a genetically engineered super mutant, created to serve as a weapon for the Illuminati. While Gill had determined Necro to be a failure of the G-Project to be terminated. Kure (the project chief) Dr. considered him to merely be a prototype. Urien then took on a supervising role on the project, which he thought to still hold promise. Dr. Kure's work led to Twelve, a highly capable organism that is fully seemingly synthetic.

Twelve is capable of regeneration, does not suffer pain, and has no human memories. He is capable of brief periods of invisibility. He speaks in binary code and is capable of stretching his body in a highly unusual manner, to a much greater degree than Necro. In fact, Twelve is capable of approximating the shape and style of other fighters. All of these capabilities aid him in completing assassination missions for the Illuminati. Between missions, he returns to the secret Illuminati lab he was created in, to undergo cellular regeneration and have his memories wiped so he is prepared for his next deployment.

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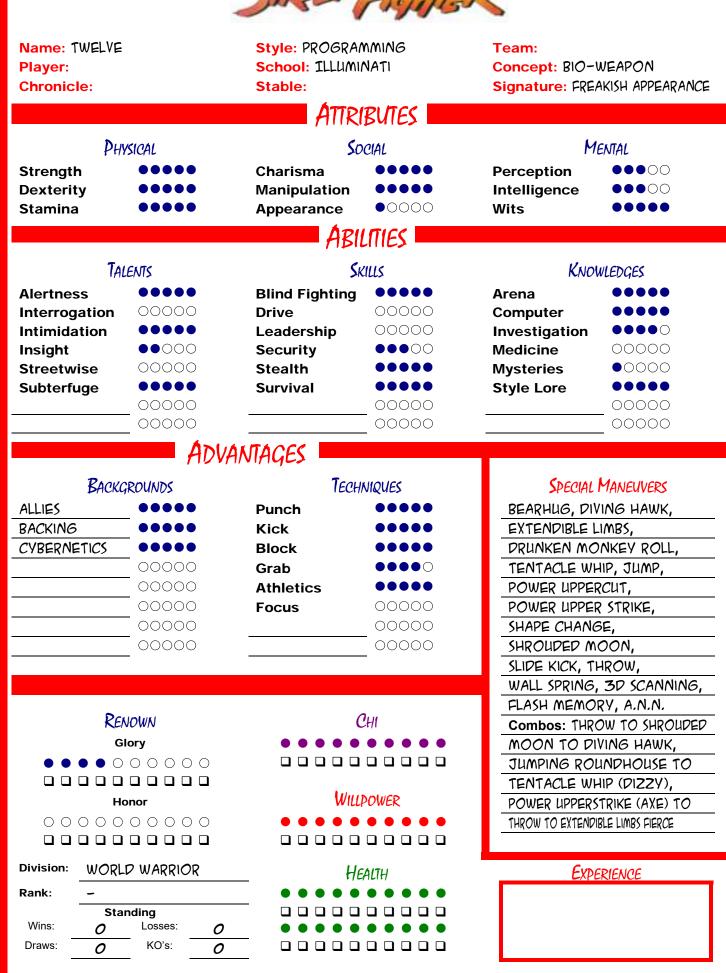
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Among the missions assigned to Twelve is the detainment of Necro and Effie, who escaped the Illuminati labs after Necro was designated for destruction.

Appearance: Twelve can barely be said to have an identifiable form. Most often he appears as a crouching humanoid male with flowing liquid white skin, his extremities formed into whatever shape best serves as a tool needed at the moment. He is capable of shifting shape, even imitating the appearance of others if necessary.

Natural Abilities: Using "Shapechange" Twelve takes advantage of the Natural Abilities of Regeneration and Flight listed under the Animal Hybrids rules.

Playing Twelve: You are coldly, inhumanly dedicated to the completion of your mission as assigned by the Illuminati. You consider Urien to be a father of sorts, but your memories barely exist, barely are human. You are a predator, a biological machine. Perhaps there is the slightest awakenings of something else inside?



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Urien was chosen from among his training brothers in the Illuminati to become the president of the organization. He trained with nearly 1.000 others in the 66 Secret Techniques of the Illuminati, rising above all but one of his brothers. It was his greatest rival, Gill, that was selected as the reincarnated "Heaven Emperor". Known for his mastery of the elements of metal/earth and wind/lightning, the wrath of Urien is feared by all who know of him. He is a man that demands total obedience from those that serve him.

While Urien is a man of great ambition, he is capable also of great jealousy. After learning of Gill's ascendancy, Urien loses all interest in the perpetuation of the Illuminati itself and is determined to establish his own

> **Playing Urien:** You are a smug, powerful, ambitious man. You will not allow anything to obstruct your path to power. You demand total obedience from your underlings and are prone to bouts of jealousy and rage towards those who thwart you or endanger your sense of superiority.

legacy, independent of the organization that groomed him. Ancient traditions and laws are to be swept away should they stand between Urien and his goals. Ð

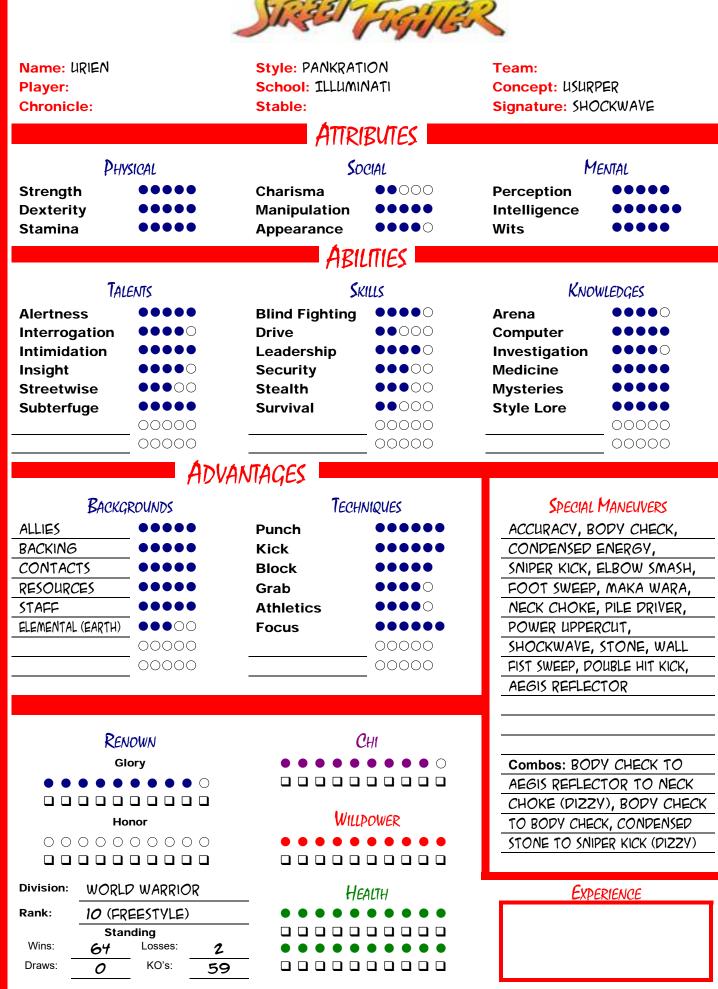
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As part of his activity with the Illuminati he has been involved in kidnapping (one kidnapping being a plot foiled

by Chun Li), and bringing the G-Project to a more successful conclusion with the creation of Twelve. After the tournaments hosted by Gill to locate candidates useful to further Illuminati goals, it is rumored that Urien's plotting of his brother's downfall may have met success, destroying Gill and any clones, bringing down a large part of the Illuminati with it, but given the secretive nature of the organization it is hard to know for sure.

> Appearance: Urien is an human excellent specimen, bronze skin with short white hair, and a small white spot on his forehead. While fighting, he shows off his physique by wearing very little. Otherwise he dresses in the finest suits available.



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YANG

Born in Shanghai, Yang's early childhood included Kung Fu training from at least two notable martial artists, his uncle Lee and the legendary assassin Gen. By his teenage years, Yang and his brother Yun had moved to Hong Kong where their family ruled the underground in their neighborhood. It wasn't long before Yun and Yang took a more active role in keeping the peace on the streets.

In Hong Kong, another famous Street Fighter entered Yang and Yun's lives. They would regularly encounter Chun-Li at a neighborhood restaurant. When Chun-Li, known for her ability to easily handle any opponents Yang and Yun had heard of, departed with rumors of her entering a tournament, their

curiosity compelled them to see what kind of competition she would face. This occurred during the S.I.N. hosted tournaments.

Later, Yang and Yun would leave Hong Kong to test their skills in battle themselves. They returned even more confident in their abilities as martial artists. Peace reigned in the local Hong Kong neighborhood for a time until they became aware of the activities of a mysterious organization. Yun, as the (slightly) older brother left to investigate, but

Playing Yang: You are cool and analytical. Your brother Yun would say you take too long to decide on anything, but you consider it wise to mull over all of the options. Overall, you tend to notice things your brother may not, and to be a bit more understanding. Your brother and you do bicker, and perhaps you have been jealous of him now and then.

Yang requested that Yun leave the task to him. They separatelv investigated what turned out to be the Illuminati, and eventually settle their spat and tackle the mystery together.

In the end it was Yun who battled with Gill. Gill was impressed by his fighting ability and savs he will grant care to the neighborhood over to Yun and Yang as a sign of gratitude. Yun continued to argue against Gill's vision of utopia, but in the end leaves satisfied. Yang, however, continues to be troubled by Gill's words.

Appearance: Yang tends towards wearing long armless tops with Chinese style buttons paired with baggy pants and sneakers. He keeps his midlength hair swept forward and can often be found getting around on a set of roller blades.



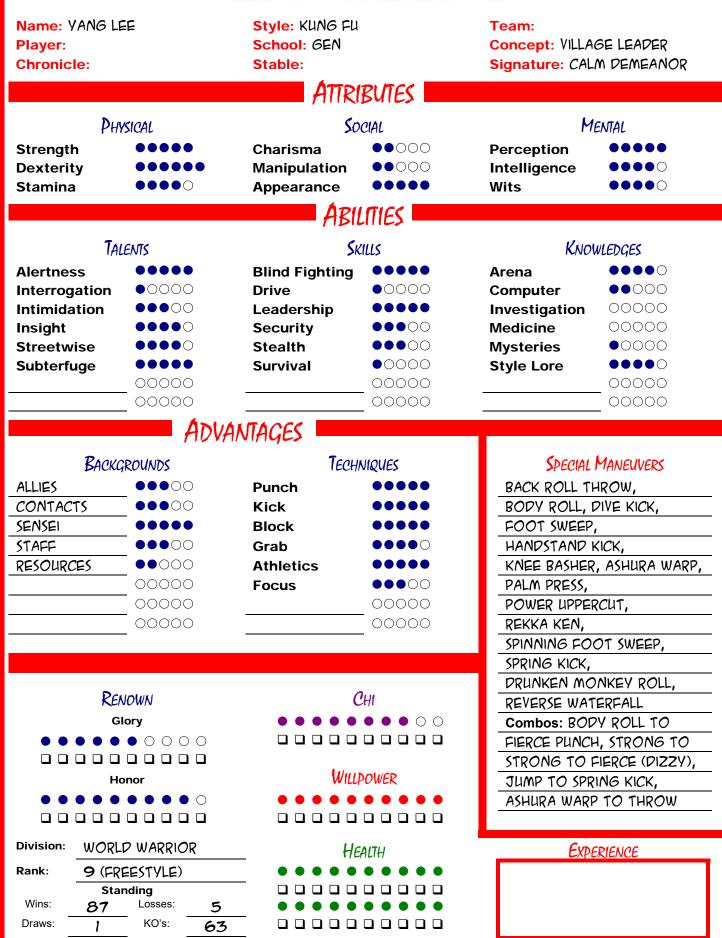
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YUN

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heard of, departed with rumors of her entering a tournament, their curiosity compelled them to see what kind of competition she would face. This occurred during the S.I.N. hosted tournaments.

Playing Yun: You are a confident extrovert that tends towards living in the moment. You are a bit cocky and impulsive, yet your intuitions often turn out to be correct. Having been born minutes before your twin brother Yang, you're convinced you'll always be better than him.

Later, Yun and Yang would leave Hong Kong to test their skills in battle themselves. They returned even more confident in their abilities as martial artists. Peace reigned in the local Hong Kong neighborhood for a time until they became aware of the activities of a mysterious organization. Yun, as the (slightly) older brother left to investigate, but Yang requested that Yun leave the task to him. They separately investigated what turned out to be the Illuminati, and eventually settle their spat and tackle the mystery

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together.

Appearance: Yun tends towards wearing long armless tops with Chinese style buttons paired with baggy pants and sneakers. He has long hair, though he usually keeps it braided and under a baseball cap. It is not uncommon to see him navigating the streets on his skateboard.



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Playing Zeku: ...

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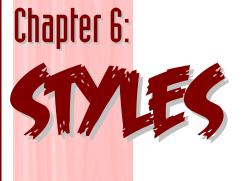
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"Everyone has a plan until they've been hit." - Joe Lewis

Coming soon!



BRAWLING

There are generally two types of fighters who practice Brawling. The first is your classic big brutish thug who simply specializes in smashing people with his size and strength. The second are those who possess such cunning and ruthlessness that they know how to deal with the first type. That's what it takes to survive on the streets, you either have size and strength or a killer instinct. The best Brawlers have a little of both.

Much of Brawling revolves around criminal activity. Fighting outside of sport is generally illegal after all, and there is no Traditional Division or sporting form of Brawling. Gangs fighting over turf, the mugger who beats you up and steals your shoes, some on the other hand, just like to scrap.

Schools: Brawling is generally learned in the street, in the bad neighborhoods, as a tool of survival for those with little other choices, but it can also be picked up in prison, in a gang, or by trial and error wherever you want to start swinging. Just be sure to get out of there before the cops show up!

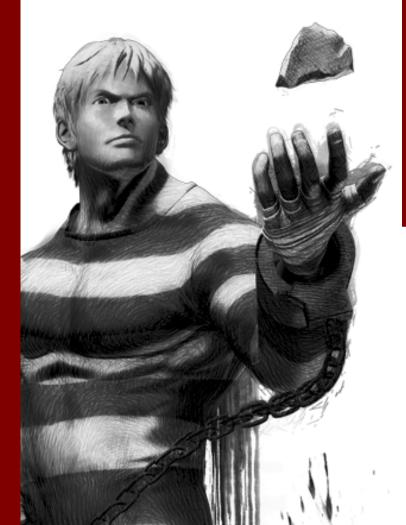
Members: Criminals, gang members, street urchins, bullies, bad dudes.

Concepts: Thug, Street Rat, Gang Leader, Criminal.

Initial Chi: 1

Initial Willpower: 6

Quote: "You never know what you're gonna run into out there. If we're wearing our colors, we can't hide." - Cowboy, Warriors



BRAWLING

Special Maneuvers

Punch

Bitch Slap (2 pts.) Buffalo Punch (1 pt.) Criminal Upper (4 pts.) Dashing Punch (4pts.) Ducking fierce (1 pt.) Ear Pop (2 pts.) Elbow Smash (1 pt.) Haymaker (1 pt.) Headbutt (1 pt.) Spinning Backfist (1 pt.) Turn Punch (4 pts.)

Kick

Axe Kick (2 pts.) Flying Knee Thrust (1 pt.) Ruffian Kick (3 pts.) Slide Kick (2 pts.)

Block Maka Wara (4 pts.)

Grab

Back Breaker (2 pts.) Bear hug (1 pt.) Brain Cracker (1 pt.) Eye Rake (1 pt.) Head Bite (2 pts.) Head Butt Hold (2 pts.) Neck Choke (1 pt.) Sleeper (4 pts.) Suplex (1 pt.)

Athletics

Air Smash (1 pt.) Bad Stone (2 pts.) Sand Chuck (2 pts.)

Focus Dirty Fighting (1 pt.)

Weapon Bandit Chain (2 pts.) Choke Chain (3 pts.)

BRAWLING AND OTHER STYLES

Brawling is not really a style at all in the traditional sense. Therefore if a character somehow finds himself in a position to take up learning an actual martial art, she may go ahead and do so. Her life as a Brawler will be left behind for good, as there is a fundamental change in the way she looks at fighting after learning a martial art. She can still access all her old Brawling moves she learned before, but cannot learn new brawling techniques.

There must be a story driven reason for this change, you cannot simply make a new character as Brawling/Kung Fu. Talk to your Storyteller about this important milestone in your character's development.

BUSHINRYU

Bushinryu Ninjitsu, or simply Bushinryu or Bushin as it is sometimes called, is an offshoot of regular Ninjitsu which is similar, but still different enough that it qualifies as it's own separate style.

Bushinryu Ninjitsu is not a recent offshoot, the Bushinryu Clan has existed since the Sengoku (warring states) Period of Japan, also known as the Age of Civil War. It was forged in the constant warring and political intrigue of this bloody chapter of history (1467-1603).

Ninja who are members of the Bushinryu clan, are very unique in more ways than just their fighting style. Most other Ninjas tend to take any advantage they can get, even if it is a dishonorable path. The Bushinryu Nina clan on the other hand, follow the code of Bushido just as the Samurai did. Bushinryu Ninjas place a high value on Honor, and justice.

The code of Bushinryu demands that the clan should always stand against evil, or anything that would disrupt the flow of nature. Because of this the clan often finds itself up against the supernatural such as Shadoloo.

The head of the Bushinryu Clan is referred to as the "Soke", which roughly translates to "head of house". According to tradition there can only ever be one Soke of Bushinryu, and to become the new Soke you must fight the current Soke to the death. The most recent were:

37th Soke - Genryusai38th Soke - Zeku39th Soke - Guy (promoted during the Street Fighter Alpha timeline, see Chapter 2: Setting)

In a rare departure from tradition, Zeku stepped down after Guy defeated him, so it was not a fight to the death. This was most likely due to the fact that Zeku had taken Guy in and raised him as his own child.



Bushinryu

Special Maneuvers

Punch

Boshi-Ken (2 pts.) Elbow Smash (1 pts.) Genko (2 pts.) Shikan-Ken (3 pts.) Shuto (2 pts.)

Kick

Ax Kick (2 pts.) Backflip Kick (2 pts.) Foot Sweep (1 pts.) Handstand Kick (1 pts.) Slide Kick (2 pts.) Suicide Spin (3 pts.) Tornado Kick (3 pts.)

Block

Grab

Bushin Throw (3 pts.) Choke Throw (2 pts.) Disengage (1 pts.) Flying Bushin Throw (1 pts.) Knee Basher (2 pts.) Lightning Drop (3 pts.)

Athletics

Light Feet (3 pts.) Shoulder Blast (4 pts.) Wall Spring (1 pts.)

Focus

Balance (3 pts.) Perch (3 pts.) Sakki (3 pts.) Shrouded Moon (1 pts.) Speed of the Mongoose (3 pts.) Zen No Mind (3 pts.)

When Guy was promoted Zeku told him about the new evil emerging in the world, the Shadoloo organization, and reminded him of the Bushin code to fight against evil. He then disappeared, presumably into retirement. Since then the Bushinryu Ninja clan has been at war with Shadoloo.

Bushinryu uses the same system of Clan Heritage as regular Ninjas. You need a background of 1 to learn the physical maneuvers, and a background of 4 to learn the Focus maneuvers.

Schools: Only the secret headquarters of the Bushinryu clan teaches this style.

Members: The only members of this martial arts style are members of the Bushinryu Ninja clan as detailed above.

Concepts: Vigilantes, justice seekers, and do-gooders.

Initial Chi: 3

Initial Willpower: 4

Quote: "There is great evil within you. I will not let you succeed!" - Guy

MIXED MARTIAL ARTS

Mixed Martial arts, or "MMA" has it's roots in the ancient style of Pankration in that it started as competitive anythinggoes fighting. Around the 1920s it was extremely popular in Brazil in the form of Vale Tudo (translates to: "anything goes") competitions.

In 1993, the Gracie family brought Vale Tudo competition from Brazil to America and popularized it. It gained footing, and continued to grow in popularity since then, but that brought about a number of rules and changes which make MMA different from Pankration or Vale Tudo. The main differences are Traditional MMA's use of time limits, rounds, weight classes, and safety rules such as: No biting, eyegouging, fish-hooking, groin-shots or Focus attacks.

The term "Mixed Martial Arts" now refers to the fact that many different martial arts styles have been combined for the sake of effectiveness. Primarily it is made up of Muay Thai, Jiu Jitsu, Boxing and Wrestling. Mixed martial artists value results however, and are willing to incorporate anything that works into their skill set.

Schools: The sport is extremely popular right now, so schools can be found in most major cities. The best schools however, are usually found in Brazil, Japan, or the U.S.A.

Members: Many MMA stylists compete fiercely, but anyone can learn MMA, and many take it up as a hobby.

Concepts: Athlete, fitness enthusiast, hobbyist, self-defense enthusiast



MIXED MARTIAL ARTS

Special Maneuvers

Punch

Change of Direction (4 pts.) Dashing Punch (5 pts.) Dashing Uppercut (2 pts.) Elbow Smash (1 pt.) Spinning Back Fist (1 pt.)

Kick

Double-Hit Kick (1 pt.) Double-Hit Knee (1 pt.) Flying Knee Thrust (1 pt.) Foot Sweep (1 pt.) Tiger Knee (4 pts.) Wheel Kick (1 pt.) Wounded Knee (2 pts.)

Block

Maka Wara (3 pts.)

Grab

Back Breaker (2 pts.) Back Roll Throw (1 pt.) Brain Cracker (1 pt.) Disengage (2 pts.) Dislocate Limb (3 pts.) Double Leg Takedown (1 pt.) Grappling Defense (2 pts.) Ground and Pound (2 pts.) Ground Fighting (3 pts.) Improved Pin (2 pts.) Knee Basher (2 pts.) Pin (2 pts.) Shoot (3 pts.) Skyfall (3 pts.) Sleeper (3 pts.) Suplex (1 pt.) Tornado Throw (4 pts.)

Athletics

Breakfall (1 pt.) Drunken Monkey Roll (2 pts.) Ground Fighting (2 pts.) Guard Position (2 pts.)

Initial Chi: 1

Initial Willpower: 6

Quote: "If we are fighting for money I will stop when you ask me to. If we are fighting for Honor, I will stop when I want to." – Rickson Gracie

MMA AND SPECIAL MANEUVERS

MMA stylists can buy Special Maneuvers in exactly the same way that Jeet Kune Do fighters can. Characters can switch from their original style to MMA, but there must be a plot-driven reason to do so. Players cannot make a brand new character "MMA after many years of Jiu Jitsu"

Special Maneuvers closed to outside styles may be bought at the most expensive Power Point cost +1. If the maneuver is available to both their original style and MMA, they may buy it at whichever cost is less. Machines do not have to practice for hours to learn the slow tedious way that a human does. They can simply have Special Maneuvers saved directly onto their hard drive.

