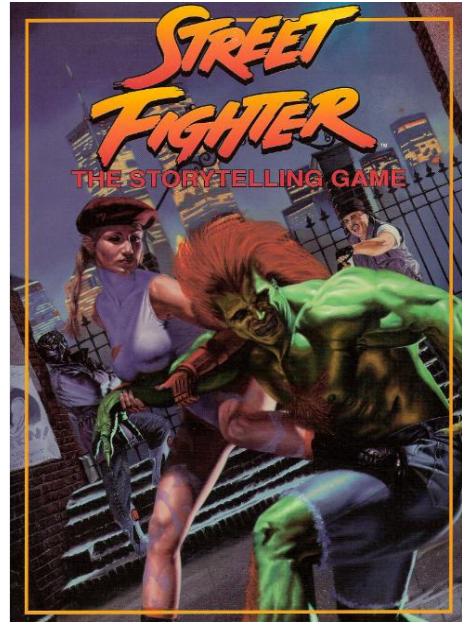


STREET FIGHTER

The Storytelling Game

Basic Concepts

1. The game uses 10-sided dice.
2. Normal humans have traits that are measured (usually) on a scale of 1-5. These include Attributes (basic physical, mental and social strengths), Abilities (skills), and Techniques (martial art training).
3. When the character must make an action that might fail, attributes often combine with abilities or techniques to create a number of dice rolled (called a dice pool). Each dice that rolls a 6 or more is considered a success. Only one success is needed for the action taken to be a triumph, but more successes equals a greater degree of success.
4. The Storyteller can increase or decrease the difficulty number (normally 6) from 3 to 9, depending on how hard he feels the action would be.
5. The Rule of One - any "1" rolled takes away a success. A "botch" occurs if the roll has more "1s" than successes.
6. The Storyteller may require more than one successful dice for an action to exceed, and may require more time than a few moments, such as when the character is repairing a car or conducting research.
7. If characters are opposing each other, the one with the greater amount of successes wins.
8. In some situations, characters may roll and combine their successes, such as when helping each other lift a heavy object.
9. The Storyteller may refuse to allow additional tries for some actions, or increase the difficulty for future attempts.



General Ratings

0	Poor
00	Average
000	Good
0000	Exceptional
00000	Outstanding

A rating of more than 5 is considered Superhuman.

Character Creation

The 7 Steps of Character Creation

1. Choose a concept and Style (this determines Chi/Willpower)
2. Prioritize the three categories of Attributes:
Physical/Social/Mental (7/5/3)
3. Prioritize the three categories of Abilities:
Talents/Skills/Knowledges (9/7/4)
4. Choose Backgrounds (8), Techniques (8), and Special Maneuvers (7)
5. Record Renown (Glory and Honor - divide 3 dots into these), Chi, and Willpower (from Style).
6. Spend "Freebie Points".
7. Fill out Combat Cards.

Freebie Point Costs

- Attributes: 5 per dot
- Abilities: 2 per dot
- Techniques: 5 per dot
- Backgrounds: 1 per dot
- Willpower: 1 per dot
- Chi: 1 per dot
- Health: 3 per dot
- Powers: 4 per point
- Temporary Renown: 1 per point

Character Creation Lists

- **List of Backgrounds:** Allies, Animal Companion, Arena, Backing, Contacts, Fame, Manager, Resources, Sensei, Staff, Clan Heritage (Ninjitsu)
- **List of Abilities (Talents):** Alertness, Interrogation, Intimidation, Insight, Streetwise, Subterfuge, Searching, Instruction, Manage, Promote
- **List of Abilities (Skills):** Blind Fighting, Drive, Leadership, Security, Stealth, Survival, Demolitions, Disguise, Repair, Bookie, Publicist
- **List of Abilities (Knowledges):** Arena, Computer, Investigation, Medicine, Mysteries, Style Lore, Finance, Law, Cybernetics, Science, Linguistics**

(*) Promote was only mentioned in the Player's Handbook, but was actually not listed elsewhere. It might have been replaced by Publicist, or might have been an idea for a separate Ability. Although it is listed here as a Talent, it was never specified as a Talent, Skill or Knowledge.

(**) Linguistics was presented as an optional Knowledge Ability in Perfect Warrior. It gives a character one additional language per dot.

Other Notes:

1. Chi and Willpower cannot exceed 10.
2. Health begins at 10 but may be increased up to 20.

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Experience

1. Characters are awarded one experience point at the end of the chapter, and +1 for: learning, acting, consistency (staying to concept), and heroism.
2. At the end of the story, each character might gain +1 experience for: success, resourcefulness and tournament.
3. Experience can be spent to gain new traits and to increase trait's the character already has. Superhuman Traits are those that exceed 5.

Experience Point Costs

- New Ability: 3
- New Power: Power Point Cost x4
- Willpower: Current Rating
- Chi: Current Rating
- Health: 4 per dot
- Attribute: Current Rating x4
- Abilities: Current Rating x2
- New Technique: 3
- Technique: Current Rating x3
- Superhuman Attribute: current rating x6
- Superhuman Ability: Current Rating x4
- Technique: Current Rating x5
- New Background: 2*
- Existing Background: x1*

(*) Backgrounds can often be gained and even improved by role-playing, without spending experience points. For example, a character might manage to find a hidden treasure and suddenly have the Resources Background. However, the Storyteller can deny this, creating situations that will bring the Background back into line (the French government takes the treasure in court, for example), or the Storyteller might just insist that the player "pay off" the new background over a period of time.

Learning New Maneuvers

New Maneuvers take one month for each two experience points required for the character to gain them. Thus, in the example of The Rising Storm Crow, the character would require eight weeks of training to learn the Maneuver.