Normal consumer technology is not at this level yet, however in the shadows there are mysterious organizations such as S.I.N., Shadoloo, or the Illuminati who hold such secrets.

With such power comes drawbacks however. The ability to have one's brain programmed may be the strings that keep you under the control of your puppetmaster.

Whatever entity is in charge of programming your brain effectively has you under Mind Control (Secrets of Shadoloo, pg. 29) unless you get the Agency maneuver.

Later on, very advanced programming allows for amazing feats such as scanning and reproducing Special Maneuvers on the fly. A fighter may go up against a Programmable Al only to have her own Style and Maneuvers analyzed and used against her!

Schools: One does not learn this style from a martial arts school, but by having their brain augmented with the technology to accept such programming.

Members: You must be a Cyborg to take this style, whether that represents a completely cybernetic brain or just a cybernetic augmentation such as a chip inside a biological brain. If you create a cyborg with this style, the rules for Programming completely replace the rules for Cyborgs buying Special Maneuvers, you can disregard them.

Concepts: Rogue android, assassination robot, escaped prototype

Initial Chi: 6

Initial Willpower: 1

Quote: "I know Kung Fu!" - Neo, The Matrix



Programming

Focus Agency (5 pts.) A.N.N. [Artificial Neural Network] (5 pts.) Flash Memory (4 pts.) Scan (4 pts.)

TABULA RASA

Instead of a huge list of maneuvers like other styles, you start with only a few Special Maneuvers to pick from which represent upgrades to your AI. Using them, you can access every Special Maneuver. You are a blank slate ready to have any combat algorithm written onto your hard drive. You may purchase Maneuvers using their "Any" cost, or for Maneuvers closed to outside Styles you may use the most expensive cost +1 (similarly to Jeet Kune Do).

You have no choice on how any of your experience is spent initially. Purchasing Special Maneuvers, as well as any other capabilities (Abilities, Techniques, etc.) are all up to whoever is programming you, which is generally whoever created you or equipped you with the Cybernetic Brain.

Furthermore you don't even have free will. You must obey a set of parameters or directives your programmer included in your code. For example there is typically a directive which states you cannot turn against or attack the programmer, and perhaps a few having to do with a mission you are on.

Anyone who can gain access to your brain via computer can also erase or change memories, personality, any data whether they have permission or are just a hacker (having Special Maneuvers erased gives you back the Experience you bought them with).

This situation is fluid however and can be changed according to the few Special Maneuvers that are listed under this style. We will outline them here but the full rules are available under the description of each Special Maneuver.

Agency - You no longer have directives or parameters and can choose your actions freely. Your brain is still set up to have data transferred to it however, and cannot learn by itself. Experience Points must still be spent for you, by your programmer.

A.N.N. (Artificial Neural Network) - You are a learning computer, you can now choose how you spend your Experience Points, however since you have no style you still require a programmer to learn Maneuvers which do not have an "Any" cost.

3d Scanning - Allows you to record what happens around you in exacting detail and save the data for later use. If you also have A.N.N. you can essentially program yourself with any Maneuver you have scanned, similarly to JKD but without the programmer you required before. If you do not have A.N.N. the data can still be copied and used by a third party.

Flash Memory - You can write data extremely fast, you can spend Experience Points at any time, even in the middle of combat, to buy moves which you have just scanned, allowing you to instantly mimic your opponent and hit them back with the same move you just saw them do for the first time.

RINDOUKAN KARATE

Rindoukan Karate is a unique blend of many other types of karate styles (including Shotokan) melded into one. It is a hard striking style using lots of punches, kicks, knees, elbows, and open-handed strikes. Vital points are targeted when possible. More traditional than Shotokan, Rindoukan teaches more internalized uses of *Ki* (Chi) rather than the outwardly showy plasma tossing.

Like many other styles of karate, Rindoukan uses sparring, kata, meditation and breaking arts to strengthen the mind, body and spirit.

Students are tested in a highly formal way and awarded belts to signify their rank. Like most other forms of Karate white-belt is the lowest, and black-belt is the highest.

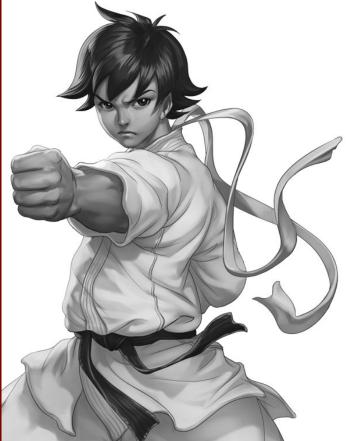
Makoto's family founded the style and the *Rindoukan Dojo* (translates roughly to "Autumn Bellflower Mansion") and for years the dojo held a lot of prestige and pride. It was well respected and sought out by many students.

Makoto's father Masaru passed away however, leaving the dojo without a sensei. The dojo began to falter and fade into obscurity. It looked as though the school may have to close it's doors as it slowly faded from the collective memory of the world.

Since her grandfather was too old to teach by now, and her older brother is an office worker with no potential as a martial artist, the responsibility fell upon Makoto to save the family dojo by regaining it's prestige and restoring it to it's former glory.

She attempted this first in S.I.N.s tournament but failed, earning only enough money to keep the family business limping along, and make some much needed repairs.

When Gill's secretive organization put on a tournament she signed up and tried again. This time she finally succeeded by demonstrating the power of the style, which brought many



RINDOUKAN KARATE

Special Maneuvers Punch

Ducking Fierce (1 pt.) Elbow Smash (1 pt.) Fist Sweep (2 pts.) Gale Punch (2 pts.) Head Butt (1 pt.) Knife Hand Chop (4 pts.) Knife Hand Strike (3 pts.) Rising Wind Punch (1 pt.)

Kick

Ax Kick (2 pts.) Double-Hit Kick (1 pt.) Foot Sweep (1 pt.) Forward Foot Sweep (2 pts.)

Block

Maka Wara (3 pts.) San He (4 pts.)

Grab

Neck Crush (3 pts.) Vital Crush (3 pts.)

Athletics

Focus Chi Kung Healing (4 pts.) Dirty Fighting (1 pt.) Ki Strike (1 pt.) Stunning Shout (3 pts.)

new students to the Autumn Bellflower Mansion seeking to train under the great Makoto.

Because of the rise and fall of the only available dojo, Rindoukan Karate will either be very obscure, or very well known; depending on the period of time your Storyteller has chosen to run the chronicle in.

Schools: Currently Rindoukan Karate can only be learned at Makoto's Dojo, the Rindoukan Dojo in Tosa Japan. How well known the dojo is depends on when your campaign takes place.

Members: Since it is only one small dojo, membership is limited according to space. Depending on how prestigious the dojo is at the moment it might be very easy or very hard to be accepted.

Concepts: Tomboy, karate-masters, fighters, health instructors

Initial Chi: 1

Initial Willpower: 6

Quote: "You just haven't trained enough. You may as well quit the tournament now." - Makoto

SAIKYO RYU

Saikyo Ryu style was born out of pure vengeance. The founding member and Supreme Grand Master of the style, Dan Hibiki, created the style to avenge the death of his father Go Hibiki at the hands of Sagat. Go had just gouged out Sagat's eye in a street fight, and an enraged Sagat took his life in return.

Ever since that day, Dan has trained vigilantly under any Sensei that would have him to add techniques to Saikyo Ryu , strengthening it to one day avenge his father.

Unfortunately, no reputable Sensei will have him. Besides being a terrible student, it doesn't take long for them to see that he is on a self destructive path of revenge, and they want no part.

Saikyo Ryu is nothing more than the few Thai Kickboxing techniques his father showed him, a few Shotokan techniques he was able to learn from Gouken before Gouken ejected him from the school, and a lot of hot air.

Dan is always trying to get students to train under him, but it is rare that anyone actually enrolls, and if they do it's usually just to humor him.

Schools: You can only learn this style by training under Dan, who is all to happy to accept you.

Members: There are rarely more than one or two members in Dan's dojo, and they usually do not know enough about fighting to realize he is doing it wrong.

Saikyo Ryu

Special Maneuvers

Punch

Dragon Punch (5 pts.)

Kick

Air Hurricane Kick (2 pts.) Foot Sweep (1 pts.) Hurricane Kick (5 pts.) Wounded Knee (2 pts.)

Block

Grab Back Roll Throw (1 pts.)

Athletics

Focus Gadoken (3 pts.)

Concepts: Extremely naive or unskilled novices, people who feel sorry for him, stronger fighters who are trying to take advantage of him or humiliate him.

Initial Chi: 1

Initial Willpower: 6

Quote: "You've never heard of me? Give me a break! I'm Dan Hibiki!"



SENJUTSU

Senjutsu is a fighting style practiced exclusively by Sennin, which are thought by many to be simply a myth. They go by many other names in different cultures including SenNyin, xian, immortal, transcendent, genie, mage, djinn, sage or hermit.

A Sennin is the immortal spirit of a saint who can, by virtue of his life dedicated to training, abstention, and severe selfdiscipline, perform "miracles". These "miracles" include such weird magical powers such as speaking after death, flying on the back of a cloud or animal, speaking to mortals in their dreams and so on.

Sennin even give up the outside world in their journey of self-perfection, living as hermits. They are only accompanied by their familiars, which are generally a toad, tortoise, or horse. These magical companions are no ordinary animals and share a special bond with the Sennin.

Schools: A Sennin either transcends his humanity spontaneously, or is sought out and trained by an existing Sennin who recognizes his potential.

Members: Only the most honorable Street Fighters, who sacrifice everything for their art and live a completely ascetic lifestyle may become Sennin.

Concepts: Sages, wise-men and gurus.

Initial Chi: 6

Initial Willpower: 1

Quote: "Do or do not, there is no 'try'."- Yoda



Senjutsu

Special Maneuvers

Punch

Dragon Punch (5 pts) Monkey Grab Punch (1 pt.) Spinning Backfist (1 pt.)

Kick

Foot Sweep (1 pt.) Forward Flip Knee (3 pts) Slide Kick (2 pts)

Block Energy Reflection (3 pts)

Grab

Herculean Strength (3 pts) Neck Choke (2 pts) Back Roll Throw (1 pt.)

Athletics

Double Heel Stomp (3 pts) Flying Heel Stomp (3 pts) Light Feet (3 pts)

Focus

Balance (2 pts) Chi Kung Healing (3 pts) Death's Visage (3 pts.) Fireball (3 pts) Flying Fireball (2 pt.) Immortality (5 pts) Improved Fireball (3 pts) Inferno Strike (5 pts) Leech (3 pts) Mind Reading (3 pts) Necrotelepathy (2 pts.) Perch (5pts.) Seal (1 pts) Telekinesis (3 pts) Telepathy (2 pts.) Zen No Mind (3 pts)

BECOMING A SENNIN

A character may not start out as a Sennin, it must be attained through game play and hard work, and there are a few requirements.

Firstly, the character must maintain 10 Permanent Honor for at least an entire Story to demonstrate they have the spirit of a Saint.

Secondly, they must become an honorable "Master" of their martial arts style (Players Guide, pg. 80).

Lastly, they must give up all material possessions, and ties to the outside world (distractions) to live as a hermit and pour themselves into their training for several years. This effectively renders the character an NPC.

After meeting all three requirements the character is then allowed to purchase the "Immortality" Special Maneuver and become a Sennin. At that point they receive one rank in the Background "Familiar" for free.

SHORINVI KENPO

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Members: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Morbi nibh neque, dignissim ac tempus nec, malesuada quis risus.



SHORINVI KENPO

Special Maneuvers Abc Def Punch Abc Def **Kick** Abc Def Block Abc Def Grab Abc Def **Athletics** Abc Def Focus Abc Def

Concepts: Lorem ipsum dolor sit amet, consectetur

Initial Chi: 10

Initial Willpower: 10

Quote: "Lorem ipsum dolor sit amet, consectetur"

STICK FIGHTING

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Schools: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Morbi nibh neque, dignissim ac tempus nec, malesuada quis risus. Praesent vestibulum a sem quis feugiat. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas.

Members: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Morbi nibh neque, dignissim ac tempus nec, malesuada quis risus.



STICK FIGHTING **Special Maneuvers** Abc Def Punch Abc Def **Kick** Abc Def Block Abc Def Grab Abc Def **Athletics** Abc Def Focus Abc Def

Sathis :

Concepts: Lorem ipsum dolor sit amet, consectetur

Initial Chi: 10

Initial Willpower: 10

Quote: "Lorem ipsum dolor sit amet, consectetur"

Taekwondo

Taekwondo originated in Korea, where it was developed by General Choi Hong during the 1940s. It was a system of combat, self-defense, sport and exercise which partially blended the existing styles of Taekkyeon and Japanese Karate.

In Korean, *tae* means "to strike or break with foot"; *kwon* means "to strike or break with fist"; and *do* means "way", "method", or "path". All together *Taekwondo* roughly translates to "the way of the foot and the hand".

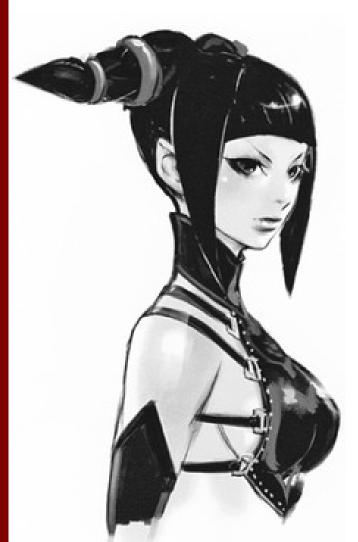
More than any other style, Taekwondo emphasizes high kicking and leg flexibility. They commonly warm up and practice flexibility and high kicks in the *Dojang* (Taekwondo school) to a point that wouldn't even be necessary in battle, just so that they will be able to kick as needed when not warmed up.

That's not to say that there are no other techniques, Taekwondo has grabs, punches, blocks, etc. The kicks outshine the other aspects of the art however.

Like Karate and many other martial arts, Taekwondo has a long tradition of breaking boards and performing katas in addition to physical fitness, *Gyeorugi* (sparring) and maneuvers. Also like many other arts, Taekwondo rank is indicated by belts, and achieved through testing.

In 1989, Taekwondo was the world's most popular martial art. It still retains massive popularity.

Taekwondo has been an Olympic event since 2000, further spreading the popularity of the art form.



Taekwondo

Special Maneuvers Punch Spinning Back Fist (1 pt.)

Kick

Ax Kick (2 pts.) Backflip Kick (2 pts.) Double Dread Kick (3 pts.) Double-Hit Kick (1 pt.) Flash Kick (4 pts.) Foot Sweep (1 pt.) Forward Backflip Kick (1 pt.) Great Wall of China (5 pts.) Handstand Kick (1 pt.) Lightning Leg (4 pts.) Reverse Frontal Kick (1 pt.) Second Impact (1 pt.) Sniping Kick (3 pts.) Stepping Front Kick (3 pts.) Third Strike (1 pt.) Windmill Kick (4 pts.) Wounded Knee (2 pts.)

Block

Grab Knee Basher (2 pts.) Thigh Press (2 pts.)

Athletics

Focus Fireball (3 pts.) Flying Fireball (2 pts.)

There are both sporting forms and combat forms of Taekwondo, with slightly different rules, mostly to make the sporting form safer. The combat forms stay true to their military roots, and indeed are still taught to Korea's military troops.

Schools: Dojangs are easy to find due to the extreme popularity of the art. Many children are placed in Taekwondo classes at a young age to learn discipline, and many colleges even offer it as a PE credit.

Members: Most Taekwondo stylists tend to be physically fit and lean. Anyone can take this art. Its popularity makes it a common hobby. Also TKD is more coed than many other martial arts.

Concepts: Olympian, femme fatale, plucky children, stuntmen, fitness enthusiasts

Initial Chi: 2

Initial Willpower: 5

Quote: "You may not realize it when it happens, but a kick in the teeth may be the best thing in the world for you." - Walt Disney





"I fear not the man who has practiced 10,000 kicks once, but I fear the man who has practiced one kick 10,000 times." - Bruce Lee

PUNCH

Air Tentacle Whip

Prerequisites: Tentacle Whip, Jump

Power Points: Animal Hybrid 2

The fighter leaps into the air and becomes a flurry of tentacles hitting all around.

System: The fighter gets to roll three damage tests against everyone she chooses in any adjacent hex. This is an aerial maneuver and can be used to avoid projectiles like Jump.

Cost: 2 Willpower

Speed: -2

Damage: +0 Move: -1

Air Thunder Knuckle

Prerequisites: Thunder Knuckle, Jump

Power Points: Ler Drit, Special Forces 1; Any 2

Frustrated with aerial opponents, Crimson Viper found a way to Jump up and deliver her Thunder Knuckle from directly below them.

System: Causes knockdown against opponents it damages. Can be used to dodge projectiles as Jump, however cannot target the person who used the projectile.

Cost: 1 Chi

Speed: +0

Damage: +2

Move: +1

Bitch Slap

Prerequisites: Punch •••

Power Points: Brawling 2; Any 3

Not to be confused with a regular slap, the bitch slap is a powerful and painful forehand followed by a backhand. It is designed to embarrass and humiliate the target. It's often used in the streets to maintain a pecking order.

System: Roll Two damage tests using the modifiers below. If damage is scored the victim must win an opposed Willpower roll or lose a temporary point of Glory. This Glory loss can only happen once per fight.

Cost: None

Speed: +1

Damage: -1

Move: +1

Change of Direction

Prerequisites: Punch ●●●, Grab ●●, Throw

Power Points: Mixed Martial Arts 4; Any 5

The fighter uses a quick one-two punching combination to set up their opponent for a takedown.

System: Similar to Rekka Ken but without the taunt and not as fast. The fighter plays this card with a basic punch attack and receives a +2 Speed up to two turns in a row. The third turn however, the fighter can play either Throw or Double Leg Takedown at +2 Speed.

Cost: +1 Willpower per turn used

Speed: See description above.

Damage: See description above.

Move: See description above.

Cross Counter

Prerequisites: Punch ●●●●, Manipulation ●●●●

Power Points: Boxing, Western Kickboxing, Thai Kickboxing, Kung Fu 3

Not exactly a "counter" as it does nothing to stop the incoming attack, this move simply hits back, hard. A classic case of "I'll take a hit to land a hit".

System: Causes knockdown. You cannot abort into anything else after you play Cross Counter. Low sweeping attacks, projectiles, or throws do not activate the cross counter. There are 2 ways to play cross counter:

Method 1: Interrupt your opponent after they declare you the target, but before they roll damage, then immediately roll damage on them when they roll damage on you. If they want to abort to avoid getting Cross Countered, they must beat your Manipulation + Subterfuge with their Perception + Insight.

Method 2: Select the Cross Counter card, then lie and say you are dizzy. If the other player hits you, you may then declare it was a Cross Counter and roll damage on them with the counter-strike.

Cost: 1 Willpower (if they hit you and you counter)

Speed: +0

Damage: Amount of damage taken plus one (no roll) **Move:** Zero (before triggered) / Three (after triggered)

Dashing Clothesline

Prerequisites: Punch ●●●●, Athletics ●●●

Power Points: Pankration, Sanbo, Wrestling 4; Any 5 The fighter charges forward swinging her arm wide in an attempt to catch an unwary opponent across the neck.

System: Causes Knockdown but completely misses crouching opponents.

Cost: 1 Willpower

Speed: -2 Damage: +6

Double Elbow Smash

Prerequisites: Punch ●●●●, Elbow Smash

Power Points: Muay Thai 2, Any 3

The fighter takes a step, while using that momentum to deliver a powerful elbow, then takes another step and dishes out more of the same.

System: Hits twice using the modifiers below. The first hit pushes the opponent back 1 hex.

Cost: 1 Willpower

Speed: +2

Damage: +2/+2

Move: One/One

Dragon Dash

Prerequisites: Athletics $\bullet \bullet \bullet$, Punch $\bullet \bullet \bullet \bullet$, Dragon Punch

Power Points: Shotokan Karate 4; Any 5

Sakura invented this variation of the Dragon Punch by running full speed into her opponents while performing it.

System: Causes knockdown and counts as an aerial move only on the las damage roll. Can be used to avoid projectiles like a jump, but cannot be used to hit the originator of the projectile if so. Causes damage and pushes opponents back for every hex moved, similar to Hurricane Kick.

Cost: 1 Willpower

Speed: -1

Damage: +3

Move: -3

Dragon Smash

Prerequisites: Punch $\bullet \bullet \bullet \bullet \bullet$, Athletics $\bullet \bullet$, Dragon Punch

Power Points: Any 4

This variation of the Dragon Punch has the fighter also punch again on the way down once she reaches her apex. Sean Matsuda performs it with the style and flare of a basketball dunk.

System: If the attacker does not have to move to hit their opponent (same or adjacent hex) then this move will hit twice, otherwise the first hit misses and only the second one hits. Aerial opponents suffer knockdown if damaged. Anyone who doesn't block the second hit is subject to Knockdown regardless of if they are aerial or not.

Cost: 2 Willpower

Speed: -1

Damage: +6

Move: -2

Ducking Straight

Prerequisites: Dashing Punch, Athletics •••

Power Points: Boxing 1, Western Kickboxing 2 The fighter executes an evasive duck as she dashes in to land a hard hitting straight punch.

System: Can dodge projectiles as per Jump.

Cost: 1 Willpower

Speed: +0 Damage: +4 Move: +1

Ducking Upper

Prerequisites: Ducking Straight Power Points: Boxing 1, Western Kickboxing 2 Exactly like a Ducking Straight, except it ends in a powerful uppercut instead of a straight punch.

System: Can dodge projectiles as per Jump. Against aerial opponents it scores a Knockdown in addition to damage.

Cost: 1 Willpower

Speed: +0 Damage: +4

Move: +1

Flash Chop

Prerequisites: Punch ●●●●, Focus ●●

Power Points: Special Forces, Wrestling 3; Any 4

The fighter slashes her opponent with a backhanded horizontal chopping motion. At the same time she focuses her chi into the strike which is visible and similar to a Flash Kick. The strike leaves it's target reeling and stunned, temporarily unable to act.

System: If not blocked, an opponent who is hit by this loses their action this round. If they have already acted, then they are instead at -1 speed per two points of damage done.