Attributes- A Quick Reference Guide

- **Strength:** (1) lift 40 lbs., (2) bench press 100 lbs., (3) bench press 250 lbs., (4) bench press 400 lbs., (5) bench press 650 lbs.
- **Dexterity:** (1) butterfingers, (2) average, (3) excellent athletic potential, (4) juggle five knives, (5) juggle blindfolded
- **Stamina:** (1) Frail, (2) Healthy, (3) Good Shape, (4) Can run a marathon, (5) tough enough to survive almost anything
- **Charisma:** (1) people avoid you, (2) likable, (3) people trust and confide in you (4) something draws people to you (5) you could lead a nation
- **Manipulation:** (1) You express yourself in few words, (2) others might believe you, (3) you'd make a good lawyer, (4) you should run for office, (5) you could sell ice to an Eskimo
- **Appearance:** (1) You attract hostility, (2) you blend in with the crowd, (3) you have a pleasing appearance, (4) you could be a model and attract attention, (5) you inspire awe or jealousy
- **Perception:** (1) blind to everything except the obvious, (2) you are unaware of the subtle interactions of others, (3) you are aware of moods and textures, (4) you are constantly alert of the nuances of life, (5) you can see a needle in a haystack
- **Intelligence:** (1) poor, (2) average, (3) good, (4) exceptional, (5) outstanding
- **Wits:** (1) You send money to televangelists, (2) you know when to bet or fold in poker, (3) you could handle L.A. rush hours without shooting anyone, (4) you could be a stand-up comic, (5) you have a supercomputer for a brain - it's fast!





Abilities - A Quick Reference Guide

- **Alertness** - How much you pay attention to the things around you.
- **Interrogation** - You know how to extract information from others, whether with words or with tools...
- **Intimidation** - You know how to scare people. You can roll Charisma + Intimidation (difficulty is opponent's Willpower). Each success is -1 Speed for an opponent for the first turn of a round.
- **Insight** - Allows you to evaluate an opponent's strength and weaknesses. It can allow you to know secret weaknesses, see opponent's combat cards, or notice his quirks (a person rubs his nose when he lies, for example). Use of Insight requires the character to watch someone for at least three rounds. The user then rolls Perception + Insight. Only one success is needed to learn the opponent's Style. Each additional success allows you to view one of the opponent's Combat Cards.
- **Streetwise** - You know how to blend in on the street, understand slang, and have knowledge of "shady" areas.
- **Subterfuge** - You can decipher the motives of others and turn their motive against them, just by listening carefully and placing a word here and there.
- **Searching** - You can hide things well and find things well. Use Perception + Searching when trying to find something. Use Intelligence + Searching when trying to hide something. Wits + Searching might be required in either case if time is short.
- **Instruction** - You can teach others your Skills, Knowledges, Techniques and Special Maneuvers. Fellow characters still pay regular cost for their education. This skill is required to be a master of a martial art.
- **Manage** - You know how to manage a team, and keep expenses down. You can make rolls to arrange travel, gain medical insurance, and the like for your team.
- **Promote** - (*) Promote was only mentioned in the Player's Handbook, but was actually not listed elsewhere. It might have been replaced by Publicist, or might have been an idea for a separate Ability. Although it is listed here as a Talent, it was never specified as a Talent, Skill or Knowledge.
- **Blind Fighting** - You can sense your opponent even if you cannot see him.
- **Drive** - You can drive well. What vehicles you are familiar with should be part of the character's background.
- **Leadership** - You command as skilled and confident.
- **Security** - You are proficient at picking locks, deactivating alarms, cracking safes, and the like.
- **Stealth** - Sneaking around. Often rolled against Perception.
- **Survival** - You know how to survive in the wilderness, including finding shelter, finding the shortest path and tracking.
- **Demolitions** - You know how to set and deactivate bombs.
- **Disguise** - You can alter your appearance and even might look like someone else with makeup.
- **Repair** - You can repair almost anything from cars to calculators. Complex jobs might take longer, even up to weeks.
- **Bookie** - You can make bets with trained skill.
- **Publicist** - You know how attract crowds to an event, such as a Street Fight.

- **Arena** - not to be confused with the Background of the same name, this skill is the knowledge of the Arenas around the world, and how to prepare one's own Arena for the most advantage.
- **Computer** - You can operate, repair and hack computers.
- **Investigation** - You are trained to notice detail and are good at research and acting as a detective.
- **Medicine** - You have medical knowledge. At higher levels, the character knows advanced procedures.
- **Mysteries** - The character has knowledge of the secrets that elude most of the rest of the world. Atlantis, vampires, yeti, etc.
- **Style Lore** - You know about forms of martial arts.
- **Finance** - You know how money works, from the stock market to exchange rates. You can track a company's resources using this manner, too.
- **Law** - You understand the law and can manipulate it to your advantage. You are familiar with laws, fines, punishments and other facets of laws from around the world. Very useful if you are arrested in a foreign country!
- **Cybernetics** - You must have 5 dots of Medicine to learn Cybernetics. With this skill, you can build & repair cybernetics.
- **Science** - This skill allows you to understand the various forms of science and their application. It allows a character to draw plans for incredible devices, or modify existing ones. However, hands-on building and repair requires the Repair skill.
- **Linguistics** - Characters know one additional language per dot.

Notes on Skills

- **Arena** - A character can roll Perception + Arena to locate a tournament.
- **Bookie** - A character can roll Wits + Bookie to try to win money on bets during a Tournament. The chart here shows winnings. However, the Storyteller should use this only as a guide. Smaller tournaments may result in less dollars and may even pay only in favors!
- **Manage** - The character can make an Intelligence + Manage roll each month (+/- dice for won/lost bouts) to determine how well he keeps up the standard of living of the fighters he manages. He may make a Manipulation + Manage roll to determine how well he manages the money of the group. The number of successes required is equal to the number of members in the group. If the roll fails, the team is running out of money.

Wits + Bookie roll	
Successes	Winnings
1	-\$3,000
2	-\$1,200
3	-\$500
4	\$500
5	\$1,200
6	\$3,000
7	\$9,000
8	\$50,000
9	\$80,000
10	\$140,000

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Backgrounds - A Quick Reference Guide

- **Allies** - You have allies equal to your number of dots in this Background, or less that are more powerful.
- **Animal Companion** - You have an animal companion. The greater the number of dots, the greater the animal. At 000 and above, you have a mystic link with the creature.
- **Arena** - You own your own arena. (1) garage or barn (2) modest (3) large (4) very large/famous (5) grand - a lost island or famous location.
- **Backing** - Someone backs you and gives you money. (1) minor company (2) large company (3) government (4) government/agent (5) you are basically owned by a government as a spy or other operative
- **Contacts** - You have a number of contacts equal to the level in this Background, or less with better information.
- **Fame** - (1) select group (2) local celebrity (3) known by many (4) celebrity (5) known round the world
- **Manager** - (1) Poor: lazy or little experience (2) average (3) competent (4) slick (5) awesome
- **Resources** - (1) small savings (2) middle class (3) large savings (4) wealthy (5) millionaire
- **Sensei** - (1) average and readily accessible (2) above average sensei or a good one who is difficult to reach: knows the basics of the style (3) good and easy to reach or excellent that lives in a remote part of the world: knows most maneuvers (4) excellent and easy to reach, or master that is removed from the world: knows all maneuvers (5) master that is somewhat accessible: knows all maneuvers, some unique maneuvers, and some other maneuvers of different styles.
- **Staff** - See below
- **Clan Heritage (Ninjitsu)** - See below

Notes on Backgrounds: Arena

The Arena Background allows a character to have a "home court" in which they fight. They often own this area. This might include something as simple as a certain ally or gym to arenas that seat thousands. A secret island might even be an Arena. Managers will seek out Areas to stage tournaments.

- The Arena is most often public, and honorable Street Fighter avoid hidden places of fighting. These public Arenas come with responsibilities as well, and will not last long without the approval of the local people.
- A fighter wishing to purchase an Arena with Background points should have Honor and Glory equal to the Arena they wish to purchase (beginning characters that purchase the Arena Background at character creation do not need to meet this requirement).
- A character with an arena is often expected to protect the local people and improve the local community. The character should try to minimize the disturbance that tournaments create.
- Locals will warn the character of newly arrived fighters, protect them from ringside interference, warn him if weapons com into play, provide safe places to hide if necessary, and provide a portion of winnings from bets (if the fighter is winning).
- Arenas provide advantages. With on dot, the local authorities look the other way. At two dots, double your Glory gains and

losses. At three dots, Honor gains and losses are doubled. At four dots, your damage rolls have a difficulty of 5 (instead of 6). However, an opponent can negate this advantage by making a Perception + Arena roll, and gaining successes equal to the Arena level. At five dots, you gain +1 speed, damage and move for the first three turns of a round. However, an opponent can negate this advantage by making a Perception + Arena roll, and gaining successes equal to the Arena level.

Notes on Backgrounds: Staff

The Staff Background was introduced in the basic Street Fighter book, and was expanded in the Player's Guide. A Staff is a group of people that the character has to help him. He has as many people available as his Staff score.

Teachers must roll Intelligence + Instruction and get a number of successes equal to the ability being improved. If he fails, the character pays normal price for improvement. If he succeeds, the character pays only x3 for attributes and x1 for abilities. Teachers cannot teach superhuman levels of ability. Teachers must have the Instruction ability.

- **Teacher (Trainer)** - May lower the cost for Strength, Dexterity and Stamina.
- **Teacher (Mentor)** - May lower the cost for Charisma, Manipulation and Appearance.
- **Teacher (Tutor)** - May lower the cost for Perception, Intelligence and Wits.
- **Teacher (Instructor)** - Can teach any Ability, but not above their own level. A teacher may be an individual or a school.

Ring Doctors may allow a character to ignore the effects of aggravated damage until a match ends, by applying medicine in the short time between rounds. The Ring Doctor rolls Wits + Medicine. For each success, a point of aggravated damage is ignored, but will be added to the character at the end of the match.

Note that any doctor can heal one aggravated damage per week, in addition to normal healing.

Other Staff might not be quite as helpful in the ring, but are useful in their own right. Some ideas include Butler, Photographer, Fashion Consultant, Bodyguard, Chauffeur, Pilot, Maid, Students, Masseuses, Financial Analysts, and Cheerleaders.