Cost: 1 Chi

Speed: -2

Damage: +4

Move: -2

Flying Spinning Clothesline

Prerequisites: Punch ●●●●, Athletics ●●●●, Turbo Spinning Clothesline

Power Points: Sanbo 2; Capoeira, Special Forces 4 The fighter performs a Turbo Spinning Clothesline which such speed that she takes off like a helicopter, making this

such speed that she takes off like a helicopter, making this one of the rare aerial maneuvers which does not require Jump.

System: This maneuver functions like Turbo Spinning Clothesline but is Aerial and causes Knockdown.

Flying Spinning Clothesline can avoid projectiles like a Jump, however because the Damage is done on the way up, it cannot be used to strike the person throwing the projectile. Because this Maneuver rises high into the air, its subsequent hits will not strike any new opponents unless they are aerial (you just sail over their heads).

Opponents who are struck by the first hit however, suffer Knockdown. They do not actually hit the ground until the attacker has finished moving towards them and rolling Damage tests however, as they are carried along through the air like they are caught in a tornado.

The fighter may elect to perform this Movement straight upwards with only vertical movement if they choose, travelling to a height equal to 3 ft per Move/Damage Test, and is stopped if a ceiling or other obstacle keeps them from moving upwards. Vertical movement carries all adjacent fighters through multiple hits as they are all pushed upwards instead of back.

Cost: 1 Willpower

Speed: +1 Damage: +0

Move: -1

Gale Punch

Prerequisites: Punch ●●●, Athletics ●

Power Points: Rindoukan Karate 2; Shotokan Karate, Kung Fu 3

The fighter swiftly shoots forward and delivers a punch with all her body weight behind it.

System: Use the modifiers below.

Cost: 1 Willpower Speed: +1

Genko

Prerequisites: Punch •••

Power Points: Brawling, Bushinryu 2; Any 4 This powerful punch is designed to hit an opponent right in his face, driving him over off his feet. **System:** Causes Knockdown.

Cost: None

Speed: -2

Damage: +4

Move: +2

Giant Palm Bomber

Prerequisites: Punch ●●●, Strength ●●●●

Power Points: Wrestling, Sumo 3; Any 5

Hugo learned this move to deal with projectiles, he simply claps his hands together as hard as he can and swats them like a fly. This works because the compressed air between the fighters palms is enough to dissipate the projectile a moment before he actually touches it. It also works pretty well to momentarily stun people if you hit them with it.

System: Anyone struck with this move receives -1 to their speed on their next turn. This move can be used to completely negate an incoming projectile, but requires 2 successes on a Wits roll to do so. If the Wits roll fails, you cannot abort.

Cost: 1 Willpower Speed: -1 Damage: +5 Move: One

Guren Ken

Prerequisites: Rekka Ken

Power Points: Any 4

Karin took the concept of the Rekka Ken one step further and began to branch out the series so that it could end in other moves besides punches. She particularly likes to end her chain with Stepping High Kick.

System: Like Rekka Ken you may use this with basic punches up to 3 turns in a row receiving +3 speed each time. Unlike Rekka Ken however, there is no requisite taunt afterwards, and you can use any punch or kick (not just basic ones) as the second or third strike at +1 Speed, providing that part of a combo (which would make it +3 speed total). Using any other move on the second hit ends the Guren Ken (no third hit).

Cost: 1 Willpower per turn used

Speed: See description above

Damage: See description above

Move: See description above

Jet Uppercut

Prerequisites: Punch ●●●●, Jump, Power Uppercut

Power Points: Boxing 4; Western Kickboxing 5

This is a variation of the Dragon Punch that Dudley invented after seeing Ryu and Ken perform their Dragon Punches. It has a little more flair, as the fighter spins and hits many times on the way up.

System: Like the Dragon Punch, it is considered an aerial maneuver and it knocks down aerial opponents if damage is done. Like the Flaming Dragon Punch, it hits twice if you do not Move any hexes before doing it.

Cost: 1 Willpower Speed: -1 Damage: +4 Move: -2

Knife Hand Chop

Prerequisites: Punch ●●●●, Knife Hand Strike

Power Points: Rindoukan Karate 4

Practitioners of the breaking arts found that this maneuver can chop down an opponent as easily as it chops wood!

System: Causes Knockdown. Unless your opponent is blocking, damage is applied to only half his stamina (rounded down).

When performed against inanimate objects, you also double your dice pool (before subtracting half it's soak, above). **Cost:** 1 Willpower

Speed: -2

Damage: +3 Move: One

Low Thunder Knuckle

Prerequisites: Thunder Knuckle

Power Points: Ler Drit, Special Forces 1; Any 2

Frustrated by projectiles but always practical, Crimson Viper found a new way to get the job done. She learned to crouch under projectiles and deliver the Thunder Knuckle as a low blow. She's quite pleased with the maneuver, but her opponents never are.

System: Anyone who is damaged by the Low Thunder Knuckle without blocking suffers a -2 speed penalty on their next turn.

Cost: 1 Chi Speed: +0 Damage: +2

Move: +0

Machine Gun Blow

Prerequisites: Athletics ●●●, Dashing Punch, Hyper Fist **Power Points:** Boxing, Western Kickboxing 4 Not happy with the sluggish Hyper Fist, Dudley developed a

Not nappy with the sluggish Hyper Fist, Dudley developed a version that covers a lot of ground instead. System: Roll three damage tests.

Cost: 2 Willpower

Speed: +0 Damage: +0 Move: +2

Palm Arc

Prerequisites: Punch ●●●, Athletics ●●●, Jump

Power Points: Any 3

The fighter leaps all the way across the arena while swinging her arms like a windmill. She finishes with a powerful downward strike using the momentum of the leap and the swinging of her arms.

System: Aerial maneuver that can dodge projectiles like a Jump and still hit crouching opponents.

Cost: 1 Willpower Speed: +0 Damage: +4 Move: +1

Palm Press

Prerequisites: Punch ●●●●, Focus ● Power Points: Kung Fu, Tai Chi Chuan 3; Wu Shu 4 This wind up for this strike doesn't look very powerful, but looks can be deceiving! The power is derived from a subtle planting of the feet and channeling Chi through a slow looking double-palm strike that can send opponents sailing, stop fireballs, and even damage opponents without touching them.

System: The palm press can hit opponents who are one more hex away than normal with the invisible force generated in the palms. If more damage is inflicted than the opponent has dots in Dexterity, they suffer knockdown and sail backwards a number of hexes equal to the attackers Strength. This move can be used to completely negate an incoming projectile, but requires 2 successes on a Wits roll to do so. If the Wits roll fails, you cannot abort.

Cost: 1 Chi

Speed: -2

Damage: +5 Move: None

Reaping Palm

Prerequisites: Punch ●●●●, Athletics ●

Power Points: Shotokan 4; Any 5 The fighter dashes towards her opponent and delivers a devastating palm-strike that knocks her opponent off his feet. **System:** Causes knockdown. Straight-line hex movement.

Cost: 1 Willpower

Speed: -1

Damage: +4 Move: +1

Rising Wind Punch

Prerequisites: Punch ●●●, Power Uppercut

Power Points: Rindoukan Karate, Shotokan Karate, Kung Fu 1; Any 2

A powerful punch delivered straight up with the fighter's rear hand.

System: Only hits airborne opponents. Causes knockdown. **Cost:** None

Speed: +0

. Damage: +4

Move: None

Snake Strike

Prerequisites: Punch ●●●●●, Jump

Power Points: Kung Fu, Special Forces 3; Wu Shu 4; Any 5 The fighter launches herself through the air and performs a series of rapid punches.

System: Snake Strike is an aerial maneuver and can avoid projectiles as Jump. Against airborne opponents roll three damage tests and cause Knockdown. Against grounded opponents, roll only one damage test.

Cost: None

Speed: +1

Damage: +1

Move: -1

Soul Spiral

Prerequisites: Punch ●●●, Focus ●●●, Psychokinetic Channeling

Power Points: Ler Drit 3

The fighter lunges forward while performing a punch which is covered in crackling psychokinetic energy.

System: Exactly like Psychokinetic Channeling but you also receive a +2 Move.

Cost: 2 Chi

Speed: +0 **Damage:** +2 **Move:** +2

Spring Punch

Prerequisites: Punch ●●●●, Athletics ●●●

Power Points: Kung Fu 4; Wu Shu 5

The fighter executes a punch, while springing off her back foot so hard that she sails across the arena toward her opponent in one long horizontal leap.

System: The fighter must travel in a straight hex-line. If blocked this move will push your opponent back one hex. If not blocked it will cause Knockdown and they will land one hex past you when you end your move..

Cost: 1 Willpower

Speed: +0 Damage: +4

Move: +2

Tentacle Whip

Prerequisites: Punch •••••

Power Points: Animal Hybrid 5

The fighter whips her tentacles all around herself hitting everything around her. Great if you are surrounded, and you are an octopus...

System: The fighter gets to roll three damage tests against everyone she chooses in any adjacent hex.

Cost: 2 Willpower

Speed: -2 Damage: +0 Move: None

Thunderbolt

Prerequisites: Jump, Punch ●●●, Athletics ●●

Power Points: Boxing 4; Any 5

A huge leap and then a punch that comes screaming down, fist-first.

System: Aerial maneuver, and can avoid projectiles as per Jump. Causes Knockdown.

Cost: None

Speed: -1 Damage: +4

Move: -1

Thunder Knuckle

Prerequisites: Punch ●●●●, Focus ●●●●, Psychokinetic Channeling

Power Points: Ler Drit, Special Forces 3; Any 5

The fighter wreathes her fist in psychokinetic energy, lunges forward and executes a painful punch aimed at a nerve cluster.

System: Anyone who is damaged by the thunder knuckle without blocking suffers a -2 speed penalty on their next turn. **Cost:** 1 Chi

Speed: +0

Damage: +2

Move: +1

Tornado Punch

Prerequisites: Punch •••••

Power Points: Capoeira, Kung Fu 5

This move was created by masters of Drunken Kung Fu. The fighter spins around hitting opponents on all sides with

various parts of her body before landing a single well-placed blow.

System: Roll damage against all adjacent opponents. All adjacent opponents are pushed back one hex. You may then continue to move one hex and repeat the process until you are out of Move or decide to stop. The very last hit must target only one opponent and is rolled at a different damage modifier and causes knockdown instead of pushing them back. While not aerial, this move allows you to evade projectiles, similarly to Jump.

Cost: 1 Willpower

Speed: +0

Damage: +1 (moving) / +2 (last hit) Move: -2

Violent Axe

Prerequisites: Punch •••

Power Points: Brawling, Wrestling, MMA 3; Any 4 The fighter performs 3 powerful blows, knocking her opponent down on the final hit.

System: Play up to 3 turns in a row along with any basic Punch. It adds +1 Damage on the first turn, +2 on the second, +3 and a Knockdown on the third.

Cost: 1 Willpower per turn

Speed: See above

Damage: +1/+2/+3 Move: See above

KICK

Burning Kick

Prerequisites: Kick ●●●●, Focus ●●●●, Jump

Power Points: Elemental (Fire) 3

The fighter performs an aerial spinning split-kick with energy coursing off of their legs (typically fire).

System: Causes Knockdown. Aerial maneuver and can avoid projectiles as Jump.

Cost: 1 Chi

Speed: -2

Damage: +3

Move: +2

Dive Kick

Prerequisites: Kick ●●●, Athletics ●●, Jump **Power Points:** Any 3

The fighter seems to change direction mid-jump, as she dives down at her opponent. This move was popularized by two brothers street fighting in East Philadelphia.

System: Can avoid projectiles as Jump. Straight-line hex movement.

Cost: 1 Willpower Speed: +0

Damage: +3 Move: +1

Flying Side Kick

Prerequisites: Kick ●●●●, Athletics ●●●●

Power Points: Any 3

A common attack that covers a lot of ground by running, leaping, and kicking.

System: Counts as an aerial maneuver but does not go over projectiles. Straight line hex movement.

Cost: 1 Willpower

Speed: +0 **Damage:** +4 **Move:** +2

Flying Twin Kick

Prerequisites: Kick ●●●●●, Jump, Double Hit Kick

Power Points: Kung Fu, Wu Shu, Jeet Kune Do 3; Western Kickboxing, Thai Kickboxing 4

The fighter launches into the sky behind the force of 2 rapidfire front kicks.

System: Roll two damage tests and cause Knockdown against aerial opponents, or one damage test and no Knockdown against grounded opponents. This is an aerial maneuver and can avoid projectiles as Jump.

Cost: 1 Willpower

Speed: +0 Damage: +1

Move: +1

Forward Flip Kick

Prerequisites: Kick ●●●, Athletics ●●, Focus ●●

Power Points: Thai Kickboxing, Capoeira, Wu Shu, Shotokan Karate. Special Forces 3: Any 4

The fighter does a forward flip and uses the momentum of the flip to do an overhead kick on the way down.

System: Counts as an aerial maneuver and causes Knockdown on aerial opponents. Can be used to avoid projectiles like a Jump. Hits crouching opponents.

Cost: 1 Willpower

Speed: +0 **Damage:** +4 **Move:** +1

Forward Foot Sweep

Prerequisites: Kick •••

Power Points: Rindoukan Karate, Jiu Jitsu 2; Any 3 This technique involves taking a big step forward and sweeping your opponent without ever crouching. **System:** Causes knockdown.

Cost: None Speed: -2 Damage: +3 Move: +0

Kick Roll

Prerequisites: Kick ●●, Athletics ●

Power Points: Capoeira 1; Any 2

The fighter executes a forward tumble, and strikes downward with his foot as she rolls over.

System: Counts as a crouching maneuver. Use the modifiers below.

Cost: None

Speed: +1

Damage: +2

Move: One

Messiah Kick

Prerequisites: Kick ●●●●, Athletics ●●●, Jump

Power Points: Kung Fu, Jeet Kune Do 3; Wu Shu 4 This move consists of a flying, spinning kick quickly followed up by another kick. The deceptive nature of the second kick makes it difficult to block. System: This is an aerial maneuver and can avoid projectiles as Jump. The second kick causes Knockdown if it damades the opponent. If blocked. roll vour Kick+Manipulation and the target rolls their Perception+Block. If your roll is higher completely negate the target's Block.

Cost: 1 Willpower Speed: -1

. Damage: -1/+2 Move: -2

Razor Edge Slicer

Prerequisites: Ashura Warp, Kick ●●●

Power Points: Ler Drit, Spanish Ninjitsu, Special Forces 3; Any 4

The Razor Edge Slicer is a low sliding kick that takes advantage of the tremendous momentum built up while performing a Ashura Warp.

System: This Maneuver can only be played on the turn after playing Ashura Warp, and movement can only be done in the same straight hex line as the Ashura Warp you played the turn before. The target will suffer Knockdown unless he was blocking.

Cost: 1 Willpower

Speed: +1

Damage: +3

Move: +1

Reverse Waterfall

Prerequisites: Kick •••••, Athletics ••••

Power Points: Kung Fu 4

In a movement derived from Praying Mantis Kung Fu, the fighter curls up and rolls one half of the way over before planting her hand on the ground and pushing off hard to launch herself upwards foot first in a series of kicks to juggle the opponent.

System: Aerial and can avoid projectiles as Jump. Causes Knockdown whether they are aerial or not. Each dice rolled counts as a separate hit of a multi-hit maneuver, therefore any 1 rolled is a botch and ends further damage rolls.

Cost: 2 Willpower

Speed: +0 Damage: +7

Move: -2

Ruffian Kick

Prerequisites: Kick •••

Power Points: Brawling 3; Any 4

This powerful kick can take an opponent off their feet, but is a wild swing that is hard to aim.

System: You must choose when you play this card whether it will target opponents on the ground or in the air. If your opponents position does not correspond with your choice, you miss. Make two combat cards for this maneuver to indicate ground or air. Causes Knockdown.

Cost: 1 Willpower

Speed: +1

Damage: +2 Move: +1

Second Impact

Prerequisites: Kick ●●●●, Sniper Kick Power Points: Taekwondo 1 A better version of the Sniper Kick, which hits twice. **System:** Two damage tests, which do not combine for dizzy unless part of a dizzy combo. Causes Knockdown. It's an aerial maneuver which can avoid projectiles like a Jump.

Cost: 2 Willpower

Speed: -1

Damage: +4/-2 Move: +4

Sniper Kick

Prerequisites: Kick ●●●, Athletics ●●●, Jump

Power Points: Kung Fu, Thai Kickboxing, Pankration, Taekwondo 3; Wu Shu, Spanish Ninjitsu, Ninjitsu 4

The fighter leaps high into the air, locks onto her target, and then shoots straight at them with a far-reaching flying side kick.

System: Sniper Kick is an aerial maneuver which can avoid projectiles like a Jump. Causes Knockdown.

Cost: 2 Willpower

Speed: -1

Damage: +4

Move: +4

Spin Kick

Prerequisites: Kick ••••, Foot Sweep

Power Points: Ninjitsu, Capoeira, Spanish Ninjitsu, Wu Shu 4; Kung Fu, Western Kickboxing, Special Forces 5 Three spinning kicks executed one after another, at blinding speed.

System: Similar to a kick version of Rekka Ken but without requiring a show-off turn afterwards, and not as fast. Up to three turns in a row you may play a basic kick card and receive +2 speed. On the second or third Spin Kick you may use Foot Sweep instead of a basic kick, but this ends the sequence as you cannot continue the Spin Kicks after the Foot Sweep.

Cost: 1 Willpower per turn used

Speed: See above Damage: See above Move: See above

Spring Kick

Prerequisites: Reverse Waterfall, Drunken Monkey Roll

Power Points: Kung Fu 2

The fighter Drunken Monkey Rolls toward her opponent, before springing up into a reverse waterfall type of kick, however it only hits once as most of the fighters attention is on the roll.

System: This counts as a crouching maneuver during movement and an aerial maneuver once movement has ended and Damage is being rolled. Can avoid a projectile at any point using the same rules as Jump.

Cost: 2 Willpower

Speed: -2 Damage: +6 Move: +2

Stepping Crescent

Prerequisites: Kick ••

Power Points: Any 1
The fighter takes a big step forward before delivering a crescent kick.
System: Use the modifiers below.
Cost: None
Speed: +0

Stepping High Kick

Prerequisites: Kick ●●●●, Stepping Front Kick

Power Points: Jeet Kune Do, Kung Fu, Majestic Crow Kung Fu, Silat 1; Ler Drit, Western Kickboxing, Wu Shu 2 The fighter performs a rising knee with her weaker leg to set up for a powerful snap kick with her stronger leg. The snap kick reaches high over her head like a field goal kick and lifts anyone hit with it off their feet, knocking them down.

System: The fighter must move into the same hex as her opponent and roll a damage test for the knee. The force of the knee knocks them back one hex. The fighter can then roll for the second damage test as the snap kick connects. If the fighter does not have enough movement to reach her opponent's hex, she can still hit with the high snap kick if she can reach a hex adjacent to her opponent.

Cost: 1 Willpower

Speed: +0

Damage: +1

Move: +1

Stomp Dance

Prerequisites: Kick •••

Power Points: Native American Wrestling 1; Any 3 Drawing on the power of her ancestors, the fighter raises her leg and performs a powerful downward stomp which connects with the earth so powerfully that it creates a shockwave hitting everyone around her.

System: Stomp Dance causes Knockdown to all characters in the same or adjacent hexes.

Cost: 1 Chi Speed: -2 Damage: +4 Move: One

Suicide Spin

Prerequisites: Kick ●●●●, Handstand Kick

Power Points: Bushinryu, Capoeira 3

Similar to a break dancing move, the fighter does a onehanded handstand while rapidly spinning around. It's such a contortion that you might hurt yourself, but it's great against groups of attackers!

System: Hits current and all adjacent hexes, causing Knockdown. Take 1 health level of damage (total) if you deal damage to any target.

Cost: 1 Willpower

Speed: +0

Damage: +6 Move: None

Third Strike

Prerequisites: Kick ●●●●●, Second Impact

Power Points: Taekwondo 1

Third Strike is a better version of the Sniper Kick, which hits three times.

System: Three damage tests, which do not combine for dizzy unless part of a dizzy combo. Causes Knockdown. It's an aerial maneuver which can avoid projectiles like a Jump.

Cost: 2 Willpower

Speed: -1 Damage: +4/-2/-3 Move: +4

Tornado Kick

Prerequisites: Jump, Kick ●●●●

Power Points: Bushinryu 3; Ninjitsu, Kung Fu, Jeet Kune Do 4; Shotokan Karate, Wu Shu 5

The tornado kick travels diagonally upwards into the air, while spinning and hitting multiple times. It does the most damage when used on someone in close range.

System: Three damage tests using the modifiers below. The first test is done before movement, and therefore you only get two damage tests if you must move to reach your target. Can avoid projectiles like a Jump..

Cost: 1 Willpower

Speed: +1 Damage: +0 Move: One

Vertical Hurricane Kick

Prerequisites: Kick ••••, Athletics ••••

Power Points: Shotokan Karate 3; Kung Fu, Wu Shu 4 Gouken developed this maneuver for times when there was a shortage of horizontal space to maneuver in. Rather than pushing his opponent back with each hit, he launches him straight up into the air.

System: Exactly like a hurricane kick without the need to move horizontally to deal damage. The maneuver travels to a height equal to 3 ft per Move/Damage Test, and is stopped if a ceiling or other obstacle keeps them from moving upwards.

It can carry all adjacent opponents through multiple damage tests as they are pushed upwards instead of back.

Cost: 1 Chi, 1 Willpower

Speed: +0 Damage: -1 Move: -1 (straight up)

Wheel Kick

Prerequisites: Kick ●●●, Athletics ●●●, Jump

Power Points: Mixed Martial Arts, Wrestling 1; Any 2 The fighter executes a quick forward flip striking her opponent with her heel on the way down.

System: Can avoid projectiles as Jump.

Cost: None

Speed: -1 Damage: +2

Move: +1

Windmill Kick

Prerequisites: Kick •••••

Power Points: Taekwondo 4; Capoeira, Kung Fu, Ninjitsu, Wu Shu 5

A Windmill Kick is done like a gainer, by performing back flips while still moving towards forward. The legs are in the split position so the fighter performs 2 kicks for each of her rotations.

System: Like a Hurricane Kick, you may travel up to your full Move in straight hex-line movement. Each time you enter a hex you roll damage tests and knock your opponent back one hex. Windmill Kick is an aerial maneuver.

Unlike the Hurricane Kick, you roll two damage tests per hex traveled, you only make the tests against opponents in the hexes you travel through, and it causes Knockdown on the final hit.

Cost: 2 Willpower Speed: +0 Damage: -1

BLOCK

Energy Absorption

Prerequisites: Focus ●●●●●, Energy Reflection

Power Points: Any 4

A true master of the mystic arts can take an opponent's energy projectile and safely absorb that Chi back into herself for her own use. This of course renders the projectile harmless.

System: You gain your Focus rating in Soak rather than your Block rating but this only works against energy based projectiles. If you block an energy based projectile in this manner you may gain 2 Chi from it.

Cost: 1 Chi

Speed: +2

Damage: None

Move: None

Killing Stare

Prerequisites: Block •••••, Athletics ••••

Power Points: Any 5

Based on a Sinanju technique, the fighter focuses completely on lightness and fluidity so that the incoming attack pushes her harmlessly out of the way as a leaf in the wind. This allows her to dodge attacks while also nimbly drifting through a crowded battlefield.

System: To perform this maneuver you must interrupt an attack directed at you, and then take up to your full movement afterward. The attack you interrupted and any further attacks directed at you before your movement ends will completely miss. This movement also allows you to move straight through occupied hexes. Unless there is a low ceiling, you can also take this movement straight up. Killing Stare requires someone to attack you to work. If no one tries to attack you cannot then take the invulnerable movement.

Cost: 1 Willpower

Speed: +3 Damage: None Move: +2

Psycho Shield

Prerequisites: Block ●●●, Focus ●●●

Power Points: Ler Drit 4; Any 5

The fighter blocks and at the same time creates a barrier or shield of pure force for that brief moment of impact. The kinetic counter-force of the shield along with a push from the fighter sends the attacker reeling backwards.

System: Add your Block rating to your Soak like a normal block. Additionally you may also choose to add your Focus rating to your soak or push your attacker back a number of hexes equal to your Focus rating, or any combination of the two. For example if you have a Block rating of $\bullet \bullet \bullet$ and a Focus Rating of $\bullet \bullet \bullet$ you could have A.) 3 soak/3 pushback B.) 4 soak/2 pushback C.)5 soak/1 pushback D.) 6 soak/no pushback.

Any time you use this maneuver to push your opponent back any number of hexes, it will end their combo. You may push your opponent back on the first hit of a multi hit maneuver and it will cause the subsequent hits to miss (Lightning Leg, Hyper Fist), unless it is a maneuver that allows your opponent to move again, then they might be able to still reach you (Double Dread Kick, Hurricane Kick) You may only push back opponents you have successfully blocked with this first. Has no effect on grabs.

Cost: 1 Chi Speed: +4 Damage: None

Move: None

GRAB

Body Roll

Prerequisites: Grab ●●● , Athletics ●●●

Power Points: Kung Fu, Wu Shu, Ninjitsu 3, Any 5 This flashy move involves using your opponent as a vault, you grab them and flip over them to land on the other side.

System: Your opponent is at -2 speed next turn. If you use a strike on the next turn and beat them at speed, you may interrupt to hit them in the back forcing them to soak at half stamina (rounded down) since they have not turned around yet. In doing so, you will lose a point of temporary honor.

Cost: None

Speed: -2

Damage: None Move: One

Bushin Throw

Prerequisites: Slide Kick, Grab ●●●

Power Points: Bushin 3

You launch into a Slide Kick at your opponent, then if it hits them you take the opportunity to execute a powerful flipping throw while they are off-balance.

System: Crouching Maneuver, can be blocked, causes Knockdown. If it is blocked, do not roll a second damage test. Calculate damage using Kick on the first hit and Grab on the second hit.

Cost: 1 Willpower

Speed: -1

Damage: +1/+3 Move: +1

Capture Punch

Prerequisites: Punch ●●, Grab ●●

Power Points: Any 1

The fighter grabs her opponent and holds them immobilized while she delivers a devastating punch. This move can be done in many different ways depending on the fighter's personal style.

System: Damage is calculated using Punch.

Cost: None

Speed: +1 Damage: +2 Move: One

Capture Kick

Prerequisites: Kick ●●, Grab ●●

Power Points: Any 1

The fighter grabs her opponent and holds them immobilized while she delivers a devastating kick. This move can be done in many different ways depending on the fighter's personal style.

System: Damage is calculated using Kick.

Cost: None

Speed: +0

Catapult Punch

Prerequisites: Grab ●●, Punch ●●●, Capture Punch, Throw

Power Points: Any 2

The fighter grabs her opponent and delivers a devastating punch to the gut which causes the opponent to double over her fist. She then hoists her opponent in an arc over her head and throws them using her fist.

System: Damages once using the Punch technique and again using the Grab Technique. Causes Knockdown into an adjacent hex.

Cost: None

Speed: +1

Damage: +2/+2 Move: One

Chi Blast

Prerequisites: Grab ●●, Focus ●●

Power Points: Kabaddi, Ler Drit, Ninjitsu 2; Kung Fu 3; Any 4

The fighter charges her hand up with Chi and then much like a static shock, blasts her opponent by physically touching them.

System: Chi Blast functions like any other Grab move, except damage is calculated using the Focus technique.

Cost: 1 Chi Speed: -2 Damage: +4

Move: One

Conductor

Prerequisites: Grab ●●, Focus ●●●

Power Points: Ler Drit, Special Forces 1; Any 2

The fighter grabs her victim and then damages them with her chi through the direct contact. This can be done many different ways depending on the nature of the fighter, but always involves some type of grab.

System: This is a sustained hold. Damage is calculated using the Focus rating.

Cost: None

Speed: +0

Damage: +2

Move: One

Daydream Headlock

Prerequisites: Grab ●●●●, Athletics ●●

Power Points: Sanbo, Wrestling 4

The fighter grabs her opponent in a cowboy headlock and chokes them until they can't stand it anymore, then leaps and slams them into the ground by the neck.

System: Use the first damage rating to perform a sustained hold. On the turn that they would normally be free you hit once more with the second damage modifier, only then are they free. Causes Knockdown on this last hit which moves you both 3 hexes in any straight line but then the victim bounces all the way back to their original hex.

Cost: 1 Willpower (first turn only) Speed: -2

Damage: +1/+4 Move: One

Double Leg Takedown

Prerequisites: Grab ●●

Power Points: MMA, Wrestling 1; Any 3

The simplest way to get your opponent on the ground, you just reach down and pull their legs out from under them.

System: Causes Knockdown. This maneuver is especially vulnerable to kicks, soaking any kicks at -2 soak. If interrupted and kicked in this way (and damage is scored on the kick) the Double Leg Takedown immediately ends.

Cost: None

Speed: +1

Damage: -3 Move: One

Dropkick

Prerequisites: Grab ●, Kick ●, Throw

Power Points: Brawling 1; Any 2

You just throw your opponent to the ground and then boot them in the head.

System: The first damage test is done with the Grab technique and the second is done using the Kick technique. Causes knockdown and the opponent lands 2 hexes away in any direction you want to kick them.

Cost: None

Speed: +0

Damage: +0/+4

Move: One

Extended Throw

Prerequisites: Grab ●●●●, Extendible Limbs, Throw

Power Points: Any 3

The fighter reaches out with Extendible Limbs, grabs her distant opponent, and throws them. Unfortunately the extended arm can be blocked on its way in for the grab.

System: Exactly like Throw, except the damage is completely negated if the opponent blocks. Furthermore, instead of having to be in the same hex to execute this throw, it can be done from a distance of Focus-2 hexes away. For example: If you have a Focus rating of four, you can grab someone 2 hexes away (one further than adjacent).

Cost: None Speed: -2 Damage: +2 Move: One

Fajita Buster

Prerequisites: Grab ●●●●, Wind Dash, Jump, Piledriver **Power Points:** Wrestling 3; Any 5

After sprinting forward the fighter leaps through the air, catching her opponent by the head and piledriving them to the ground.

System: Causes knockdown. Can be used to avoid projectiles as Jump.

Cost: 1 Willpower

Speed: +0

Damage: +2 Move: +5

Flying Bushin Throw

Prerequisites: Jump, Bushin Throw

Power Points: Bushinryu 1

Similar to a Bushin Throw however instead of beginning with a Slide Kick, you begin with a leaping kick.

System: Functions exactly like the Bushin Throw except rather than being a crouching maneuver, it is an aerial maneuver capable of avoiding projectiles like Jump.

Cost: 1 Willpower

Speed: -1

Damage: +1/+3 Move: +1

Ground and Pound

Prerequisites: Grab ●●, Punch ●●, Pin

Power Points: MMA, Wrestling 2, Any 3

The fighter pins her opponent in place and proceeds to punch them mercilessly from the superior position.

System: This maneuver is played with Pin or Improved Pin, and allows the fighter to optionally inflict damage using their Punch rating instead of their Grab rating on each subsequent turn (not the first turn),

Cost: (See description)

Speed: (See description)

Damage: (See description)

Move: (See description)

Herculean Strength

Prerequisites: Grab ●●, Strength ●●●●●●

Power Points: Senjutsu 3; Any 4

The fighter gets a crushing grip wherever she can. Using just 1 arm she then proceeds to lift her opponent in the air and slam them into the ground repeatedly.

System: This is a Sustained Hold and causes Knockdown.

Cost: None

Speed: +0

Damage: +4

Move: One

Knee Crusher

Prerequisites: Grab ●●, Kick ●

Power Points: Muay Thai; Special Forces 3; Any 4 The fighter rushes forward and grabs her opponent by the arms and shoulders to pull them in close and deliver 2 powerful knee strikes. She then casually flips them with a quick throw.

System: Hits three times using the modifiers below. The first two hits use your Kick rating and the last uses Grab. It causes Knockdown. Deposit your opponent 2 hexes away in any direction.

Cost: 1 Willpower

Speed: -1

Damage: +4/+4/+2 Move: One

Lightning Drop

Prerequisites: Grab ●●●, Athletics ●●●

Power Points: Bushinryu, Shotokan Karate 3; Any 5 The fighter jumps towards her opponent, grabs them mid-air, and slams them to the ground.

System: Straight-line hex movement. Can avoid projectiles as Jump. After the grab you both land 1 hex behind your target. The landing hex must available to execute this.

Cost: 1 Willpower

Speed: -1

Damage: +2 Move: +3 (before grab) – One (after damage)

Meat Squasher

Prerequisites: Grab ●●● Athletics ●●

Power Points: Wrestling 5

Hugo created this move to keep his opponents cornered. He picks them up and just takes off running towards the nearest wall. He doesn't stop either, and they get squashed between him and the wall.

System: The first Move is used to enter the opponents hex and grab them. The second Move is used to carry them to the nearest wall or character where they are slammed against it and damage is done. You then bounce back one hex, leaving your opponent adjacent to the wall/character, and leaving you adjacent to your opponent.

If you smash them against a wall they take full damage. If you smash them against another character they split the damage evenly, with the character you have grabbed taking any left over from the split.

Cost: 1 Willpower

Speed: +0 Damage: +3

Move: +1/+4

Moonsault Press

Prerequisites: Grab ●●●●●, Athletics ●●●, Jump

Power Points: Wrestling 4; Native American Wrestling, Sanbo 5

You grab your opponent and spin high into the air. At the peak of your jump you do a back flip and then land on top of your opponent in a classic moonsault position, like a belly flop.

System: Once the fighter has leapt into the air with her opponent, this is considered an aerial maneuver and can avoid projectiles as per Jump. After you land and deal damage, you bounce three hexes away in any direction.

Cost: 2 Willpower

Speed: -1 Damage: +6

Move: One

Neck Breaker

Prerequisites: Grab ●●●●, Athletics ●●●, Slide Kick

Power Points: Ninjitsu, Special Forces 3

The ninja drops to the ground and performs a sliding kick to quickly cover a lot of ground. When she reaches her opponent she slides between his legs, comes up behind him, and snaps his neck with one fluid motion.

System: Causes knockdown if damage is done. Unlike most Grab maneuvers this can be blocked. If blocked, it does zero damage.

Cost: 1 Willpower

Speed: -1

Damage: +4 Move: +2

Neck Crush

Prerequisites: Grab ••••

Power Points: Rindoukan Karate 3; Aikido, Jiu Jitsu, Special Forces, Ninjitsu 4

The fighter encircles her opponent's neck in a complicated choke, which temporarily cuts off the blood to their brain via the carotid artery. This leaves the opponent on their feet, but lightheaded and dazed.

System: For every point of damage done, the opponent is at -1 speed next turn.

Cost: 1 Willpower

Speed: -1 Damage: +5 Move: One

Oil Dive

Prerequisites: Flying Tackle, Oil Up

Power Points: Wrestling 2

The fighter does a flying tackle, but proceeds to slide across the arena and smash into the wall like a cartoon.

System: Both the attacker and defender suffer a Knockdown but only if damage is done. If you score damage and Knockdown with this attack initially, you may then move together with your opponent at the second Move listed (considered crouching/prone) as you slide across the arena. If you can move far enough to hit a wall you can make the second Damage Test.

Cost: None

Speed: -1

Damage: +0/-2

Move: +2/+3

Oil Rocket

Prerequisites: Grab ●●●●, Bear Hug, Oil Up

Power Points: Wrestling 3

The fighter grabs her opponent in a Bear Hug and squeezes so hard that they slip from her grasp and shoot across the ring like a rocket. This move is often used to buy some time as it puts the opponent so far away.

System: The first damage test is done while they are in the same hex. Then you may throw them a number of hexes equal to your Strength X2, where they hit the ground and receive the second damage test.

Cost: 1 Willpower

Speed: +0

Damage: +1/+3 Move: One

Paradise Pancake

Prerequisites: Grab ●●●●, Athletics ●●●●

Power Points: Wrestling, Special Forces, Sanbo, Ninjitsu 3; Any 4

The fighter performs a front handspring catching her opponent's head between her upper thighs. It is done so forcefully that the momentum knocks her opponent over onto their back and damages them as all her weight comes down in the sitting position on their face.

System: Hits twice using the modifiers below. Moves both fighters 1 hex per damage test in the direction you entered their hex. You then leap to your feet 1 hex in the opposite direction.

Cost: 1 Willpower

Speed: -3 Damage: +3 Move: Two

Power Bomb

Prerequisites: Grab ●●●●, Back Breaker

Power Points: Wrestling 4; Sanbo 5

In this classic Wrestling move, the attacker flips her opponent up onto her shoulder, jumps into the air, and slams them head first onto the ground as they both land.

System: If damage is scored it causes knockdown and you can land up to 3 hexes away in any direction, with your opponent landing adjacent.

Cost: 1 Willpower

Speed: +0 Damage: +6 Move: One

Rug Burn

Prerequisites: Grab ●●●●

Power Points: Sumo 3; Any 4

You charge your opponent before turning them head over heels, and pushing them across the arena causeing major road rash from the friction of being forcefully pushed along the ground.

System: Run at your opponent and grab them at +3 Move, which can be blocked. Then if it isn't blocked, drag them with you at -1 Move performing a damage test for each hex travelled.

Cost: 1 Willpower

Speed: +0

Damage: -1

Move: +3/-1

Shoot

Prerequisites: Grab $\bullet \bullet \bullet$, Athletics $\bullet \bullet \bullet$, Double Leg Takedown

Power Points: MMA, Wrestling 3

The fighter rushes across the arena to perform a Double Leg Takedown in the blink of an eye, often catching her opponent off guard.

System: Play this card with Double Leg Takedown to change the Move of Double Leg Takedown to +2.

Cost: 1 Willpower

Speed: (See Description)

Damage: (See Description) Move: +2

Skyfall

Prerequisites: Grab ••••

Power Points: Jiu Jitsu, Mixed Martial Arts, Native American Wrestling, Sanbo, Wrestling 3; Any 4

The fighter grabs his airborne opponent and uses his momentum to send her crashing to the ground.

System: To execute this maneuver you must interrupt an airborne opponent. If your opponent does not beat you on a resisted roll of their current Technique versus your Grab rating, you deal damage and cause Knockdown.

Cost: None

Speed: +1 Damage: +3 Move: None

Soul Drain

Prerequisites: Grab ●●, Focus ●●●

Power Points: Kabaddi, Ler Drit 1; Any 3

You use the mystic arts to drain the life force from your enemy with a simple touch. Once physical contact is established it becomes a psychic assault.

System: Sustained hold, but they must roll their Intelligence against your Intelligence to escape. Use Focus + Intelligence to determine damage. You can maintain it for a number of rounds equal to Focus. Moves like Disengage, Grappling Defense, etc. don't work against it.

Cost: 1 Chi per turn

Speed: +0 Damage: -1 Move: One pter 7: Special Maneuver:

Sublimation

Prerequisites: Grab ●●, Kick ●, Throw

Power Points: Any 3

You grab your opponent by the shoulders and give them a powerful knee strike before throwing them.

System: Play this card along with Throw. Roll the damage below using your Kick technique. If you do any damage, you may then perform the Throw normally on the same opponent.

Cost: None

Speed: -1

Damage: +4

Move: One

Tornado Throw

Prerequisites: Grab ●●●●●, Throw

Power Points: Aikido, Jiu Jitsu, Mixed Martial Arts 4; Special Forces Training 5

This began as a Judo throw, when a judoka noticed that proper unbalancing caused her opponent to turn end over end during a normal throw. This idea was greatly exaggerated to create the Tornado Throw, in which the judoka executes the unbalancing so violently that her opponent actually pinwheels several times before being released headed straight for the ground.

System: The Tornado Throw causes knockdown and the grappler chooses to deposit her victim in any adjacent hex. Cost: 1 Willpower

Speed: +0 Damage: +6

Move: One

Vital Crush

Prerequisites: Grab ●●●, Punch ●, Kick ●

Power Points: Rindoukan Karate, Ninjitsu 3; Special Forces 4

You kick your opponent in a really painful way, then throw him to the ground while he's stunned, and finish him off with a well placed punch to a vital area.

System: Causes Knockdown. Roll three damage tests using Kick, Grab and Punch (in that order).

Cost: 1 Willpower

Speed: -2

Damage: +0/+0/+0 Move: One

ATHLETICS

Air Cannon Drill

Prerequisites: Cannon Drill, Jump

Power Points: Special Forces 3; Kabaddi, Wu Shu 4 Similar to the normal Cannon Drill, however the fighter first leaps into the air and does the move on the way down.

System: Counts as an aerial maneuver and can dodge projectiles as Jump.

Cost: 1 Willpower

Speed: +2 Damage: +2 **Move:** +2

Air Crush

Prerequisites: Air Smash, Athletics ●●, Kick ●

Power Points: Any 1

The fighter leaps into the air and stomps down hard on her opponent with both her feet, crushing her enemy into the ground.

System: An aerial maneuver which causes Knockdown. The fighter must travel in a straight hex-line and end movement in the same hex as her opponent.

Cost: None

Speed: -1 Damage: +4

Move: -1

Bad Stone

Prerequisites: Athletics/Thrown ●●●

Power Points: Brawling 2; Any 3

You simply pick up a rock or some other small nearby object and throw it at your opponent. Not a move seen very often amongst honorable warriors.

System: Can be used with any improvised object within reach or something you have concealed on your person. Can be bought and performed using either Thrown Weapons rank, or Athletics rank like pitching a baseball. -1 honor when done in tournaments. Can be Jumped or dodged like a projectile.

Cost: None

Speed: -2 Damage: +0

Move: None

Body Check

Prerequisites: Athletics ••••

Power Points: Any 4

The fighter simply runs full speed, straight into her opponent, causing damage as their bodies collide.

System: Move must be made in a straight line. Body Check does 1 extra damage if the user has Maka Wara.

Cost: 1 Willpower

Speed: +1

Damage: +4 (+5) Move: +1

Disc's Guidance

Prerequisites: Athletics ●●●●

Power Points: Native American Wrestling 4

Disc's Guidance looks similar to a Thunderstrike however the fighter soars like an eagle horizontally across the land instead of rising into the sky.

System: The fighter is just barely off the ground and does not count as Aerial. She must travel in a straight hex-line and causes Knockdown.

Cost: 1 Willpower

Speed: +0

Damage: +4 Move: +2

Double Heel Stomp

Prerequisites: Athletics ●●●, Kick ●●●, Flying Heel Stomp

Power Points: Ninjitsu, Senjutsu, Wu Shu 3; Any 4 The fighter leaps through the air landing on her opponent, stomps them twice, and then leaps away.

System: This move functions like the Flying Heel Stomp except there are two damage tests, and you may change the direction you are traveling after damage is done.

Cost: 1 Willpower Speed: +0 Damage: +1 Move: +2

Empty Step

Prerequisites: Athletics ••••

Power Points: Ninjitsu 1; Any 3

A ninja technique used to outmaneuver the enemy on the field of battle by nimbly slipping over, under, or around. It is excellent both for suddenly flanking a single target, and also for making an escape.

System: This card is always in effect and gives you the ability to move straight through occupied hexes, which is normally prohibited. This applies only to hexes occupied by characters or *partially blocked* by objects (sliding under a table for example). The Storyteller can still decide a hex is *completely blocked* by a wall etc. and impassable.

Cost: None

Speed: See above

Damage: See above

Move: See above

Flying Peach

Prerequisites: Athletics •••

Power Points: Wrestling 2; Any 3

This move is performed by launching yourself ass-first at your opponent, and hitting them as hard as you can with your big ass.

System: Flying Peach is an aerial maneuver which causes Knockdown.

Cost: None

Speed: -2

Damage: +3

Move: +2

Oil Slide

Prerequisites: Athletics ●●, Oil Up

Power Points: Wrestling 2 The fighter slides straight at her opponent in a way that knocks them off their feet.

System: Causes Knockdown.

Cost: 1 Willpower

Speed: -1

Damage: +3 Move: +5

Sand Chuck

Prerequisites: Athletics •••

Power Points: Brawling 3; Any 5

When life knocks you down, you get back up. When a big drunk redneck knocks you down, you scoop up a hand full of sand and sling it in his eyes before he can get the upper hand.

System: Any time you are knocked down roll one damage die against one target as you get back to your feet. If the roll succeeds, you hit them with some sand in the eyes and they are at -2 Speed on their next action. -1 Honor and -1 Glory in a tournament. In order for this to work, the target must have exposed eyes.

Cost: None Speed: Special Damage: One Move: None

Shooting Peach

Prerequisites: Athletics ●●●●, Flying Peach

Power Points: Wrestling 2; Any 3

Like the Flying Peach, this is an aerial attack where the fighter launches herself ass-first at her opponent. This variation however is faster starting up because the fighter goes all out without first calculating a gentle landing angle. **System:** Knocks both fighters down.

Cost: None

Speed: +0

Damage: +3

Move: +2

Short Swing Blow

Prerequisites: Athletics ••••

Power Points: Boxing 2; Western Kickboxing 3; Any 4 "Listen Mac!! Dodge his punch then counter-punch!" –Doc Louis

System: Play this maneuver with a standard Movement card. This allows you to play a basic punch or kick the next round at +2 Speed.