Special Backgrounds: Clan Heritage

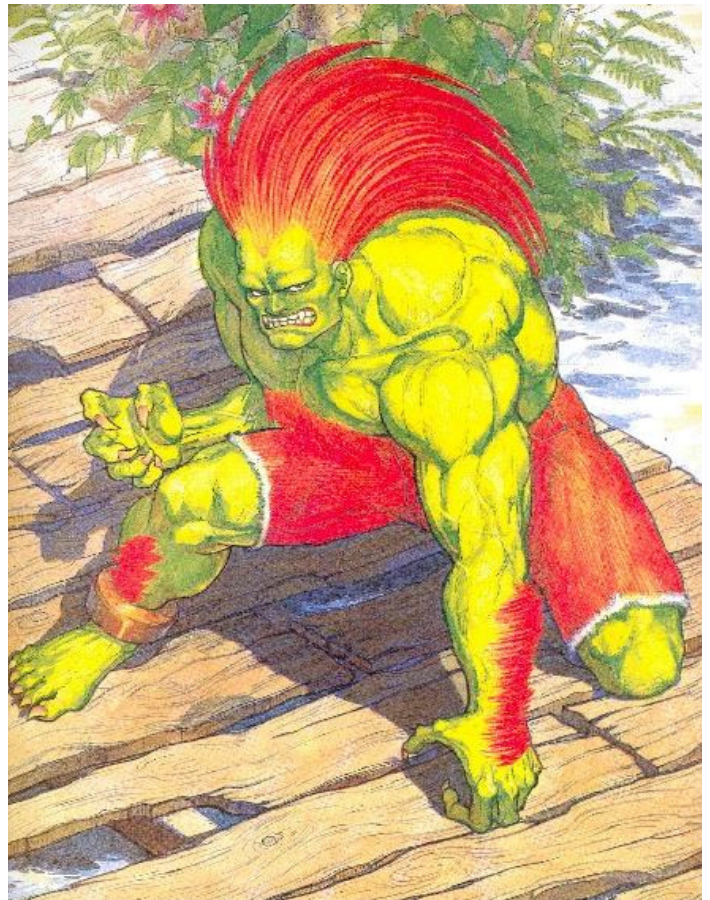
- Common Abilities: Alertness, Interrogation, Insight, Streetwise, Subterfuge, Blind Fighting, Security, Stealth, Survival, Investigation, Style Lore.
- Ninja that wish to learn special secrets require the *Clan Heritage (Ninjitsu)* background.
- **Genin** - A character must have all of the Common Abilities with at least 1 dot to qualify as a Genin.
- **Chunin** - A character must have 3 dots in five of the common abilities to qualify at this rank.
- **Jonin** - Requires five dots in five of the common abilities, and three in the other common abilities, to qualify for this rank. At this level he is the leader of a clan, a master, and a teacher.

STREET FIGHTER

The Storytelling Game

Unique Backgrounds: Animal Hybrid

- A player can spend Background points in Animal Hybrid, as opposed to the normal Backgrounds.
- Animal Hybrids do not prioritize their Abilities. Instead, they begin with Physical/Social/Mental (9/2/4). Unlike humans, the character has a maximum score of Physical 6, Social 4, and Mental 5.
- An animal Hybrid is limited to one starting dot in Streetwise, Subterfuge, Drive, Security and Computer. A character is limited to two starting dots in Interrogation, Arena, and Investigation.
- When spending experience, the character must pay three times the current level of the Ability instead of the normal two.
- All beginning Animal Hybrids have 2 free dots in the Animal Companion Background. If an established character becomes an Animal Hybrid, he does not gain the free two dots.
- A new Animal Hybrid also gains a free dot in the Athletics Technique.
- Animal Hybrid characters gain 1-3 Basic Special Maneuvers. If the character has 1-2 dots of the Background, he gains 1 Basic Maneuver. If he has 3-4 dots in the background, he gains 2 Basic Maneuvers (Bite, Tail or Claw, although the Storyteller can create additional Maneuvers if he wishes). If he has 5 dots in this Background, he gains 3 Special maneuvers. The player and the Storyteller work together to decide which of the Maneuvers are appropriate. See the list of Maneuvers for Bite, Tail and Claw Maneuver modifiers.
- A character with 4-5 dots of Animal Hybrid are considered bestial and may receive a power available to the animal they are melded with, such as flight or swimming.
- When an Animal Hybrid character loses half of his Health in combat, the character must make a check against his current Chi. The character must have at least one success or lose control. If the fighter loses control he (1) may not use any combos, (2) must attack, even if his opponent is fallen, unconscious, or pleading for mercy, (3) cannot use any powers such as flying or wall climbing, (4) cannot use any Special Maneuvers, (5) cannot be Dizzied, (6) loses one temporary Honor each round she is in frenzy - if temporary Honor drops to zero, he loses one permanent Honor. At the end of each turn the character may make a new Chi roll to try to regain control. Starting on the second turn of the Frenzy, the character can spend a Willpower point to make a second roll, if the first one fails. When the character comes out of Frenzy, note the remaining health of the character. If he loses half of this Health level, the character must make another Chi roll or lose control.



Animal Hybrid Powers:

- **Resistant to Heat** (resists naturally hot weather conditions)
- **Resistant to Cold** (resists naturally cold weather conditions)
- **Wall Climbing** (the ability to climb vertical surfaces)
- **Flight:** The character can fly a number of hexes equal to half of his Athletics Technique (round up) and remain in flight a number of turns equal to his Stamina. Characters cannot block while they are flying.
- **Swimming:** The character can hold his breath a number of turns equal to twice his Stamina score. In water, they suffer no Speed, Damage or Move penalties.
- **Running:** These characters are considered to have twice their normal Stamina for running purposes, and can run long distances with no ill effects.
- **Gills:** The character can breathe underwater.
- **Regeneration:** The characters heals an aggravated wound each hour. He can also regrow limbs, but this takes days.
- **Additional Limbs:** The fighter gains one, two or more additional limbs (based on concept). An additional pair of arms adds 1 dot to punch and grab Techniques. An additional pair of legs adds 1 dot to kick and athletics Techniques.
- Note that the Storyteller can create and approve additional abilities.

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Unique Backgrounds: Cybernetics

- Players can choose to spend Background points for points in Cybernetics, as opposed to the normal Backgrounds.
- Established characters do not receive the free points associated with Cybernetics, but do lose the two permanent Honor points.
- Cybernetic characters receive one less dot to spend on social Attributes during character creation, after they have decided how many dots they will spend on social Attributes. They pay six times the current amount to raise social attributes.
- Cyborgs receive one free dot to spend in physical or mental Attributes.
- Cyborgs do not have higher costs to raise mental and physical Attributes to superhuman levels.
- A cybernetic character begins play with Interrogation 1, Intimidation 2, Computer 1 and Medicine 1 for free (the player does not have to spend any points, and may spend more to increase them, even past the normal beginning level of 3 dots).
- Cybernetic characters begin with -2 Honor. The 3 points at character creation can be used to buy off this negative score.
- Cybernetic characters begin with 12 Health, as opposed to normal characters (10 Health).
- For each dot the character has, he may enhance one area of the body - leg, arm, head, or torso. A character with 5 dots is considered to be fully cybernetic.
- Extra limbs may be purchased, but only after a character has a cybernetic torso. Instead of extra limbs, a character can add animal-like features, which allow him to use animal maneuvers in combat.
- The fighter may use his Cybernetics Background in place of Chi to purchase and use Focus-based Maneuvers. The cost for these Maneuvers is always the highest listed. When determining Speed, Damage and Move for these cybernetic Focus Maneuvers, the cyborg can use his physical Attributes instead of his Mental attributes (normally used with Focus Maneuvers).
- Cybernetic implants are easily noticed.

Unique Backgrounds: Elementals

- Players can choose to spend Background points for points in Elemental, as opposed to the normal Backgrounds.
- The character must choose an elemental: Fire, Water, Air or Earth.
- Fire Elementals gain +1 Soak vs. fire attacks, but -1 Soak vs. water-based attacks.
- Water Elementals gain +1 Soak vs. water-based attacks, but -1 Soak vs. earth-based attacks.
- Air Elementals gain +1 Soak vs. air-based attacks and any Aerial Maneuver, but -1 Soak vs. fire-based attacks.
- Earth Elementals gain +1 Soak vs. earth-based attacks and any attack that results in a Knockdown. However, they suffer -1 Soak vs. air-based attacks.
- Elementals are able to purchase Special Maneuvers (“powers”) not available to most other characters.

Elemental Powers

- Air - Air Blast, Elemental Skin, Elemental Stride, Flight, Heal, Lightness, Sense Element, Push, Vacuum
- Water - Drain, Drench, Elemental Skin, Elemental Stride, Envelop, Heal, Pool, Sense Element
- Fire - Fire Strike, Flaming Fist, Elemental Stride, Elemental Skin, Heal, Heatwave, Sense Element, Spontaneous Combustion
- Earth - Elemental Skin, Elemental Stride, Heal, Pit, Sense Element, Stone, Wall, Weight

Special Character Type: Manager

- If the Storyteller agrees and the player wishes, he can create a Manager instead of a normal Street Fighter. The character is less suited for combat, however.
- Abilities preferred by this character are Manage, Bookie, Arena, Style Lore, Insight, medicine, Streetwise and Subterfuge. Manage, Bookie and Area are especially important and play a large role in determining how good of a manager the character is. Important secondary skills include Medicine, Style Lore, Insight, Investigation, Publicist, and Streetwise. Contacts and be invaluable to Managers.
- Managers receive 10/8/5 dots for Abilities during character creation.
- Managers receive 8 dots in Backgrounds.
- Managers have 4 dots to spend on Techniques.
- Managers have 3 points to spend on Special Maneuvers.
- Managers are still allowed to purchase additional Techniques and Special Abilities with their Freebie Points.
- Managers can only purchase moves that can be used by all Styles only.
- Managers are always in charge of Stables. This grants him a portion of the fighter’s winnings, but also makes him responsible for the finances, transportation, medical care, media responsibilities and the like. This contract often lasts for two years.
- Initial Chi: 1
- Initial Willpower: 4

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Renown (Glory & Honor)

- Renown is divided into two parts: Honor and Glory.
- Honor represents a Street Fighter's sense of duty, ethics and morals. A character with a high Honor will be treated with respect and courtesy. A character with a low Honor score will be scorned, ignored or feared, depending on how powerful the character is. Honor is awarded by the storyteller, who has the final say on how much is gained or lost. However, Honor may not drop below 0 or rise above 10. Honor is essential to a Street Fighter, and becoming a World Warrior is next to impossible without it - the current World Warriors have had enough dishonorable behavior outside the ring and don't welcome those that fight without Honor. *Benefit:* At the end of each combat, the player rolls his permanent Honor score. Each success allows a character to replenish one of his spent Chi or Willpower points (to his normal maximum).
- Glory measures fame, prowess, victories and daring. The score relies largely on fighting skill and heroics. *Benefit:* Some matches will only allow characters with a certain Glory rating. They are often invited to tournaments as well. However, many upstarts want to make a name for themselves by challenging a character with high Glory. Normally, the more Glory a character has the more people know about him as well.
- Each character has a Renown Rating and Renown Pool (each rated 1-10). The Rating represents the character's permanent Renown score. The Pool is a temporary score that changes rapidly from adventure to adventure. Once a character has reached 10 in the Renown Pool for Honor or Glory, and maintains that score for an entire additional adventure, he may trade the Pool score for +1 in his Rating.
- Unlike Chi, the Renown Pool can exceed the character's Renown Rating.
- Street Fighters are generally assumed to respect those with higher Renown than their own.
- Glory generally requires an audience to gain or lose. Honor requires no such audience.