Cost: 1 Willpower

Speed: See above

Damage: See above

Move: See above

Shoulder Blast

Prerequisites: Athletics ••••

Power Points: Aikido, Bushinryu, Kung Fu, Tai Chi Chuan 4;

The fighter crouches, twists, and slams her back and shoulders into her opponent. In Kung Fu it is called Tetsuzanko, which translates to "Iron Mountain Leaning". That's a pretty accurate description.

System: Can evade projectiles by briefly going under them using the same rules as Jump. Causes Knockdown.

Cost: 1 Willpower

Speed: +0

Damage: +5 Move: +2

Tengu Running

Prerequisites: Athletics ●●●●, Breakfall

Power Points: Any 4

When falling to the ground head-first, the fighter lands in a handstand and then rushes forward with an attack that can best be described as stomping while walking on your hands. This can also be done as a weapons maneuver if you are holding identical weapons in each hand.

System: Can only be used the round after taking zero damage using a successful Breakfall. The damage modifier equals the number of dice left over after cancelling all damage with the Breakfall.

Cost: 1 Willpower

Speed: +1 (No Knockdown penalty) Damage: See above Move: -2

Tostada Press

Prerequisites: Air Smash, Wind Dash

Power Points: Wrestling 3; Any 5 After sprinting forward, the fighter leaps into the air and comes crashing down on her opponent. **System:** Causes Knockdown. Can be used to avoid projectiles as Jump.

Cost: 1 Willpower

Speed: +1

Damage: +1 Move: +5

Tumble

Prerequisites: Athletics •

Power Points: Any 1

Nothing fancy here, the fighter just curls up and rolls on the ground like it's his first gymnastics lesson.

System: The fighter must move in a straight hex-line, but may move directly through other characters hexes. Tumble is considered a crouching maneuver so aerial maneuvers will miss it. It can also be used to avoid projectiles, like a worse version of Drunken Monkey Roll (Same rules as Jump).

Cost: None Speed: +3 Damage: None Move: +0

Guard Position

Prerequisites: Athletics ●●●, Ground Fighting

Power Points: Mixed Martial Arts, Wrestling 2; Any 3 The fighter quickly drops to the ground, and assumes a defensive position.

System: This allows the fighter to quickly assume a prone position. You can interrupt an opponent with this to make them incur penalties for fighting a grounded opponent as per Ground Fighting.

Cost: None

Speed: +4

Damage: None Move: None

Wind Dash

Prerequisites: Athletics •••••

Power Points: Any 5 Years of practice allow the fighter to sprint at incredible speeds.

System: Use the modifiers below.

Cost: 1 Willpower

Speed: +3

Damage: None Move: +6

Focus

3d Scanning

Prerequisites: Cybernetics •

Power Points: Programming 3

Computer brains have total recall, which is roughly equivalent of a photographic memory. This allows them to store the data of how special moves are performed for instance.

System: A move or event is considered stored when the cyborg declares they are storing it, and after either 1 full turn of observing and taking no actions, or 3 turns of normal combat or other activity.

This data can be used to program yourself (if you possess A.N.N.), or can be used by your programmer/owner to

program you or a third party. It may also be stored, saved, copied, and transferred like any other data, but takes up a lot of space and may be difficult using normal computers. **Cost:** None

Speed: (see above)

Damage: (see above)

Move: (see above)

Accuracy

Prerequisites: Focus •••

Power Points: Any 4

After being frustrated by having their projectiles jumped, many fighters began learning how to launch them at upward angles to catch their airborn opponents.

System: The difficulty for opponents to avoid your projectiles with a jump or similar maneuver is +1.

Cost: None

Speed: See description

Damage: See description

Move: See description

Aegis Reflector

Prerequisites: Wall, Focus ••••

Power Points: Elemental (Earth) 4

The elemental harnesses the Earth's geomagnetic field to create a wall of crackling energy instead of earth.

System: The fighter chooses a hex besides her own and fills it with the wall. The range of the power is Perception + Focus. Anyone in the hex with the Aegis Reflector, or adjacent to it, takes the damage listed below and is knocked back 1 hex away from the elemental if possible. The Aegis Reflector can be jumped like any other projectile.

The fighter using this maneuver can pass through the wall unaffected by it and so can her projectiles. To anyone else it functions as a solid barrier (see Wall) and even pushes you back (see above), and reflects energy projectiles back at their creators. The wall cannot be beaten down like the Wall maneuver, but fades away after being up for a number of turns equal to the creators Focus rating.

Cost: 2 Chi (on the first turn only)

Speed: -2

Damage: +2 **Move:** None (on the first turn only)

Agency

Prerequisites: Cybernetics •

Power Points: Programming 5

Whether or not a cybernetic brain has free will or not is an important distinction. Without it they are simply a weapon to be wielded, a slave, a tool. Once the Cyborg gains Agency however, they may make their own choices, and follow their own path. Contrary to pop culture films, they do not all try to destroy humanity when this happens, although some might.

System: Once a cyborg buys this, they may make all their own decisions and are free from following directives. They are no longer effectively under Mind Control. Because they still do not have a completely normal mind, they may not spend experience points on their own yet unless they also have A.N.N. (at which point they become a "learning computer"). Since cyborgs attempting to buy this obviously cannot make their own decisions yet, this must be given to them by their programmers. On rare cases however, through storytelling, a cyborg can manifest this herself spontaneously (at 3x the cost).

Cost: None

Speed: (see above)

A.N.N. (Artificial Neural Network)

Prerequisites: Cybernetics •

Power Points: Programming 5

Some call it the "ghost in the machine", that spark of life where circuits end and souls begin. Normal computers do only what they are programmed to do, but some very powerful ones developed in secret are able to learn and adapt by themselves, and have their own world view.

System: You may now choose to spend your own experience points however you want. Since you do not have a traditional style however, you can only get maneuvers with an "Any" cost, unless you have someone willing and able to program you, or you have 3D Scanning to record them from another fighter.

Cost: None Speed: (see above) Damage: (see above) Move: (see above)

Ashura Warp

Prerequisites: Focus ●●●, Athletics ●●●

Power Points: Satsui No Hado **•••** (free); Any 4 Juni developed this maneuver for Shadoloo after watching Akuma perform it and sharing the data with HQ. The fighter focuses her chi into performing a supernaturally fast dash. She moves at such incredible speeds that to most it seems like she simply teleported, however if an opponent is quick enough to interrupt her they can prove it is no teleport by striking her midway through the dash.

System: Must travel in straight-line hex movement. This maneuver immediately ends if damage is taken. Can travel directly through hexes occupied by characters or obstacles with a lot of open space (tables etc.) but not through solid walls/fences etc.

Cost: 1 Chi Speed: +3

Damage: None Move: +4

Aura Detection

Prerequisites: Focus ••

Power Points: Any 4

All living things possess an aura. Certain individuals are able to detect these auras which reveal some qualities of the life form no one else can easily see. Different cultures explain this in various ways; the third eye, the inner eye, the ajna, the brow chakra, second sight. You may even be burned as a witch in some cultures if you don't shut up about it.

System: The fighter can automatically tell when an aura is present without activating this power, but this is a general feeling and no specific information is gleaned. For example you may suddenly realize you are not alone.

When the maneuver is fully activated however, the fighter can do much more with it within a range of Wits + Focus:

1. Insight rolls can be made instantly, without taking 3 rounds to observe the target.

2. You can get a general sense of the targets effective Rank, Chi, Willpower, Health, Glory, Honor. Storytellers are encouraged to do this through descriptive language rather than handing over the numbers. 3. For any of the following perception rolls, the user may add her Focus rating to the roll, but only when it applies to a living thing with an aura.

<u>Perception</u> (straight perception checks) - It's hard to hide anything from a limp to a lie when someone is staring at your aura. Does not help them spot a landmine however.

<u>Alertness</u> - It's extremely hard to sneak up on someone who sees you as being surrounded by colorful light. A remote controlled drone could sneak up though..

Insight - Intentions, motives, and characteristics are easier to spot when viewing an aura. Would not help you against a computer AI though.

<u>Interrogation</u> - Almost like a lie detector, you can tell when you are on the right path of questioning by seeing the turmoil in someone's aura caused by fear or nervousness. Would not help you over the phone however.

Blind Fighting - Even in complete darkness you can tell where people are by sensing their auras. You can even see part of the aura split off into an energy based projectile. Would not help you see a ninja throwing star flying at you however.

<u>Investigation</u> - Would help you conduct research via interview, but not using the books in the library.

<u>Medicine</u> - You could tell someone was sick by looking at their aura, but it wouldn't help you pass a written test in medical college.

<u>Mysteries</u> - You would have an easier time identifying a sasquatch or an alien if you could see their aura, but not an ancient hieroglyph or the temple of a cult.

This also allows you to make these rolls when you wouldn't normally get them because of complete blindness.

Cost: 2 Chi per encounter

Speed: (see above)

Damage: (see above) Move: (see above)

Binding

Prerequisites: Focus •••••

Power Points: Senjutsu 1; Any 3

You have the ability to magically bind limbs, rendering them useless. You can only do this to yourself or willing volunteers however, so it's more of a novelty than an attack. Oro does this to his arm for difficulty and training, and also so that he can fight weaker fighters like Akuma or Gill without hurting them too badly. Sometimes it thinks it's being funny and surprises Oro by switching arms while he is asleep!

System: Can only be used on yourself, or a willing volunteer. The binder pays 2 Chi to create the binding, but it is the person with the bound limb who must pay 2 Chi to remove the Binding (If they only have a Chi rating of 1, they may pay it cumulatively).

You cannot use the limb while bound. This effectively halves (round down) your Punch and Grab if you bind an arm, or your Kick and Athletics if you bind a leg. You temporarily lose access to any special maneuvers you no longer have the prerequisites for with your new effective rating.

If you manage to wear a Binding for an entire story you may then use the experience points earned during that story to purchase dots in Punch/Grab (arm) or Kick/Athletics (leg) for a discounted rate. Improvement is easier when you are willing to make big sacrifices in your training like fighting with one arm tied behind your back.

Trait	Cost
New Technique	2
Technique	current rating x2
Superhuman Technique	current rating x4

Cost: 2 Chi

Speed: (see above) Damage: (see above) Move: (see above)

Chi Pull

Prerequisites: Focus •••••

Power Points: Kabaddi, Ler Drit, Tai Chi Chuan 5 The fighter uses her chi to create a field of negative energy which roughly yanks unsuspecting opponents towards her.

System: Chi Pull has a range of Wits + Focus. No actual damage is done but damage is still rolled for Dizzy purposes. The target is moved one hex closer to you for each dot you have in Focus. If the target is not dizzy, he can resist this with a Strength roll versus your Focus. Outside of combat this can pull objects toward you weighing 50 lbs. per success rolled.

Cost: 1 Chi

Speed: -2

Damage: +8

Move: None

Condensed Energy

Prerequisites: Focus ••••

Power Points: Any 4

Like a regular projectile except more chi is used, creating a larger, more damaging projectile. Unfortunately this also makes it slower as the user must take more time drawing out energy. Some describe it as being less disciplined, and having more emotional content.

System: Spend an additional chi and play this card with your Focus projectile card. Reduce the speed, range and *difficulty* of your damage roll by 1 or 2. Don't forget the speed modifier when you call out your speed.

Cost: +1 Chi

Speed: (see above) Damage: (see above)

Move: none

Criminal Upper

Prerequisites: Focus ●●● Punch ●●●●, Power Uppercut

Power Points: Any 4

Many are awestruck when they witness this move, which is a punch so powerful it creates a vortex not unlike a small tornado.

System: Pick one adjacent hex to target. Everyone (except you) in the target hex or any hex adjacent to it is struck. Causes Knockdown.

Cost: 1 Chi

Speed: -1

Damage: +5

Move: -2

Double Flying Fireball

Prerequisites: Focus ●●●●●, Flying Fireball

Power Points: Shotokan Karate, Wu Shu 2; Kabaddi, Kung Fu 3

The fighter seems to hover in the air for a split second as she performs a Flying Fireball, twice.

System: Identical to Flying Fireball except roll two damage tests.

Cost: 2 Chi, 1 Willpower Speed: -2 Damage: +2 Move: +0

Dirty Fighting

Prerequisites: Wits •••

Power Points: Brawling, Krav Maga, Ninjitsu, Pankration, Rindoukan Karate, Special Forces Training 1; Any 3;

Some fighters are cunning and ruthless enough to really hit you where it hurts. It doesn't matter if it's an eyeball, a throat, or a groin, they just want to win. It's often taught in Women's Self Defense Classes where the goal is simply survival, not an honorable fighting career.

System: Combine this Combat Card with any other basic punch or kick to land it in a particularly sensitive area of your choosing. This lowers the difficulty of the damage roll to 3. The fighter who uses Dirty Fighting however, loses one honor point. If used in a tournament she also loses one point of glory. If played more than one round in a row, the difficulty rises +1 each round until it reaches 6 again as your opponent becomes wise to your tricks.

Cost: 1 Willpower

Speed: (see above)

Damage: (see above)

Move: (see above)

Flash Memory

Prerequisites: Cybernetics ●

Power Points: Programming 1

The ability to instantly write data means a cyborg can learn new skills in nanoseconds!

System: Fighters with Flash Memory may spend experience points and update their character sheet and combat cards instantly during their turn.

For example after performing 3D Scanning on Ken's Flaming Dragon Punch, the Cyborg Twelve might choose to announce the speed of it at the beginning of his next turn. Then when it is time for him to act, he can spend accumulated experience points to purchase Power Uppercut, Dragon Punch, Flaming Dragon Punch, and then attack Ken with the Flaming Dragon Punch.

Cost: None

Speed: (see above)

Damage: (see above) Move: (see above)

Gadoken

Prerequisites: Focus ●●

Power Points: Saikyo Ryu 3, Any 4

Frustrated with Gouken for not teaching him to throw a Fireball, Dan Hibiki created his own version, which has since become one of the trademark moves of Saikyo Ryu style. **System:** Gadoken is a projectile with a range equal to only one hex! As with all projectile attacks, the attacker must have an unobstructed line-of-sight on his intended victim.

Cost: 1 Chi Speed: -2

Damage: +0 Move: None

Hailstorm

Prerequisites: Focus •••

Power Points: Any 4

The fighter waves her arm and creates a blast of cold air which combines with the water vapor in the atmosphere to create a huge frozen hailstone above her opponent. The hailstone then crashes down on them. **System:** The cold air needs to travel 1 hex before it can condense into hail, therefore opponents who are directly adjacent only suffer the smaller damage calculated with your Punch technique instead of the larger one using your Focus technique. Range is Wits+Focus. Cannot be avoided by maneuvers such as Jump or similar aerial maneuvers.. **Cost:** 2 Chi

Speed: -2

Damage: -1 (adjacent) or +2 **Move:** None

Immortality

Prerequisites: Focus •••••

Power Points: Senjutsu 5

Is there any limit to how skilled a fighter can become during their lifetime? Perhaps not, if their lifetime never ends.

System: The fighter with this maneuver never dies of old age. They can still be killed by physical attacks or accidents however, and they still age, which can get ugly.

Cost: None

Speed: (see above)

Damage: (see above)

Move: (see above)

Improved Aura Detection

Prerequisites: Aura Detection, Focus ●●●●

Power Points: Any 5

Instead of merely seeing the auras around her, some mystics are able to reach out with their consciousness and explore even further than they can explore physically.

System: The individual with this maneuver essentially has Aura Detection on all the time (at will) without spending 1 Chi per encounter.

By entering a trance-like state of meditation however, she can project her consciousness to remote places. This takes at least one hour of meditation or ritual before it is activated after which it costs 1 Chi per hour.

Activation of Improved Aura Detection effectively extends the range of Aura Detection to global. When used at such a distance however, many things are more vague than when used up close. In these cases you are ONLY seeing the aura and not seeing the actual physical body so information will be sketchy and sometimes confusing.

When you finally meet them in person however (possibly by following an interesting aura you sensed to its location) you will recognize the aura as one you have sensed from a distance and be able to put the pieces together. Similarly if you use Improved Aura Detection on someone you have already met in person, you will have a much clearer picture having seen them in person before. In fact for these instances of familiar targets you have already met, this maneuver effectively increases the range of Telepathy to global as well.

For example Akuma, having already met Ryu, would recognize Ryu's aura from across the sea and be able to use Telepathy to manipulate and confuse him. Having never met Oro however, he would simply realize there was some kind of honorable being with a powerful personality and a great command of it's chi. He might possibly also pick up on his extreme age, and the fact that he is not entirely human, but he is not familiar enough with that being yet to open a mental dialog at this range. When he finally meets Oro face to face however, he will definitely know that this is the being with the aura he has been sensing and growing curious about. Using this power can take a long time, and can be difficult to track down what you are looking for, due to the sensory overload. You may have to concentrate on different parts of several different continents for example, before you finally detect the aura of a jet setting friend. The global range should not be interpreted as seeing the whole world's aura at once, it is more like satellite imaging. Lots of scanning and searching before zooming in and finally zeroing in. Like Aura Detection, this also works just fine when completely blinded.

Cost: 1 Chi per hour, after the hour spent activating it.

Speed: (see above)

Damage: (see above) Move: (see above)

Improved Telekinesis

Prerequisites: Telekinesis, Focus ●●●●●

Power Points: Senjutsu 2; Any 4

Powerful telekinetic fighters are able to move heavier objects and with more control!

System: Play with your regular Telekinesis card to change the damage bonus to +3 and the weight limit of objects you can lift to what you could physically lift if you had a Strength equal to your Intelligence.

Or play this card by itself to hurl an object like a projectile rather than have them orbit your body.

Cost: 1 Chi to hurl a projectile

Speed: -2 Damage: +0

Move: None

Ki Blade

Prerequisites: Focus •••

Power Points: Any 3

The fighter is so attuned with her weapon, that she may summon one out of pure energy should she find herself unarmed.

System: The type of weapon must be chosen when you buy this maneuver and cannot be changed (if you buy Ki Sword, you can not later use it for a Ki whip). Nothing mechanical like a gun, but other projectiles like arrows or thrown weapons are fine. Play this card along with the card for whatever action you are taking this round. While executing the maneuver on the other card you are considered to be armed with your weapon. After executing the other maneuver, the weapon disappears just as quickly as it had appeared. This is not considered dishonorable duelist behavior since it is made entirely of your Ki like a Fireball is.

Cost: 1 Chi

Speed: (see above)

Damage: (see above)

Move: (see above)

Ki Strike

Prerequisites: Focus ●●

Power Points: Rindoukan Karate 1; Any 3

The fighter concentrated deeply while focusing all the Ki in her body to deliver a deadly blow. Stopping to meditate in the middle of combat isn't the safest thing to do, but it sure allows you to hit hard.

System: You meditate this round and are vulnerable to attacks. Next time you roll damage this combat you get +1 damage dice. This can be done up to three times in a row, to get up to +3 damage dice on the next damage roll. The two or three rounds spent meditating must be performed consecutively to get the +2 or +3 damage. This can count as a taunt if you choose.

Chapter 7: Special Maneuvers

Cost: None Speed: -2 Damage: None Move: None

Necrotelepathy

Prerequisites: Focus ●●●●●, Telepathy

Power Points: Senjutsu 2

The power to speak with the dead comes in handy when you failed to find answers or resolution while they were still alive. **System:** Exactly like Telepathy, but can be used on the dead.

Cost: 1 Chi per turn

Speed: None

Damage: None

Move: None

Perch

Prerequisites: Focus ••••, Balance

Power Points: Senjutsu, Bushinryu, Ninjitsu, Spanish Ninjitsu 3; Any 5

Some possess the uncanny ability to stand in the strangest places, for example on top of a moving jet.

System: The fighter's footing is not affected by velocity or aerodynamics. She can be on top of a speeding corvette, a soaring jet plane, or a bullet train without falling off. Moving faster than one hex per turn, or attempting combat however requires a Dexterity check at normal difficulty to not fall. She can still be knocked off however, for example forgetting to duck when passing under a low bridge.

Cost: 1 Chi per hour

Speed: (see above)

Damage: (see above)

Move: (see above)

Psychokinetic Weapon

Prerequisites: Focus ●●●, Weapon ●●●

Power Points: Any 4

The fighter sheathes her weapon in chi energy for a more damaging strike.

System: Record this on a single damage card. play this card alongside a basic weapon attack to add +2 damage. **Cost:** 1 Chi

Speed: +0 (see above)

Damage: +2 (see above)

Move: +0 (see above)

Raging Demon

Prerequisites: Satsui No Hado •••••, Ashura Warp

Power Points: Satsui No Hado ●●●●● (free)

This maneuver was thought to be originally discovered by the old masters of Shotokan Karate, but they forbid it's use as it is very dangerous and can even kill the person using it! Akuma was the student who broke this taboo and started using it again.

An attack which invokes karmic energies to damage the target relative to their inequities. Some say that for a moment you are teleported to hell, but that is an oversimplification at best. The +16 damage is for the 16 hells of Buddhism.

Anyone with the power of nothingness (Mu) can counter most of this by emptying their spirit, heart, and mind so that they do not carry the weight of their past sins in that moment which karma strikes. **System:** Opponents cannot block it but can soak with Stamina + Honor. A character with Zen No Mind may choose to spend 1 Willpower when they are hit with a Raging Demon (before damage is rolled) to effectively have 10 honor for purposes of soaking. This move has no effect whatsoever on anyone or anything lacking a soul, so it is generally only used on human beings.

The movement portion of this move is exactly like Ashura Warp for purposes of traveling through occupied hexes, and must also be done in straight hex-line movement.

Should you botch your damage roll, roll another damage test against yourself this time.

Characters brought to zero health from this move are dead, not unconscious (Storyteller's discretion) and the user of this move has now crossed the line and is too evil to be a Player Character anymore, having been completely consumed by the Satsui No Hado. Hand the Storyteller your character sheet.

Cost: 2 Chi, 2 Willpower

Speed: +3 Damage: +16 Move: +3

Move: +3

Resurrection

Prerequisites: Focus ●●●●●, Regeneration

Power Points: Any 7

Resurrection is one of the mysterious and closely guarded 66 secret techniques of the Illuminati. It involves the activation of all seven chakra points along the spine. It allows the fighter to recover health after none is remaining.

System: Exactly like Regeneration, except it can only be done after reaching zero health. It can be done at any time from the round you reach zero (to continue the fight), or up to 72 hours later to "live to fight another day". Resurrection is an Abort Maneuver. To be clear, this will actually bring you back from the dead.