Glory and Honor Examples

These are guidelines only. The Storyteller has the final say on how much Honor and Glory is gained and lost.

At Tournaments:

- Not striking a dizzied opponent: +1 Honor, +1 Glory
- Taking a turn to pose or show off: +1 Glory
- Striking a Dizzied opponent: -1 Honor
- Knocking a Dizzied opponent unconscious: -2 Honor, +1 Glory
- Accepting a challenge from a higher-ranked Street Fighter: +1 Honor, +1 Glory
- Challenging a higher-ranked Street Fighter: +2 Glory
- Challenging a lower-ranked Street Fighter: -1 Honor
- Defeating a higher-ranked Street Fighter: +2 Glory
- Defeating a significantly higher-ranked Street Fighter (4 or more ranks): +3 Glory
- Getting beaten by a lower-ranked Street Fighter: -2 Glory
- Getting beaten by a significantly lower-ranked Street Fighter: -3 Glory
- Defeating an opponent in less than 3 turns: +1 1 Glory
- Winning a match: +1 Glory
- Losing a match: -1 Glory
- Using a weapon or animal against an unarmed opponent: -2 Honor
- Using a firearm: -1 Permanent Honor and -1 Permanent Glory
- Striking an opponent held by someone else: -1 Honor
- Performing more than 3 Blocks in a row: -1 Glory
- Losing because you fought honorably: +1 Honor
- Beating multiple opponents (two or more on one): +1-3 Glory
- Using a Maneuver that your opponent has a weakness to in multiple succession (such as multiple leg sweeps) -1 Honor
- Defeating an opponent without taking any damage: +3 Glory

Out of Tournaments:

- Suffering injury while protecting an innocent: +1 Honor
- Running from a challenge: -1 Honor, -2 Glory
- Putting a Shadoloo group out of business: +1 Honor, +3 Glory
- Ignoring someone in need of help: -1 Honor
- Defeating a much more powerful foe: +2 Honor and Glory

Duelists (Street Fighters that use weapons):

- Using a firearm: -1 Permanent Honor and -1 Permanent Glory
- Using a weapon against an unarmed opponent: -2 Honor
- Choosing to fight weaponless against a Duelist: +1 Honor, +1 Glory
- Fighting weaponless and defeating a duelist: +2 Glory
- Losing because you fought weaponless against a duelist: +1 Honor
- Disarming an opponent: +1 Glory
- Allowing a disarmed opponent to retrieve his weapon: +1 Honor

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Ranks

- A character's Rank determines how a fighter is rated in his Division (see Tournaments). Rank is rated 1-10.
- A character can switch to a new Division if he likes, and begins at Rank One in that Division. If he comes back to the old Division, he may keep his old Rank or start fresh again. A character can have multiple Divisions he fights in, all with different Ranks.
- Rank One: All characters begin with this rank. They have fewer one win for every 20 losses. This represents newcomers.
- Rank Two: Fewer than one win for every 10 losses. The character is getting his feet wet or used to be a higher rank but has suffered humiliating losses.
- Rank Three: The fighter has at least one win for each five losses, and has fought at least 10 matches.
- Rank Four: Must have one win for every three losses. This character is no longer considered a rookie by any means, and is normally seen as skilled. To obtain this rank, the character must have fought at least 15 matches.
- Rank Five: The character has one win for every loss, and have fought at least 20 matches. They are considered worthy opponents.
- Rank Six: The character has two wins for every loss. They are exceptional even among Street Fighters. The fighter must have fought at least 25 matches to reach this rank.
- Rank Seven: The character has three wins to every loss. He has fought in at least 30 matches.
- Rank Eight: The character has at least 5 wins to every loss and has fought in at least 40 matches. They are considered some of the toughest Street Fighters and rarely ace defeat.
- Rank Nine: The character has 10 wins for every loss and must have fought in at least 50 matches. Very few warriors ever reach this rank, and they rarely hold onto it. They are normally masters of their Style.
- Rank Ten: The character has 20 wins for every loss, and has fought in at least 60 matches. They are an elite society unto themselves, and have honed their skills to superhuman levels.

Benefits of Rank

- A high-ranking character gains respect.
- If a judgment is needed at a tournament, the highest-ranking warrior makes the decision. Making just and fair decisions is a good way to maintain Honor.
- Characters are often given preferential treatment based on Rank. While this can be considered dishonorable, not giving such respect (or too much of it) can cause a person to lose Honor.



Willpower, Chi & Health Notes

- Willpower represents mental resolve and can be spent as energy to activate certain powers. The loss, however, is only temporary. After a battle, a character may make an Honor roll to regain some of their lost Willpower. At the end of a story, characters regain all of their Willpower (to their normal maximum).
- Chi is the mystical energy that the warrior has learned to tap into. It is often used to power special Maneuvers. The loss, however, is only temporary. After a battle, a character may make an Honor roll to regain some of their lost Chi. At the end of a story, characters regain all of their Chi (to their normal maximum).

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Teams

- Teams often form to help watch out for each other and to draw crowds and attention at tournaments.
- Teams often live together.
- Most teams have managers, but some do not, with one fighter taking on those responsibilities.
- Teams have a code of honor that includes never leaving the team until a replacement fighter is found, coming to each other's aid, noting that the manager is responsible for all money decisions and arranging travel, and sometimes the rules include keeping fighting ability and wins as good as the rest of the group.
- **Team Combos:** Two or more team members can spend one Power Point, pick a Maneuver, and use the Maneuver as a Team Combo. Team Combos can be Instant or Extended. *Instant Combos* take place in a single turn, with all combatants striking simultaneously. The Storyteller might not allow some combinations of attacks for Instant combinations (one Bear Hug and one Electro-Shock, for example). The damage from the attacks add together for the purposes of *Dizzy*. *Extended Combos* take place over many turns, with each member making an attack turn to turn (in the correct order) until completed. If any attack miss or do no damage, the combo fails and must be started again to work. During an Extended Combo, if the victim takes total damage that exceeds his Stamina, he is dizzied.

Tournaments

- **Traditional Tournaments** are often held by a single individual and pit fighters from the same division against each other. These matches are all about armor, and Focus Maneuvers, Cyborgs, Elementals, and Animal Hybrids are all prohibited. Traditional Tournaments are rated A-D, with A being the top-rated. A character must be Rank 8 to fight in an A tournament, Rank 6 to fight in a B tournament, Rank 3 to fight in a C tournament, and Rank 1 to fight in a D tournament. 1
- **Duelist Tournaments** are dangerous and have no real common form. They pit fighters using weapons against each other and may feel like a Traditional tournament (if all fighters use fencing weapons, for example) or a free-for-all, if fighters can use any weapons (bats and chainsaws, anyone?)
- **Freestyle Tournaments** allow any fighters, and are the common bread-and-butter of Street Fighters. They are rarely legal and often hidden. Intelligence + Arena will confirm if the Tournament is worth attending. Shadoloo is often in the background of these tournaments, and the information line here is strong.
- **Mixed Tournaments** are "anything goes" Tournaments that allow powers, weapons and anything else. The best fighters win, period. However, many fighters still do not use weapons, to show that they can beat anyone in combat no matter the odds. The World Warrior tournaments are Mixed Tournaments.

Masters

- The ultimate attainment of any martial artist is the rank of Master. However, many masters live quite differently from standard fighters, preferring quiet lives of reflection, and often hide themselves away.
- A character must have Sensei Background of 4-5 to have a Master as a teacher.
- Masters (and indeed all characters) follow the Path of Honor or the Path of Glory. The Path of Honor seeks truth and enlightenment, while the Path of Glory seeks wealth and fame.
- A fighter's Honor must be at least six, and higher than Glory, to learn from a master of Honor. However, there are exceptions.
- A fighter's Glory must be at least six to learn from a master of the Path of Glory.
- Masters can teach rare Maneuvers. Some Maneuvers may require the character to find a master (the Storyteller decides which Maneuvers require a master to learn). The master rolls Charisma + Instruction to teach the Maneuver. If this roll is successful, the Power Point cost is x3 instead of x4. A botch on this roll indicates the teacher cannot convey the lesson to the student. The length of time required to teach the Maneuver is up to the Storyteller.
- Masters often retire to run a training hall, get married, or manage their own stable.
- Masters often hold tournaments. This requires 4 dots in Arena, 3 dots in Resources, 6 dots of Glory (or Glory + Promote), a prize to be given to the winner, and 5 dots of Honor.
- To become a Master, a character must have five dots in Style Lore, four dots in Insight, four dots in Mysteries, four dots in Instruction, four Techniques at a minimum of 5 dots (and the other two cannot be less than three), and all of the Special Maneuvers associated with their Style. Most masters have some Techniques higher than 5.



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Combat

1. Select combat cards (keep them secret)
2. Declare speed from card to determine initiative. If tied, compare Wits, then Perception if still tied. If *still* tied, roll dice to determine who will go first.
3. The lowest speed character begins movement. The higher speed character can interrupt him at any time to make his own actions.
4. Once movement has ended for all players (usually when an attack is made), the players reveal their cards to show what Maneuver they are playing. Attacks are made using the cards. If a character called for an attack roll against another character, his movement normally ends, unless specified by the maneuver. Grab maneuvers require that the attacker enter the opponent's hex.
5. Before dice are rolled, any player (that is faster than the attacker) can interrupt another maneuver.
6. It is possible for a character to call an attack, be interrupted, and then not be able to attack because his opponent is now out of range.
7. Special maneuver effects that take place between turns are resolved, as well as sustained hold contests. Return to step one.
8. Projectile weapons require line-of-sight. If the attacker sends a projectile into an area with more than one opponent, the attacker must get a success on a Perception roll with a difficulty of 8 to strike the correct target (in addition to the normal roll). If this fails, the Storyteller rolls randomly to see who was hit.

Health and Damage

1. Damage is lost from Health.
2. All normal Health lost heals after 15 minutes of rest.
3. Damage can cause the Health score to go below 0, causing a negative score. Negative points heal at a rate of 1 day each.
4. Characters do not normally die unless the story calls for a dramatic death.
5. Injury from falling is one-story (1 health), 2 stories (2 health), 3 stories (four health), and 4 stories (8 health). Each additional story adds +1 Health.
6. Flames cause 1 health of damage upon contact per turn. Very large flames cause 2 health per turn.
7. Characters that lose more than their health score (in other words, are at 0 or less Health) fall unconscious. He comes back to consciousness when the Storyteller decides it's a good thing for the story - even if he is still "in the negatives".