Cost: See description above

Speed: +0

Damage: None Move: None

Scramble

Prerequisites: Ashura Warp

Power Points: Ler Drit, Spanish Ninjitsu, Special Forces 5 The fighter performs a Ashura Warp while also rising into the air to perform an aerial attack. This blindingly fast maneuver can easily catch an opponent off guard.

System: Functions like the Ashura Warp except it is also an aerial maneuver which can be used to dodge projectiles like Jump. When played alone it can be used as an abort.

You can also choose to play this card (not as abort) with any aerial maneuver to do that maneuver after Mach sliding into the air. When played in this way with another maneuver the Scramble uses the Speed and Damage of the other maneuver, but still uses the Move of the Scramble.

Cost: 2 Chi Speed: +4 Damage: None Move: +3

Seal

Prerequisites: Focus ●●●●●, Chi Kung Healing **Power Points:** Any 3

Chapter 7: Special Maneuvers

Cannot be used in combat, as it requires a period of meditation and trance. Just as Chi Kung Healing can heal the body, Seal can heal the soul, removing unwanted impurities from the target.

System: Can be used to cancel out magical or mystical effects that are plaguing the target, such as Mind Control, Blind, or Satsui No Hado. The effects are not technically removed but instead are made dormant. The person sealing the effect must spend one point of Chi per rank in the original maneuvers highest prerequisite, or one point of Chi per rank in Satsui No Hado to Seal that background.

After the Seal is in place, the target functions just as if the effect were not there anymore, but per the Storyteller's discretion the effect could return in a high risk situation or under the right circumstances. There should always be a reason for this, a Seal will not just disappear randomly, though the reason might not be obvious.

Cost: (see above) Speed: (see above) Damage: (see above) Move: (see above)

Shape Change

Prerequisites: Focus •••••

Power Points: Native American Wrestling 4; Any 5 Twelve made this power famous by changing into his opponents during battles, sprouting weapons in place of his arms, and sometimes opting to ditch his arms in favor of another set of legs.

System: This allows you to add your Focus technique to your disguise rolls (for example Manipulation + Disguise + Focus), or even stealth rolls if you hide by turning into a bush or a tree or something.

You may also buy or perform non mechanical weapon attacks and parries (you could do a sword, but a gun is too complicated) at will by morphing a limb into that weapon and using your Punch/Kick/Block/Grab rating in place of a rating in that weapon.

It also lets you buy and perform Animal Hybrid maneuvers, using your Focus rating in place of an Animal Hybrid rating.

Weapon or Animal Hybrid morphs are at will (play this card with the Weapon/Animal Hybrid attack), but complete body transformations like Disguise take a entire turn to perform and cost Chi.

You may also learn up to 2 Natural Abilities of Animal Hybrids (Player's Guide pg. 24) per point you have in Focus. These take 24 hours to master so shape changers tend to stick to the ones they like and not waste the time to switch them often.

Cost: 2 Chi (for full body disguises only)

Speed: (see above) Damage: None Move: (see above)

Telekinesis

Prerequisites: Focus •••

Power Points: Senjutsu 3; Any 5 The power to move small objects with your mind.

System: Outside of combat you can use this ability to move items with your mind, within a range of Wits + Focus. You are able to move them as well as you could physically if you had a Strength equal to half your Intelligence (round down) and a Dexterity equal to your Wits.

This requires concentration however, so inside of combat the best you can do is to orbit something around part of your body in a holding pattern, which adds power to your strikes as they are hit with a fist/foot as well as a floating object(s). Play this with a basic Punch or Kick card to get +2 Damage.

Cost: 1 Chi per turn used **Speed:** (see above)

Damage: +2 Move: (see above)

Visions

Prerequisites: Focus •

Power Points: Any 4

Some call them premonitions, precognition, or second sight. Whatever term you prefer, some fighters are born with the ability to see glimpses of the future.

System: You can roll Perception + Focus to attempt to see the future after at least 1 hour of completely concentrating on an elaborate and intense meditation, trance, or ritual. The info gleaned us up to the Storyteller's discretion but should somewhat relate to the number of successes rolled, making the most detailed or useful information unattainable without a higher Focus and Perception rating. The Storyteller may also have you receive a Vision spontaneously whenever she chooses, with or without a dice roll. You will count as Dizzy for that round if you are in combat.

Cost: 1 Chi Speed: See above Damage: None

Move: None



Bandit Chain

Prerequisites: Chain ●●●, Grab ●●●

Power Points: Brawling 3; Any 4

You entangle your enemy in your chain and then smash him repeatedly up and down into the ground before flinging him behind you on the upswing.

System: Roll 3 damage tests using the modifiers below.. Deposit your victim 3 hexes behind you.

Cost: 1 Willpower

Speed: -1 Damage: +3 Move: One

viove. One

Choke Chain

Prerequisites: Chain ●●●●, Grab ●●●●

Power Points: Brawling 2; Any 3

You grab your opponent using the chain, and sling him to and fro into the ground before tossing him away.

System: Hits twice using the modifiers below. The target lands 2 hexes in front of you.

Cost: 1 Willpower Speed: +0 Damage: +3

Move: One

Crushing Blow

Prerequisites: Weapon ●●● Power Points: Any 3 You wind up and deliver a crushing blow which sends your opponent scrambling.

System: Causes Knockdown if damage is dealt, and pushes them back 1 hex if there is room to do so.

Cost: None

Speed: -3 Damage: +5

Move: None

Dashing Attack

Prerequisites: Weapon ●●●●, Athletics ●

Power Points: Any 3 Typically done with a sword like the samurai of old, the fighter springs forward while performing a slashing attack. **System:** Use the modifiers below.

Cost: 1 Willpower Speed: +0

Damage: +4 Move: +2

Double Strike

Prerequisites: Weapon ●●

Power Points: Any 2

The fighter hits twice with a weapon. This can be done in two motions or in one if you choose to hit with the sword pommel and then continue with a slash.

System: Roll two damage tests using the modifiers below. **Cost:** None

Speed: -2

Damage: +1

Move: -1

Lightning Strikes

Prerequisites: Weapon ••••

Power Points: Any 5

A rapid flurry of attacks, this could be anything from multiple sword thrusts to spinning a bo staff.

System: Roll three damage tests using the modifiers below.

Cost: 1 Willpower

Speed: -2

Damage: +0 Move: One

Move: One

Mounted Synergy

Prerequisites: Animal Companion ●●, Synergy

Power Points: Any 2

Your Animal Companion attacks in unison with you, while helping you move across the map.

System: Allows you to add your Animal Companion's movement modifier to any single Synergy maneuver you have (chosen when you purchase this move). Can be bought in this fashion more than once to add "Mounted" to multiple Synergy cards.

Cost: None

Speed: See above

Damage: See above

Move: See above

Oil Up

Prerequisites: Athletics ●● Power Points: Wrestling 1; Any 2 This maneuver both allows you to lubricate your body midmatch, and also represents skill and experience using oil to your advantage.

System: To execute this maneuver you must have some oil or other lubricant within easy reach. You will remain lubricated for the next three turns which gives you a +1 bonus to either Speed, Damage or Move. You must declare which modifier the bonus will be applied to at the start of each turn. The bonus can be applied to a different modifier each turn.

In the extremely unlikely circumstance that you are in a situation that will continually lubricate your body (an oil pit, a kiddy pool full of oil, a car wash, etc.), you can gain the +1 modifier every turn without making yourself vulnerable to attack by stopping to apply the oil.

Unlike most weapon attacks this is not considered dishonorable since you are applying the oil to your own body and not directly attacking with it.

Cost: None

Speed: -1 Damage: None

Move: None

Pogo

Prerequisites: Weapon ●●●, Athletics ●●●

Power Points: Any 2

The fighter jumps through the air and lands weapon first like a pogo stick, which counts as an attack. They then bounce and can perform a more typical jumping attack.

System: Can perform two basic jumping attacks for two combat rounds in a row without touching the ground in between, only their weapon touches. The first round it must be a Jumping weapon attack, the second can be any Jumping attack.. Counts as airborne the entire time, avoids crouching opponents but can still strike them.

Cost: None

Speed: See description

Damage: See description

Move: See description

Power Upperstrike

Prerequisites: Weapon ●

Power Points: Any 1

A powerful upwards weapon strike that can knock an opponent out of the air.

System: If it interrupts and scores damage against an aerial opponent it will also cause Knockdown.

Cost: None

Speed: -1

Damage: +3

Move: One

Psycho Sting

Prerequisites: Weapon ●●●, Focus ●● , Power Upperstrike

Power Points: Any 4

The fighter first crouches down for a moment and then springs upwards suddenly with a weapon strike that is sheathed in damaging chi.

System: Causes Knockdown against opponents who were executing aerial maneuvers.

Cost: 1 Chi, 1 Willpower Speed: -1

. Damage: +7

Rapid Attack

Prerequisites: Weapon ●●●●, Athletics ●●●

Power Points: Any 4

The fighter drives her opponent backwards with a rapid series of advancing weapon strikes which can eventually knock an opponent off their feet.

System: Move up to your full movement in a straight hex line. Every time you enter an occupied hex, roll a damage test against each of the occupants. Regardless of the outcome, they are pushed back one hex. After all damage rolls are complete, the fighter can move another hex (up to her full move) and start the process over again, therefore she can continue pushing an opponent back and damaging them as long as she has Move left. Multiple hits do not combine for dizzy. The very last hit before you run out of Move will cause Knockdown.

Cost: 2 Willpower

Speed: +0

Damage: -1

Move: -1

Rekka Buki

Prerequisites: Weapon ●●●●, Athletics ●●

Power Points: Any 4

The fighter executes a series of 3 strikes that quickly chain together, similarly to Fei Long's Rekka Ken.

System: Exactly like Rekka Ken but with a weapon instead of Punch.

Cost: 1 Willpower per turn used.

Speed: See description above Damage: See description above Move: See description above

Fetch

Prerequisites: Animal Companion •

Power Points: Any 1

A more passive role in combat, this simply lets your Animal Companion return your thrown weapons to you.

System: Your Animal Companion is trained to automatically return a number of items to you equal to your rank in Manipulation unless you tell them to stop. If one of the items you choose is a thrown weapon, you effectively have unlimited ammo now. The journey back takes a turn so really you can only throw it every other turn. For non-combat items, you can train a delay up to 24hrs if you choose ("bring me my lockpicks tomorrow if I don't come back"). These tricks are static and cannot be changed once chosen.

Cost: None

Speed: See above

Damage: See above

Move: See above

Flying Rush

Prerequisites: Animal Companion ●●●, Rush

Power Points: Any 3

"Mamahaha!". You give your Animal Companion the appropriate instructions, and it dives out of the sky to attack your enemy.

System: Play with a Rush card. Opponents may no longer avoid the rush with a Jump or similar aerial maneuver as they would a projectile, as the attack is coming down on them from above.

Cost: None

Speed: See above Damage: See above Move: See above

Aerial Synergy

Prerequisites: Animal Companion ●●, Mounted Synergy **Power Points:** Any 2

Your Animal Companion attacks in unison with you, while helping you fly across the map.

System: Allows you to add the aerial attribute to any single Synergy maneuver you have (chosen when you purchase this move). This allows you to avoid projectiles similarly to Jump. Can be bought in this fashion more than once to add "Aerial" to multiple Synergy cards.

Cost: None

Speed: See above

Damage: See above

Move: See above

Rush

Prerequisites: Animal Companion •••

Power Points: Any 3

"Go Poppy!". You give your Animal Companion the appropriate instructions, and it goes forth to attack your enemy.

System: Speed is calculated using your Manipulation, plus your Animal Companion's speed modifier, plus the modifier below. Damage is calculated using your Charisma + Animal Companion background + the Animal Companion's damage modifier, plus the modifier below. Range is calculated using your Animal Companion background + The Animal Companion's move modifier. Rush can be dodged using a Jump or similar maneuver as you would jump over a projectile. Rush cannot be used 2 turns in a row, as your Animal Companion spends the following turn returning to you and getting set to attack again.

Cost: None

Speed: -2 Damage: +2

Move: None

Rush Tackle

Prerequisites: Animal Companion ●●●, Rush

Power Points: Any 2

Your Animal Companion is now able to bear an opponent to the ground.

System: Play with a Rush card. Adds Knockdown to the Rush.

Cost: None

Speed: See above

Damage: See above

Move: See above

Synergy

Prerequisites: Animal Companion ●●

Power Points: Any 2

Your Animal Companion attacks in unison with you.

System: Allows you to add your Animal Companion's damage modifier to any single maneuver (chosen when you purchase this move) that you perform. You must buy Synergy once per maneuver and record which maneuver it is on the Combat Card. Example: "Synergy: Dragon Punch" or "Synergy Brain Cracker". Can be bought in this fashion more than once.

Cost: None

Speed: See above Damage: See above Move: See above





Chapter 8: CONBAT

ANIMAL COMPANIONS

"Go Poppy!" - Galford

Split up your ranks in Animal Companion into 3 parts to represent your Animal Companion's Speed, Damage and Move modifiers (similar to the modifiers that a weapon has). You may indicate this on your sheet with a slash like so: 1 Speed/2 Damage/1 Move would look like so: = 0.000

The maximum and minimum in any of these 3 categories you may have is shown below:

Animal Companion	Max	Min
•	3	0
••	3	0
•••	3	0
••••	3	0
•••••	3	0
●●●●●● (Storyteller discretion)	4	1
●●●●●●● (Storyteller discretion)	5	1
••••••• (Storyteller discretion)	6	1

So your 5pt. dog Gertrude could have 1/3/1 or 2/3/0 but not 0/5/0.

Your Animal Companion's Speed, Damage, and Move modifiers are used to help calculate Maneuvers which utilize them, similarly to how weapon modifiers are used for weapon attacks. Rather than Dexterity and Strength, your modifiers that enter into the equation are Manipulation for Speed (because of your skill as a handler) and Charisma for damage (because of how hard your animal will fight for you based on the bond you share).

MANEUVERS

There are very few Special Maneuvers for Animal Companions but they are broad enough to create many different types of attacks. You will find them in the Duelist section of Chapter 7, but we will summarize them here.

Rush - You are stationary and your animal charges forward and attacks. Can be jumped like a projectile.

Flying Rush - Played with Rush, can no longer be jumped. Rush Tackle - Played with Rush. Adds Knockdown.

Synergy - You and your animal attack at the same time. **Mounted Synergy** - Played with Synergy. They carry you.

Aerial Synergy - As above but flying.



"Like I told my last wife, I says, "Honey, I never drive faster than I can see. Besides that, it's all in the reflexes."" - Jack Burton

When fighting blind there are two main factors to consider, Effective Range, the distance you can clearly see someone, and the Difficulty, the target number for the damage roll.

EFFECTIVE RANGE

The distance at which you can perceive your enemies determines how close you have to be to move and then attack them in combat.

Outside of this distance, all you can do is move in their general direction. In combat they will be making SOME kind of noise so no need to over-complicate things by removing pieces from the board and playing blind.

Inside of this distance you can move AND attack. Alternatively from inside this distance you can remain still and use a ranged attack.

Perception	Effective Range
•	Same hex
••	Adjacent hex
•••	2 hexes away
••••	3 hexes away
•••••	4 hexes away

This will never let you move farther than normal, it just caps your movement.

Example of play: Alexander has a Perception of ••• So according to the chart above he can only detect opponents 2 hexes away. Susan is 4 hexes away. This round he plays Jab and moves 3 hexes closer so that he is adjacent with her. He cannot actually attack with the Jab because he started from outside of detectable range. Next round, since he is within 2 hexes of her he plays Jab again. This time he gets to attack too, so he proceeds to roll damage.

At the storyteller's discretion fireballs might illuminate the area for the round, or if launched straight up maybe a few rounds.

DIFFICULTY

Besides the movement restrictions above, the difficulty of your damage roll will go up depending on how well you can see. Your difficulty will never be better than when you can see using this. Grab maneuvers completely ignore this, once you have your hands on your opponent you can perform them just fine using only your sense of touch.

Also your block rating is treated as only being as high as your Blind Fighting rating. Your block rating will never be treated as higher than normal using this, it just gets capped by your Blind Fighting rating.

Lastly, if you have zero ranks in Blind Fighting, you are Dizzy on the first round of blindness, like if the lights suddenly go out.

Blind Fighting	Difficulty	Max Block
None	10 and Dizzy R1	0
•	10	1
••	9	2
•••	8	3
••••	7	4
•••••	6	5

Possible modifiers:

 Difficulty because there is a small amount of ambient light +1 Difficulty for projectiles

+1~5 Difficulty for extremely loud environments that prevent you from hearing.

At the Storyteller's discretion multi-hitting projectiles may only suffer difficulty on the first hit, after that they are providing their own light.

GADGETS AND WEAPONS

"I just get excitable as to choicelike to have my options open." - Jane Cobb

Here are some of the new items that have appeared in the canon universe since the Storytelling Game was released.

Acid

Fighters with access to powerful acid can use the Acid Breath Special Maneuver without the Focus prerequisite. They would use their Thrown Weapon Technique in place of Focus. Range and Damage are calculated using Strength, and the Chi cost is replaced with Willpower. They simply throw the acid on their opponent. This can be incredibly disfiguring and is considered much more dishonorable than using other types of weapons. Fighters who do so receive a -2 Honor on top of any other penalties (using a weapon against an unarmed opponent, etc.).

BLACK MOONS

The plot of Street Fighter V revolves around stopping the seven satellites known as the Black Moons. They can wipe out entire cities by self destructing or disable them using EMP blasts. They are also used to control the Dolls similarly to the Psycho Drive.

One of the Shadoloo programmers (coerced), a friend of Rashid, stole the control keys for the Black Moons and sent them to several World Warriors to help take them down from the inside, and even programmed in a way for Rashid to stop them from the main control panel.

JETPACK

A jetpack allows the wearer to use the Special Maneuver Flight without purchasing it. They do however need at least the Skill Jetpack ● in order to use it at all without risk of serious injury, and Jetpack ••••• to use it in combat without risk of serious injury. Otherwise the Storyteller may require a Dexterity roll at her discretion to avoid falling Damage. Even without using it in combat however, it is a very cool means of transportation for characters who can afford it!

MECAPHONE

Using a megaphone simply adds 2 Dice to the attackers dice pool when using Stunning Shout.

DHMD

PHMD (Peripheral Head-Mounted Display) allows you to use a computer or mobile device completely hands-free (voice commands) or with minimal manual input (perhaps a small keyboard worn as a bracer) via an eyepiece which superimposes your screen inside your field of vision. Depending on your devices capabilities it can have different ranges, rely on cell towers or satellite, or give access to 3D Scanning. All devices give access to normal computing, video recording/streaming, and communication up to and including video chat.

PSYCHO DRIVE

Operate the psycho drive at the Storyteller's discretion. It exists on such a scale that weapon stats do not do it justice. This device harnesses the negative psychic energy from everyone on the planet and funnels it into M. Bison. You might reflect this by giving him infinite Chi, or artificially raised Focus for example. In the game he had a lightning fast Psycho Crusher that covered the entire screen, floated everywhere, and had a projectile.

It also can be used to bounce destructive energy off of satellites to hit any target on earth, wiping it out.

For a long time M. Bison used the Psycho Drive to return from the dead also, his soul would retreat to the Psycho Drive and his scientists would build him a new body. After the Psycho Drive was destroyed his soul fled into Rose instead (see Chapter 2: Setting).

It is also linked to the Dolls and it is believed that they might die without it. It has something to do with them being connected to M.Bison, and receiving instructions or power through it. Their minds are not whole and they will die without it/him unless restored using the Psycho Drive. Cammy is the only other character who has been shown to have any control over it due to her M.Bison DNA. She might be able to save them using it.

Much of the plot of Street Fighter alpha revolves around destroying the Psycho Drive.

RIDING CROP

This short type of whip consists of a handle, a shaft of cane or fiberglass covered in leather or fabric. It terminates in a thin flexible tress such as a leather flap, which helps it to not leave marks. Originally these were used on horses by their riders, but some of the more eccentric fighters may opt to use them as a weapon. Also popular for S&M.

Technique: Whip / Speed: +2 / Damage: -1 / Move: +0

S.I.N. BATTLESUTT

"That's definitely not a rental." -The Tuxedo

The experimental S.I.N. Battlesuit was developed to give S.I.N. agents an edge in combat by letting them perform maneuvers that they normally wouldn't have access to. This is achieved through an array of gadgets which are cleverly hidden within the suit, letting it pass as normal clothing. They are not entrusted to just anyone, in addition to passing rigorous tests to get into the program, a candidate must have at least Backing $\bullet \bullet$ (S.I.N.) to get one.

Since they were designed to be used by agents in the field for extended periods of time, the Battlesuits are entirely self contained and require no maintenance to function. Being designed for use in extreme combat situations, they are very durable and are not typically damaged in combat, however they may become damaged and need repair in certain circumstances (Storyteller discretion).

The events of the first S.I.N. sponsored tournament were considered the Battlesuit's final test, which was entrusted to Crimson Viper since she was the only person who could use the suit to its full potential at that point. How many other people were also testing the suit, as well as possible posttournament mass production or standard issue, are left up to the Storyteller. Since Crimson Viper was actually a C.I.A. agent infiltrating S.I.N. it is also quite possible that the C.I.A. may reverse engineer the technology and use it for their own agents as well.

Wearing the suit allows characters to purchase Focus special maneuvers as if they had a cybernetics background equal to their rating in the Battlesuit Technique (the Battlesuit is considered a weapon). Like Cybernetics, characters may choose to use physical or mental attributes when determining Speed, Damage and Move for these maneuvers. Characters may spend Willpower instead of Chi to execute the maneuvers. None of the other Cybernetic bonuses or penalties apply (loss of two permanent honor, free dots in skills and attributes, role playing penalties, spending health levels instead of chi, etc.).

For purposes of Renown, the Battlesuit is considered a weapon, that is to say, using one in combat with an unarmed opponent is considered a dirty move. Since it is also a concealed weapon, the Storyteller may wish to enhance the penalty to temporary Honor.

When the character takes the suit off she loses the use of any special maneuvers she no longer has the prerequisites for. She can no longer access Focus maneuvers bought using the Battlesuit Technique as a prerequisite, or any maneuvers that used *those* maneuvers as prerequisites (and so on). The character does not get any experience points back that she spent to purchase the missing maneuvers, but she has access to them again whenever she puts a Battlesuit on. This can create interesting role playing scenarios; if someone's suit is stolen or revoked they may go to great lengths to get it back.



Appendix 1: ERRATA

Official 🌮

""As an artist, I feel that we must try many things – but above all we must dare to fail." – John Cassavetes

The following are official changes and clarifications directly from White Wolf via interviews with the authors of the books.

Cartwheel Kick - This maneuver was too powerful so replace it with the version below (Player's Guide pg. 85).

Cartwheel Kick

Prerequisites: Kick ●●, Athletics ●●

Power Points: Capoeira, Ninjitsu, Wu Shu 2; Any 3 The fighter travels in a series of accelerating cartwheels towards his target, ending with a powerful kick.

System: The attacker must move in a straight line to the enemy. Each hex moved by the attacker adds +1 damage to the final kick.

Cost: 1 Willpower

Speed: -1

Damage: +1 per hex traveled Move: +2

Displacement – The prerequisites Esquives would not have been possible to purchase for some of the styles listed so it was removed. You no longer need Esquives to get Displacement (Player's Guide pg. 88).

Dizzied – It's not clear from the description (Street Fighter pg. 138) if Dizzied fighters lose remaining actions this turn, in addition to not being able to act on their next turn. Yes, they do in fact lose remaining actions this turn.

Tiger Knee – Due to the wording it is not clear to some if this causes knockdown against opponents who are not airborne. Yes, it does (Secrets of Shadoloo pg. 27).

Rising Storm Crow – Damage calculation is unclear (The Perfect Warrior pg. 60). It is actually calculated exactly as written therefore: (Strength + Grab -3) / ([Strength X 2] + Grab).

Riposte – Riposte from Jacques Desroche's sheet (Player's Handbook pg. 16) is supposed to be Deflecting Punch (Street Fighter pg. 115).

Spontaneous Combustion – The missing Speed modifier should be -2 (Players Handbook pg. 16).

Katar – There is an alternate version of Katar (Contenders pg. 120) from the original unpublished Duelist proposal by Andrew J Lucas which some fans prefer: Technique Knife, Speed +1, Damage +3, Move +0.



"Mistakes are always forgivable, if one has the courage to admit them." - Bruce Lee

Alpha Team: Shadow Fist – Hu and Itoketip pretty obviously have their Special Maneuvers printed on each other's sheets.

Common Moves – The list of maneuvers available to "Any" (Core pg. 103) is missing Slide Kick and Double Hit Knee.

Flying Head Butt – Wrestling (Contenders pg. 113) lists this move as costing 12. That's way too high, Sumo lists it as 2.

Prerequisites – Many of the NPC Characters are missing the prerequisites they would need for the maneuvers they have listed, especially in Contenders.

Printing Error – In many print runs there was a lot of missing ink from Amanda Raintree's character sheet so we have included it here at the end of the errata section.

Ken's Story – Part of Ken's story about being biracial calls him Ryu instead of ken (Core pg. 84).



"They don't think it be like it is, but it do." - Oscar Gamble

Air Suplex – It says (Secrets of Shadoloo pg. 27) that it is available to Spanish Ninjitsu but is not listed under the style (Secrets of Shadoloo pg. 21).

Backflip – Wu Shu is listed twice with two different costs (Secrets of Shadoloo pg. 28). Also Backflip has a speed of +3 but the Storyteller's Screen lists it as +4, and Blade (Secrets of Shadoloo pg. 31) has it calculated as if it is +4 Speed.

Balance – Ninjitsu lists it at 3 pts. (Player's Guide pg.17), it lists Ninjitsu at 2 (91).

Baraqah – Lists Breakfall for 1 pt. (Contenders pg. 108) but Breakfall (pg. 115) doesn't list it at all.

Η

endix

Errata

Basic Weapon Maneuvers – I believe two of the basic weapon maneuvers (Contenders pg. 118) have been accidentally reversed. Fierce Strike and Strong Strike should be reversed so that they correspond to the three punches (Jab/lightest, Strong/medium, Fierce/hardest, Core pg. 142).

Blade – The character Blade (Secrets of Shadoloo pg. 31) has Dexterity 5 and his Backflip maneuver is at 9 Speed. This does not add up, either his Backflip should be at 8 Speed, or Backflip (Secrets of Shadoloo pg. 28) should be at +4 Speed. See Backflip above.

Blind Fighting – Both Eye Rake (Players Handbook pg. 87) and Blind (Secrets of Shadoloo pg. 50) make reference to blinding but it is never explained how to use Blind Fighting in combat. In the description of Eye Rake at least, we learn this much: If you are blinded and your Blind Fighting Skill is zero, you are effectively dizzied.

Blocks – The section describing blocks (Core pg. 137) is not clear if it is referring to the basic maneuver called "Block" (Core pg. 137) or the entire category of special maneuvers (Core pg. 115). This makes it unclear if every Block maneuver (Deflecting Punch, Kick Defense, Maka Wara, etc.) is an Abort move, or just the basic Block.

Boxing – Boxing (Core pg. 166) lists Jumping Head Butt, everywhere else it is called Jumping Shoulder Butt.

Also you may have noticed that Boxing lists several maneuvers that do not themselves show Boxing on their list of styles. I believe this is simply due to Boxing and Balrog were originally meant to appear in Secrets of Shadoloo. It makes perfect sense that Boxing isn't listed on the maneuvers if it wasn't even supposed to be in this book, but got jammed into the Appendix at the last minute.

Drunken Monkey Roll – It costs 2 pts. under Kung Fu (Core pg. 74) but 1 pt. for Kung Fu is given in it's description (Core pg. 123).

Eye Rake – It's listed as a Punch in the Animal Hybrid Section (Player's Guide pg. 23) but is actually in the Grab section (pg. 87). Also it seems really overpowered as a Grab.

Face Slam – The descriptive text (Shades of Gray pg. 8) says that E. Honda does this maneuver however it is not on his sheet (Core pg. 95).

Flying Fireball – It is not stated explicitly that this is an Aerial Maneuver under "system" (Core pg. 127) however it is stated in the flavor text that it is used for leaping into the air. Neither the flavor text nor the system text mentions using it to avoid an opponent's fireball, however it does list Jump as a prerequisite.

Also Shotokan Karate (Core pg. 83) and Wu Shu (Core pg. 99) both list Flying fireball at 3 pts. but Flying Fireball lists them at 2 pts.

Flying Tackle – The description (Shades of Gray pg. 8) doesn't explicitly state whether the +2 Speed on your next grab must be applied to the same opponent you just tackled.

Forward Backflip Kick – Move is listed as "2" instead of "+2" or "Two" (Shades of Gray pg. 8).

Jeet Kune Do – Lists Brain Cracker at the Any cost (Contenders pg. 109).

Jiu Jitsu – Lists Kippup at the Any cost (Contenders pg. 109).

Levitation – Lua (Contenders pg. 110) lists it at 3 but it lists Lua at 4 (pg. 115)

Lunging Punch – System refers to "crouching blocks" (Shades of Gray pg. 8). There is no such thing.

Movement – Many players believe that if they are interrupted AFTER they are done moving, they can then move a little bit more if needed, for example if their opponent has moved away. This is not supported anywhere by the rules. After an interrupt you pick up right back where you left off, you don't get to go back into your movement phase which was already over.

Savate – Savate (Player's Guide pg. 14) lists Haymaker and Widowmaker but at the same cost or more, as "Any".

Shikan-ken – Ninjitsu (Player's Guide pg. 19) lists it as 2 pts. but it lists Ninjitsu at 3 pts. (pg. 84).

Shrouded Moon – Ninjitsu (Player's Guide pg. 84) lists it at 1 pt. but it lists Ninjitsu at 2 pts. (Player's Guide pg. 98).

Siberian Bear Crusher – Sanbo says Siberian Bear Crusher is 4 pts. (Core pg. 80) but Siberian Bear Crusher says Sanbo is 5 pts. (pg. 120)

Tai Chi Chuan – Lists Breakfall at 1 pt. (Contenders pg. 112) but Breakfall does not list it at all (pg. 115).

Thunder Hawk – Does not have Neck Choke on his sheet (Core pg. 79) although the description of Neck Choke (Core pg. 120) states that he has it.

Tumbling Attack – Spanish Ninjitsu (Secrets of Shadoloo pg. 21) lists this for 2 pts. but it lists Spanish Ninjitsu at 3 pts. (pg. 28)

Widowmaker – Has a Move of "2 Max" instead of "+2" or "Two" (Player's Guide pg. 84).

Willpower – On one example (Core pg. 141), Jade uses a point of willpower to add an extra d10 while rolling damage for a Spinning Knuckle.

On page 64 however it says only 1 Willpower point may be spent per turn. Jade spent 1 Willpower for the extra damage die and 1 Willpower for the Spinning Knuckle.

Furthermore page 33 is the only place that explains using Willpower for rolls, stating 1 Willpower gives you one success (not one die), and that this rule should only be used outside of combat.

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.

Appendix 1: Errata

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 Shadoloo), 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 Shadoloo.

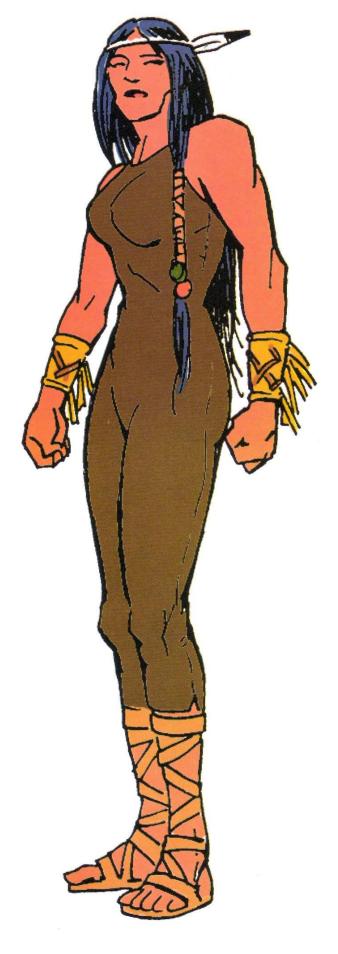
Image: A tall, powerfully built Native American Indian. Amanda is a remarkable specimen of human conditioning. She wears her long dark hair in braids and dresses casually in running shorts and a t-shirt, except when she has a match. Then she dresses in a form-fitting one-piece uniform, with sandals on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

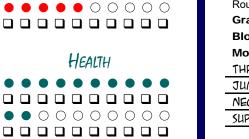
TEAM RAVEN

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.





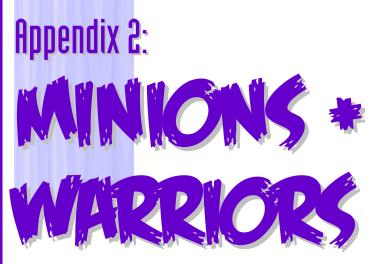
Name: AMANDA RAINTREE Style: NATIVE AMERICAN WRESTLING Team: RAVENS Player: NPC School: INDIAN RESERVATION; UCLA Concept: NATIVE AMERICAN AMAZON Chronicle: HIGH STAKES Stable: GORDON PRODUCTIONS Signature: LEAVES A FEATHER ON OPPONENT'S UNCONSCIOUS BODY ATTRIBUTES PHYSICAL SOCIAL MENTAL ••000 ••000 Strength Charisma Perception 0000 Intelligence Dexterity •00 Manipulation $\bullet \bullet \circ \circ$ $\bullet \bullet \bullet \circ \circ$ Wits Stamina $\bullet \bullet \circ \circ$ Appearance ABILITIES SKILLS TALENTS KNOWLEDGES •0000 ••000 00000 Alertness **Blind Fighting** Arena Interrogation 00000 Drive 00000 Computer 00000 •••00 0000 00000 Intimidation Leadership Investigation ••000 00000 ••000 Insight Security Medicine **Streetwise** 00000 Stealth $\bullet \bullet \bullet \circ \circ$ **Mysteries** ••000 •0000 •••00 00000 Subterfuge Survival Style Lore 00000 00000 00000 00000 00000 00000 ADVANTAGES Special Maneuvers BACKGROUNDS TECHNIQUES ALLIES •••00 •0000 THROW Punch MANAGER 00000 0000 JUMP **Kick** SENSEI •0000 NECK CHOKE Block ••000 00000 SUPLEX Grab $\bullet \bullet \bullet \circ \circ$ 00000 $\bullet \bullet \bullet \circ \circ$ COMBO: (DIZZY) JUMP-SUPLEX-**Athletics** 00000 Focus 00000 NECK CHOKE 00000 00000 00000 00000 MANEUVERS AND POWERS Speed Damage Move Сн Punch: Jab 5 4 3 000000 3 6 3 Strong 2 8 2 Fierce Kick: Short --WILLPOWER Forward _ _ _ Doundhouse _



Rounanouse			
Grab	3	7	1
Block	7	(+ 2 SOAK)	0
Movement	6	0	6
THROW	1	9	1
JUMP	6	0	3
NECK CHOKE	2	10	1
SUPLEX	3	9	1

AMAZON AER ON BODY

Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15



"I get by with a little help from my friends." - The Beatles

WARNING! RESTRICTED AREA!

This section is meant for the Storyteller's eyes only. Players can proceed if they really want to, but it may take some of the fun out of the game.

Fair Warning. Proceed.

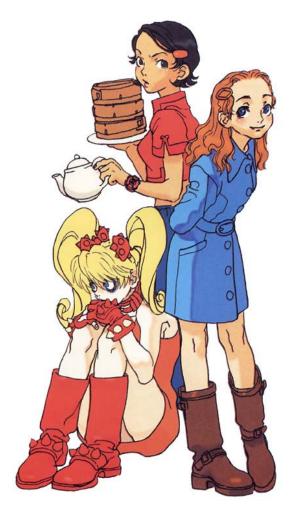
MINIONS AND WARRIORS

Even the best World Warriors need a little support from time to time. On the following pages you will find all kinds of NPCs to help flesh out your world.

Some are friends, such as the family members or staff of the World Warriors you already know.

Others are foes, either specific ones or generic types of enemies that might be encountered.

Don't forget that even when you are using a generic NPC attacker that it still helps keep things interesting to give them a name, a personality, and roleplay them.





A member of M. Bison's "Dolls", an elite unit of kidnapped and brainwashed women who serve as bodyguards and assassins. She is fitted with a chip in her brain for Shadoloo communication, control, and for scanning fighters so that е

Appendix 2: Minions and Warriors

StrengthOCharismaOPerceptionHonorODexterityManipulationAppearanceOIntelligenceOGloryOStaminaAppearanceWitsManeuvers and PowersRank-ALERTNESSSTEALTHManeuvers and PowersSpeedDamageMoveINTERROGATIONSURVIVALOStrong6105INTIMIDATIONOCOMPUTEROOFierce5124PRIVEStyle LOREOOOFierce5124Veapons:SpeedDamageMoveRoundhouse4144ACIDGrab68ONEChiWillpowerImageMoveFOOT SWEEP41333JUMPOJUMPONE512ONEHealthPOWER UPPERCUT512ONE512ONE	Name: APRILE	Style: PROG	GRAMMING	Boss:	M. BISON	
StaminaAppearanceWitsAppearanceRank-Other TraitsSTEALTHManeuvers and PowersMoveINTERROGATIONSIRVIVALManeuvers and PowersMoveINTERROGATIONSURVIVALManeuvers and PowersMoveINTIMIDATIONCOMPUTERStrong610BLIND FIGHTINGMEDICINEStrong610PRIVESTYLE LOREStrong612SECURITYSTYLE LORESocoForward612Weapons:SpeedDamageMoveRoundhouse4ACIDGrab68Block10(9 SOAK)NONE8Movement9NONE333JUMP9NONE512ONETHIGH PRESS512ONE512	Strength ••••	Charisma ••	Perception		Honor	0
Other TraitsManeuvers and PowersALERTNESSSTEALTHManeuvers and PowersINTERCOGATIONSURVIVALImageDamageMoveINTERCOGATIONSURVIVALImage885INTIMIDATIONCOMPUTERImageImageB85BLIND FIGHTINGImageMEDICINEImageImageImageImageDRIVEImageMoveStrong6105SECURITYImageImageImageImageImageImageMeapons:SpeedDamageMoveForward6124ACIDGrab68ONEImageImag	Dexterity	Manipulation	Intelligence	•••OC	Glory	0
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BLIND FIGHTING ••••• MEDICINE ••••• Fierce 5 12 4 DRIVE ••••• STYLE LORE ••••• Kick: Short 7 10 5 SECURITY ••••• STYLE LORE ••••• Forward 6 12 4 Weapons: Speed Damage Move Roundhouse 4 14 4 ACID - - - Grab 6 8 ONE Block 10 (9 SOAK) NONE 8 NONE 8 Chi Willpower • • • 9 NONE 8 FOOT SWEEP 4 13 3 3 3 3 3 JUMP 9 NONE 5 12 ONE 5	INTERROGATION •••••	SURVIVAL •••••	Punch: Jab	8	8	5
DRIVE ••••• STYLE LORE ••••• Style LORE ••••• SECURITY ••••• Style LORE ••••• Forward 6 12 4 Weapons: Speed Damage Move 6 12 4 ACID - - - - Grab 6 8 ONE Block 10 (9 SOAK) NONE 8 0 8 8 Chi Willpower • • • 9 NONE 8 FOOT SWEEP 4 13 3 3 3 3 3 JUMP 9 NONE 5 12 ONE 5	INTIMIDATION 0000	COMPLITER 0000	Strong	6	10	5
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Weapons: Speed Damage Move Roundhouse 4 14 4 ACID - - - - Grab 6 8 ONE Block 10 (9 \$0AK) NONE 8 ONE Chi Willpower • • • 9 NONE 8 Chi Willpower • • • • 9 NONE 5 JUMP 9 NONE 5 12 ONE	DRIVE ••••O	STYLE LORE ••••	Kick: Short	7	10	5
ACIPGrab68ONEImage: ChiWillpowerImage: Share	SECURITY .	00000	Forward	6	12	4
HeipImage: Constraint of the state of the sta	Weapons: Speed	Damage Move	Roundhouse	4	14	4
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ChiWillpowerFOOT SWEEP4133JUMP9NONE5THI6H PRESS512ONE			Block	10	(9 SOAK)	NONE
Jump 9 NONE 5 IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII			Movement	9	NONE	8
Image: Description THIGH PRESS 5 12 ONE	Chi	Willpower	FOOT SWEEP	4	13	3
	●●●●●00000	$\bullet \bullet \bullet \bullet \bullet \bullet \bullet \bullet \circ \circ \circ$	JUMP	9	NONE	5
Health POWER UPPERCUIT 5 12 ONE			THIGH PRESS	5	12	ONE
	Heal	lth	POWER UPPERCUT	5	12	ONE
DOUBLE HIT KNEE 6 10 3	••••••••••		DOUBLE HIT KNEE	6	10	3
3D SCANNING			3D SCANNING	-	-	-
ACID BREATH 4 10/7/4 4			ACID BREATH	4	10/7/4	4



their data can be the effects of brai		nadoloo scientists. she has no memo	
before serving Sha	•		ing of the fine
the oldest member officer for the uni	er of the Do t. Her youn and has eve	the Italian Doll of olls and serves as ger brother Magg en contacted Rose	the medical io is actively
Name: APRILE		S	tyle: PRO
Name: APRILE		S Charisma	tyle: PRO
			••(
Strength Dexterity		Charisma	
Strength Dexterity Stamina		Charisma Manipulatio Appearanc Traits	
Strength Dexterity Stamina	Other	Charisma Manipulatio Appearanc Traits STEALTH	
Strength Dexterity Stamina ALERTNESS INTERROGATION	Other	Charisma Manipulatio Appearanc Traits STEALTH SURVIVAL	e •••••
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Strength Dexterity Stamina ALERTNESS INTERROGATION INTIMIDATION BLIND FIGHTING	Other Other Other Other Other Other	Charisma Manipulatio Appearance Traits STEALTH SURVIVAL COMPUTER MEDICINE	
Strength Dexterity Stamina ALERTNESS INTERROGATION INTIMIDATION BLIND FIGHTING DRIVE	0 0	Charisma Manipulatio Appearance Traits STEALTH SURVIVAL COMPUTER MEDICINE	e 000
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Strength Dexterity Stamina ALERTNESS INTERROGATION INTIMIDATION BLIND FIGHTING DRIVE SECURITY	Other Other </td <td>Charisma Manipulatio Appearance Traits STEALTH SURVIVAL COMPUTER MEDICINE STYLE LORE</td> <td>- - - - - - - - - - - - - - - - - - -</td>	Charisma Manipulatio Appearance Traits STEALTH SURVIVAL COMPUTER MEDICINE STYLE LORE	- - - - - - - - - - - - - - - - - - -
Strength Dexterity Stamina ALERTNESS INTERROGATION INTIMIDATION BLIND FIGHTING DRIVE SECURITY Weapons:	Other Other </th <th>Charisma Manipulatio Appearance Traits STEALTH SURVIVAL COMPUTER MEDICINE STYLE LORE</th> <th>- - - - - - - - - - - - - - - - - - -</th>	Charisma Manipulatio Appearance Traits STEALTH SURVIVAL COMPUTER MEDICINE STYLE LORE	- - - - - - - - - - - - - - - - - - -
Strength Dexterity Stamina ALERTNESS INTERROGATION INTIMIDATION BLIND FIGHTING DRIVE SECURITY Weapons:	Other Other </td <td>Charisma Manipulatio Appearance Traits STEALTH SURVIVAL COMPUTER MEDICINE STYLE LORE</td> <td>e 000</td>	Charisma Manipulatio Appearance Traits STEALTH SURVIVAL COMPUTER MEDICINE STYLE LORE	e 000



The Spanish Doll of January and leader of the Dolls. She specializes in communication and uses her megaphone "Silver Afternoon" both to issue orders to the other Dolls, and as a weapon. Her mannerisms indicate that she came from a wealthy, high class background.

Name: ENER)	S	tyle: PRO	SRAMMI	NG	Boss	M, BISON	
Strength		Charisma	• • (OOO Perception		••••	Honor	0
Dexterity		Manipulatio	on 🔸	Intelligence		$\bullet \bullet \bullet \bigcirc$	O Glory	0
Stamina		Appearanc	e 🐽		Wits	••••	O Rank	-
	Other [•]	Traits			Maneu	vers and I		
ALERTNESS	•••••	STEALTH	•••••			Speed	Damage	Move
INTERROGATIO		SURVIVAL	•••••	Punc	h: Jab	8	8	5
INTIMIDATIO	N 0000	COMPUTER	●●000	Stron	g	6	10	5
BLIND FIGHTING	●●●○○	MEDICINE	•0000	Fierc	e	5	12	4
DRIVE	••••	STYLE LORE	••••	Kick	Short	7	10	5
SECURITY	•••••	LEADERSHIP	•••••	Forw	ard	6	12	4
Weapons:	Speed	Damage	Move	Roun	dhouse	4	14	4
MEGAPHONE	-	-	-	Grab		6	8	ONE
				Bloc	k	10	(9 SOAK)	NONE
				Move	ement	9	NONE	8
Chi		Willpov	ver	F00	T SWEEP	4	13	3
$\bullet \bullet \bullet \bullet \bullet \circ \circ$	0000	••••	$\bullet \bullet \circ \circ$	JUM	Ρ	9	NONE	5
				THIC	SH PRESS	5	12	ONE
	Hea	lth		POWI	ER UPPERCUT	5	12	ONE
•••••	•••••		•••	DOUB	LE HIT KNEE	6	10	3
				3D SCANNING		-	-	-
				STUN	NING SHOUT	6	NONE	3



Appendix 2: Minions

and Warriors

FÉVRIER

A member of M. Bison's "Dolls", an elite unit of kidnapped and brainwashed women who serve as bodyguards and assassins. She is fitted with a chip in her brain for Shadoloo communication, control, and for scanning fighters so that their data can be used by Shadoloo scientists. While under the effects of brain washing she has no memory of her life before serving Shadoloo.

The French Doll of February, she is the firearms and demolitions expert of the unit. She has a particularly nasty attitude and is quick to settle things with insults and violence..

Name: FÉVRIER	Style:	PROGRAMMING Boss: M. BISON				
Strength ••••	Charisma	•••••• Perception		••••	Honor	0
Dexterity	Manipulation	$\bullet \bullet \bullet \circ \circ \circ$	Intelligence	$\bullet \bullet \bullet \circ \circ \circ$	Glory	0
Stamina ••••	Appearance	•••••	•••• Wits		Rank	-
Other 7	Fraits		Maneuvo	ers and P		
ALERTNESS •••••	STEALTH •••	•••		Speed	Damage	Move
INTERROGATION •••••	SURVIVAL •••	Punc	h: Jab	8	8	5
INTIMIDATION ••••00	COMPUTER •••	SOO Stron	g	6	10	5
BLIND FIGHTING •••00	MEDICINE •O	DOO Fierc	e	5	12	4
DRIVE ••••0	STYLE LORE	●●○ Kick:	Short	7	10	5
SECURITY .		●○○ Forwa	ard	6	12	4
Weapons: Speed	Damage Mov	e Roun	– Roundhouse		14	4
UZI 6	9 NON	들 Grab	Grab		8	ONE
GRENADE 4	11 NON	E Bloc	k —	10	(9 SOAK)	NONE
		Move	ement	9	NONE	8
Chi	Willpower	FOO	T SWEEP	4	13	3
●●●●●00000	$\bullet \bullet $	JUM	2	9	NONE	5
			SH PRESS	5	12	ONE
Hea	lth	POW	ER UPPERCUT	5	12	ONE
••••••		DOUB	LE HIT KNEE	6	10	3
				-	-	-
		FORWA	RD FLIP KNEE	4	14	TWO
		LIGHT	NING STRIKES	4	9	ONE



JIANYU

A member of M. Bison's "Dolls", an elite unit of kidnapped and brainwashed women who serve as bodyguards and assassins. She is fitted with a chip in her brain for Shadoloo communication, control, and for scanning fighters so that their data can be used by Shadoloo scientists. While under the effects of brain washing she has no memory of her life before serving Shadoloo.

The Chinese Doll of October and sister to Xiayu. She is an expert assassin and master of the bo staff. She is a bit of a slacker and type B personality outside of combat. She is known to like spicy foods, however her weak stomach sometimes cannot handle them.

				• -			
Name: JIANYU	St	yle: PRO6	SRAMMI	NG	Boss:	M. BISON	
Strength ••••	Charisma	•••••• Perception				Honor	0
Dexterity	Manipulatio	n 🔸	n ••••00 Intelligence		$\bullet \bullet \bullet \circ \circ \circ$	Glory	0
Stamina ••••0	Appearance			Wits	$\bullet \bullet \bullet \bullet \bullet ($	Rank	-
Other	Traits			Maneu	vers and P	owers	
ALERTNESS •••••	STEALTH	•••••			Speed	Damage	Move
INTERROGATION •••••	SURVIVAL	•••••	Punc	h: Jab	8	8	5
INTIMIDATION 0000	COMPUTER	●●000	Stron	g	6	10	5
BLIND FIGHTING ••••00	MEDICINE	●0000	Fierc	9	5	12	4
DRIVE ••••0	STYLE LORE	••• •0	Kick	Short	7	10	5
SECURITY		00000	Forw	ard	6	12	4
Weapons: Speed	Damage	Move	Roun	dhouse	4	14	4
J. STAFF 8	10	6	Grab		6	8	ONE
S. STAFF 6	12	6	Bloc	<	10	(9 SOAK)	NONE
F. STAFF 5	14	5	Move	ement	9	NONE	8
Chi	Willpow	ver	FOO	T SWEEP	4	13	3
●●●●●○○○○○		00	JUM	>	9	NONE	5
			THIC	SH PRESS	5	12	ONE
Hea	lth		POW	ER UPPERCUT	5	12	ONE
•••••••••			DOUB	E HIT KNEE	6	10	3
		םםנ	30 9	CANNING	-	-	-
			LIGHT	NING STRIKES	4	11	ONE



The German Doll of March, she serves as the computer expert of the unit, and also specializes in information gathering and recon. She is very shy and reserved, but if backed into a corner will gladly show you the business end of her laptop, wielding it as an improvised club.

					Reckinding Bessi in Sport				
Str	ength 🛛 🔍	$\bullet \bullet \bullet \bigcirc$	Charisma	••(000	Perception	••••	Honor	0
De	xterity 🛛 🔍	•••••	Manipulati	on 🛛 🔍	00	Intelligence	•••C	Glory	0
Sta	amina 🛛 🔍	$\bullet \bullet \bullet \circ$	Appearanc	e •••		Wits	••••	C Rank	-
		Other ⁻	Fraits		Maneuvers and Powers			Powers	
	ALERTNESS	•••••	STEALTH	•••••			Speed	Damage	Move
1	INTERROGATION	$\bullet \bullet \bullet \bullet \circ \circ$	SURVIVAL	•••••	Punc	:h: Jab	8	8	5
	INTIMIDATION	●●000	COMPUTER	•••••	Stron	g	6	10	5
E	BLIND FIGHTING	●●●○○	MEDICINE	●0000	Fierc	e	5	12	4
Ī	DRIVE	••••0	STYLE LORE	••••0	Kick	: Short	7	10	5
	SECURITY	•••••		00000	Forw	ard	6	12	4
V	Veapons:	Speed	Damage	Move	Roun	Idhouse	4	14	4
	J. PC	8	5	5	Grab	,	6	8	ONE
	S. PC	6	7	4	Bloc	k	10	(9 SOAK)	NONE
	F. PC	5	9	4	Move	ement	9	NONE	8
	Chi		Willpov	wer	FOO	T SWEEP	4	13	3
•	$\bullet \bullet \bullet \bullet \circ \circ$	0000	••••	$\bullet \bullet \circ \circ$	JUM	P	9	NONE	5
					THIC	SH PRESS	5	12	ONE
		Hea	lth		POWER UPPERCUT 5 12			ONE	
I I	•••••			•••	DOUB	LE HIT KNEE	6	10	3
					30 9	SCANNING	-	-	-

Style: PROGRAMMING



Boss: M. BISON

В

pendix

MIKE HAGGAR

Mike Haggar used to be a professional wrestler in the CPWA, and he had huge success in that field. He had enough renown and prestige that up and comers would come to him for mentoring.

After retiring from pro wrestling, he ran for mayor of Metro City on his celebrity status, and won by a landslide. He vowed to clean up the streets of Metro City which were full of crime and gang violence. This put him directly at odds with the Mad Gear Gang.

Appendix 2: Minions

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Ind

Warriors

They kidnapped his daughter Jessica but instead of submitting to their demands, he took them on. With the help of Jessica's boyfriend Cody Travers and his friend Guy, they battled and defeated the Mad Gear Gang.

He continues battling crime and occasionally still wrestles to keep in practice, since he sometimes has to get his hands dirty and face the criminals himself.



Name: MIKE	HAGGAR	St	t <mark>yle:</mark> WRESTL	ING	Boss:	THE PEOP	E
Strength	•••••	Charisma	$\bullet \bullet \bullet \bullet \bullet ($	Perception	$\bullet \bullet \bullet \circ \circ \circ$	Honor	8
Dexterity	$\bullet \bullet \bullet \circ \circ$	Manipulation	n ●●000	Intelligence	••000	Glory	8
Stamina	•••••	Appearance	••000) Wits	$\bullet \bullet \bullet \circ \circ \circ$	Rank	8
	Other	Traits		Mane	uvers and P	owers	
ALERTNES	<u>is</u> ●●●○C	INVESTIGATION			Speed	Damage	Move
INTERROGATIO		MIJIERIEJ	●●●○○	Punch: Jab	5	9	4
INTIMIDATIC			00000	Strong	3	11	4
STREETWISE	<u>e</u> ••••C		00000	Fierce	2	13	3
LEADERSH			00000	Kick: Short	4	9	4
ARENA	●●00C		00000	Forward	3	11	3
Weapons:	Speed	Damage	Move	Roundhouse	1	13	3
J. PIPE	5	11	4	Grab	3	12	1
S. PIPE	3	13	4	Block	7	(11 SOAK)	NONE
F, PIPE	2	15	3	Movement	6	NONE	7
Ch	i	Willpow	ver	JUMP	6	NONE	4
$\bullet \bullet \bullet \bullet \bullet \bullet C$	0000	•••••	••00	THROW	1	14	ONE
				AIR THROW	5	17	4
	Неа	lth		FOOT SWEEP	1	12	2
••••		•••••	•••	POWER UPPERCUT	2	13	ONE
				PILE DRIVER	1	16	ONE
				AIR SMASH	2	14	3
				HEAD BUTT	3	13	2
				HEAD BUTT HOLD	2	15	ONE
				SPINNING CLOTHESLINE	3	10	2
				TURBO S. CLOTHESLINE	4	10	3
				VIOLENT AXE	-	+1/+2/+3	-

NOEMBELU

A member of M. Bison's "Dolls", an elite unit of kidnapped and brainwashed women who serve as bodyguards and assassins. She is fitted with a chip in her brain for Shadoloo communication, control, and for scanning fighters so that their data can be used by Shadoloo scientists. While under the effects of brain washing she has no memory of her life before serving Shadoloo.

Appendix 2: Minions

and Warriors

The Native American Doll of November. As a former member of the Thunderfoot Tribe, she is an expert with her tomahawks, and as a tracker. T. Hawk and other members of the tribe would recognize her as "Little Eagle". Powerful and stoic, she is a woman of few words.

Name: NO	embelu	S	tyle: PRO	GRAMMIN	6	Boss	: M. BISON	
Strength		Charisma	Charisma ••••••• Perception				Honor	0
Dexterity	•••••	Manipulatio	on 🛛 🔍	•00 Intelligence		•••C	Glory	0
Stamina	$\bullet \bullet \bullet \bullet \circ \circ$	Appearanc	e 🔸	Wits		••••	C Rank	-
	Other Traits				Maneuv	ers and	Powers	
ALERTNE	<u></u>	STEALTH	•••••			Speed	Damage	Move
INTERROGA"		SURVIVAL	•••••	Punc	h: Jab	8	9	5
INTIMIDAT	-	COMPUTER	●●000	Strong]	6	11	5
BLIND FIGHTI		MEDICINE	●●000	Fierce		5	13	4
DRIVE	••••	STYLE LORE	••••0	Kick:	Short	7	11	5
SECURITY	/ •••••		00000	Forwa	ırd	6	13	4
Weapons	: Speed	Damage	Move	Round	dhouse	4	15	4
J. AXE	9	11	5	Grab	-	6	9	ONE
S. AXE	7	13	4	Block	-	10	(9 SOAK)	NONE
F, AXE	6	15	4	Move	ment	9	NONE	8
C	hi	Willpov	wer	F00'	r Sweep	4	14	3
••••	00000	•••••	$\bullet \bullet \circ \circ$	JUMP)	9	NONE	5
				THIG	H PRESS	5	13	ONE
	Hea	lth		POWE	R UPPERCUT	5	13	ONE
	••••	•••••	•••	DOUBL	e hit knee	6	11	3
				30 SC	CANNING	-	-	-
				WOUN	IDED KNEE	4	14	4
				RAPID	P ATTACK	7	11	4
				NECK	CHOKE	5	12	ONE
				DIVIN	6 HAWK	6	15	7





The Ethiopian Doll of August, she is a master of the spear and travels with her Golden Lion Tamarin monkey named Kiki. She is the most cheerful and gentle of the Dolls, having come from a background of respecting life.

Appendix 2: Minions

and Warriors



Name: SANTAMUStyle: PROGRAMMING					6	Boss	: M, BISON	
Strength •	$\bullet \bullet \bullet \bigcirc$	Charisma	••(000	Perception	••••	Honor	0
Dexterity •	•••••	Manipulatio	on 🔸	\mathbf{D}	Intelligence	$\bullet \bullet \bullet \bigcirc \bigcirc$	O Glory	0
Stamina 🔍		Appearance	e •••		Wits	••••	O Rank	-
	Other 1	raits			Maneuv	vers and	Powers	
ALERTNESS	•••••	STEALTH	•••••			Speed	Damage	Move
INTERROGATION	••••	SURVIVAL	•••••	Puncł	n: Jab	8	8	5
INTIMIDATION	•••00	COMPUTER	●●000	Strong]	6	10	5
BLIND FIGHTING	•••00	MEDICINE	●●000	Fierce		5	12	4
DRIVE		STYLE LORE	$\bullet \bullet \bullet \bullet \circ$	Kick:	Short	7	10	5
SECURITY	•••••	ANIMAL COMPANION	●0000	Forwa	rd	6	12	4
Weapons:	Speed	Damage	Move	Round	lhouse	4	14	4
J. SPEAR	8	11	6	Grab	-	6	8	ONE
S. SPEAR	6	13	5	Block		10	(9 SOAK)	NONE
F. SPEAR	5	15	5	Move	ment	9	NONE	8
Chi		Willpov	ver	F001	SWEEP	4	13	3
$\bullet \bullet \bullet \bullet \bullet \circ \circ \circ$	000		••00	JUMP	, 	9	NONE	5
				THI6	H PRESS	5	12	ONE
	Hea	th		POWER UPPERCUT		5	12	ONE
•••••			•••	DOUBL	E HIT KNEE	6	10	3
				3D SC	CANNING	-	-	-
				LIGHTA	IING STRIKES	4	12	ONE
				CRUSH	HING BLOW	3	17	ONE
				FETCI	4	-	-	-



The Japanese Doll of May, she is an expert swordsman and is usually armed with a katana called Murasame (her favorite), and a ninjato called Rasetsu. She is very serious and taciturn like a Samurai.

Name: SATSUKI Style: PROGR					BRAMMING Boss: M. BISON			
Strength	$\bullet \bullet \bullet \circ \circ$	Charisma	••(000	Perception		Honor	0
Dexterity		Manipulatio	on 🔸	00	Intelligence	$\bullet \bullet \bullet \bigcirc$	O Glory	0
Stamina		Appearanc	e •••	••• Wits		••••	O Rank	-
	Other Traits				Maneuv	ers and l	Powers	
ALERTNESS		STEALTH	•••••			Speed	Damage	Move
INTERROGATIO		SURVIVAL	•••••	Punc	h: Jab	8	8	5
INTIMIDATIO	N ••000	COMPUTER	●●000	Strong	9	6	10	5
BLIND FIGHTING		MEDICINE	●0000	Fierce		5	12	4
DRIVE	••••0	STYLE LORE	●●●● ○	Kick:	Short	7	10	5
SECURITY	•••••		00000	Forwa	ırd	6	12	4
Weapons:	Speed	Damage	Move	Round	dhouse	4	14	4
J. KATANA	9	11	5	Grab	-	6	8	ONE
S. KATANA	7	13	4	Block		10	(9 SOAK)	NONE
F. KATANA	6	15	4	Move	ment	9	NONE	8
Chi		Willpov	ver	_F00*	r Sweep	4	13	3
	0000		$\bullet \bullet \circ \circ$	JUMP)	9	NONE	5
				THIG	H PRESS	5	12	ONE
	Hea	lth		POWE	RUPPERCUT	5	12	ONE
•••••	•••••		•••	DOUBL	e hit knee	6	10	3
				30 SC	CANNING	-	-	-
				SLIDE	KICK	5	13	6
				CHOK	E THROW	5	10	5
				CRUSI	HING BLOW	4	17	ONE





The Chinese Doll of September, and sister of Jianyu, she specializes in assassination and her deadly nunchaku. In battle, she paints her face in the style of Chinese opera to intimidate her opponents. She is very warm to her friends but vicious to her enemies, she enjoys Kung Fu flicks and hates smack-talking. She does not hesitate to resort to sneaky tactics to win a fight.

				: PROGRAMMING			Boss: M. BISON	
Name: XIAY		Si	tyle: PROe	Skammir	NG	Boss:	W. BISON	
Strength	$\bullet \bullet \bullet \bullet \bigcirc$	Charisma	$\bullet \bullet ($	000	Perception		Honor	0
Dexterity	•••••	Manipulatio	on 🛛 🔍	00	Intelligence	$\bullet \bullet \bullet \circ \circ \circ$	Glory	0
Stamina	$\bullet \bullet \bullet \bullet \circ \circ$	Appearance	e ••		Wits	$\bullet \bullet \bullet \bullet \bullet ($	Rank	-
	Other 1	Fraits			Maneu	vers and P	owers	
ALERTNES	ss •••••	STEALTH	•••••			Speed	Damage	Move
INTERROGATI		SURVIVAL	•••••	Punc	h: Jab	8	8	5
INTIMIDATIO	<u>on</u> ••••0	COMPUTER	●●000	Stron	g	6	10	5
BLIND FIGHTIN	6 •••00	MEDICINE	●0000	Fierce		5	12	4
DRIVE	••••○	STYLE LORE	••••O	Kick:	Short	7	10	5
SECURITY	•••••		00000	Forwa	ard	6	12	4
Weapons:	Speed	Damage	Move	Roun	dhouse	4	14	4
J. CHUCKS	9	10	5	Grab	-	6	8	ONE
S. CHUCKS	7	12	4	Block	<u>-</u>	10	(9 SOAK)	NONE
F. CHUCKS	6	14	4	Move	ment	9	NONE	8
Ch	ni	Willpow	ver	F00'	T SWEEP	4	13	3
$\bullet \bullet \bullet \bullet \bullet \bullet \bullet$	00000		••00	JUMF	>	9	NONE	5
				THIE	SH PRESS	5	12	ONE
	Hea	lth		POWE	R UPPERCUT	5	12	ONE
				DOUBLE HIT KNEE		6	10	3
				3D SCANNING		-	-	-
				REKK	A BUKI	-	+3	-
				DIRTY	/ FIGHTING	-	(DIFF 3)	-



YAMATO NADESHIKO

Nadeshiko is a longtime tag team partner of Rainbow Mika, though they both wrestle solo as well. During times when the two wrestle separately (such as during the Alpha timeline) she goes by an alter ego "Yasha Nadeshiko" and hides her identity with elaborate face paint. In her Yasha persona she is much more of a trash talker and more violent.

She is the only heir to her family's long-established inn. Her name means "ideal woman", and her hobbies include tea ceremonies, flower arrangement, and archery.

Together Rainbow Mika and Nadeshiko are a formidable team, and the two have several tactics and team combos they use either in succession or simultaneously, to triumph over their opponents.

Name: YAMATO NADESHIKO Style: WRES				TLING	Boss: R. MIKA		
Strength •••		Charisma		O Perception	••000	Honor	5
Dexterity 🛛 🗨		Manipulation	$\bullet \bullet \bullet C$	O Intelligence	••000	Glory	7
Stamina 🛛 🗨		Appearance	•••C	O Wits	$\bullet \bullet \bullet \circ \circ \circ$	Rank	8
	Other 7	Fraits		Mane	Maneuvers and Powers		
ALERTNESS	•••00	ARENA	●●●○○		Speed	Damage	Move
101000000	$\bullet \bullet \bullet \bullet \circ$	MEDICINE	●●000	Punch: Jab	7	7	4
STREETWISE	••000		00000	Strong	5	9	4
SUBTERFUGE	••••0		00000	Fierce	4	11	3
BLIND FIGHTING	••000		00000	Kick: Short	6	8	4
DRIVE	••000		00000	Forward	5	10	3
Weapons: S	peed	Damage	Move	Roundhouse	3	12	3
				Grab	5	9	ONE
				Block	9	(9 SOAK)	NONE
				Movement	8	NONE	7
Chi		Willpower		HEAD BUTT	5	11	2
•0000000			•00	SLIDE KICK	4	11	5
				PILE DRIVER	3	13	ONE
Health			THROW	3	11	ONE	
•••••			AIR SMASH	4	12	3	
			JUMP	8	(NONE)	4	
			FLYING PEACH	3	11	6	
				SHOOTING PEACH	5	11	6



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House Rules

Errata Rulings (See Appendix 1 for details)						
Air Suplex available to Spanish Ninjitsu?						
Backflip cost for Wu Shu?						
Backflip Speed?						
Balance cost for Ninjitsu?						
Basic Weapon Maneuver names?						
Blocks are all Abort?						
Brain Cracker cost for Jeet Kune Do?						
Breakfall cost for Baraqah?						
Breakfall cost for Tai Chi Chuan?						
Drunken Monkey Roll cost for Kung Fu?						
Eye Rake Technique?						
Face Slam for E.Honda?						

Flying Head Butt cost for Wrestling?

Flying Fireball cost for Shotokan Karate?

Flying Fireball cost for Wu Shu?

Arbitrary Rulings (Anything goes!)

Flying Tackle +2 Speed Target?

Forward Backflip Kick Move?

Haymaker cost for Savate?

Kippup cost for Jiu Jitsu?

Levitation cost for Lua?

Lunging Punch and Crouching Block?

Neck Choke for T.Hawk?

Shikan-Ken cost for Ninjitsu?

Shrouded Moon cost for Ninjitsu?

Siberian Bear Crusher cost for Sanbo?

Toughskin cost for Savate

Tumbling Attack cost for Spanish Ninjitsu?

Widowmaker cost for Savate?

Widowmaker Move?

Willpower usage?

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