Obstacles in the Arena

- Obstacles can create an exciting and strategic element in any fight.
- Each obstacle should be given a Size of 1-3. A Size 1 object might represent a small crate, a Size 2 object might represent an oil drum, and a Size 3 object might be a parked car.
 - An obstacle must be moved across and takes an additional move equal to the size of the object. So, it would take 3 Move to move through an area with a size 2 object in it.
 - Ariel characters are not affected by size 1-2 objects, but must spend an extra Move to pass through an area with a size 3 object (they must land on top of it, then jump again).
 - If a character is thrown into an object, it adds dice (pre-Soak) equal to its size to the pool to be rolled for damage. This usually destroys the object or reduces its size (Storyteller decides).
 - Objects with size 4 or greater (walls, for example) are considered impassable. However, a character can be thrown through such an obstacle with an expenditure of Willpower and a Strength test (difficulty 7 for wood and plaster and difficulty 8 for harder substances, such as brick). If the roll fails, the victim takes normal damage. If it succeeds, the victim is caused +4 dice of damage (pre-Soak), and smashes through the obstacle. If a fighter ends a bout this way, he receives +1 temporary Glory. Abuse of this can cause a loss of Honor, however.

Fighting Underwater

- All characters are at -1 Speed and Damage when fighting underwater.
- Characters without scuba gear will be at -1 Movement for all Techniques.
- Storytellers must decide which maneuvers will still work underwater.
- A character can hold his breath for a number of turns equal to his stamina score, plus two turns for each Willpower spent. After that, he will lose one Health per turn as he begins to drown.



Maneuvers

Maneuvers: Combo Maneuvers

1. A character can combine two maneuvers together as a Combo for 1 Power Point.
2. A character can combine 3 maneuvers for 2 power points.
3. All second and third maneuvers in a combo gain +2 Speed.
4. If the player spends an additional Power Point, the Combo combines damage for the purposes of Dizzies (called a Dizzy Combo Maneuver).

Maneuvers: Activation Word Bonus (optional)

The Storyteller may require a word to be spoken or yelled by the character to perform a maneuver. If he wins a tournament and used an activation word, he gains +1 Glory. However, if he cannot speak, he cannot use the maneuver. The Storyteller may allow players to choose a few maneuvers that fall into this rule as opposed to requiring it.

Maneuvers: Calculating Scores

- Speed = Dexterity Modifier + Maneuver Modifier. Subtract two if the character Botched on the previous turn. Add two the turn after a block, (basic or special).
- Damage = Strength + Technique + Maneuver Modifier - Soak (you may always roll at least one dice for damage). For example, a Athletics maneuver uses Athletics as the Maneuver Modifier.
- Move: Athletics + Maneuver Modifier (you move this many areas on the map, but cannot move through other characters unless jumping or noted in the maneuver description).
- Note that Focus is an exception. Wits replaces Dexterity for Speed and Intelligence replaces Strength for damage.

(* Soak is normally the defender's Stamina score.

Maneuvers: Basic Maneuvers

Each character has 9 basic maneuvers at no cost:

- Jab (Punch): +2 Speed, -1 Damage, +0 Move
- Strong (Punch): +0 Speed, +1 Damage, +0 Move
- Fierce (Punch): -1 Speed, +3 Damage, -1 Move
- Short (Kick): +1 Speed, +0 Damage, +0 Move
- Forward (Kick): +0 Speed, + Damage, -1 Move
- Roundhouse (Kick): -2 Speed, +4 Damage, -1 Move
- Block: +4 Speed, no damage, no move: Add block to stamina to calculate Soak.
- Movement: +3 Speed, no damage, +3 Move
- Grab: +0 Speed, +0 damage, one move. Grabs ignore Blocks (a blocking defender only uses his Stamina to defend).
- Disarm: +0 Speed, +0 Damage, one move. Special

Dizzies

1. A character that loses more than his Stamina rating in damage in a single attack (or Dizzy Combo) is Dizzied.
2. A Dizzied character loses a turn - he plays no card, but instead just stands in place. He is at the mercy of the attacker.
3. A character cannot be Dizzied for two turns in a row, no matter how much damage he takes.

Abort Maneuvers

1. You can change any other action into an Abort Maneuver at any point of the combat turn. This costs the character one Willpower Point. This becomes your new Maneuver for that turn, giving you a new Speed, Move and other abilities.
2. Note: It is commonly assumed that you may only abort to a Block maneuver (basic or special), or to a Jump.
3. Option: Some players assert that you may only block to the *basic* Block maneuver. Your Storyteller will have to decide on this before play begins.

Ariel Maneuvers

Ariel Maneuvers are executed above the ground. The fighter cannot be affected by a sweep or crouching maneuver until he has completed the Ariel maneuver.

Crouching Maneuvers

Crouching Maneuvers are performed very close to the ground. Those employing these Maneuvers cannot normally be affected by Ariel Maneuvers until they have completed the Maneuver.

Knockdown Maneuvers

An attack must have a Knockdown effect and cause 1 point of damage to cause a Knockdown. A blocking character cannot be knocked down. If you suffer a knockdown before your action, you lose your remaining actions for the turn. If you have already taken your action, you suffer a -2 Speed to your next action instead.

Note that "blocking" has been interpreted as both a basic Block and a character using any Block maneuver. Your Storyteller must decide.

Multiple-Hit Maneuvers

Some attacks allow multiple attack rolls in one action. In this case, the damage does not combine to Dizzy, unless it is part of a Dizzy combo or specified by the Maneuver.

Sustained Holds

1. Sustained Holds allow an attacker to possibly inflict damage turn after turn.
2. The attacker must cause at least 1 point of damage. If he does, the Sustained Hold has taken effect. After the turn is over but before the next one begins, the defender rolls against the attacker (strength vs. strength). If the defender fails, the attacker can cause damage in the next turn with the same maneuver (when his Speed allows).
3. The defender loses any actions while under the effects of a Sustained Hold.
4. A Sustained Hold lasts until the attacker uses a different maneuver, the victim breaks free, or turns equal to the Grab technique of the attacker has passed.

Stunt Cards

Stunts are on-the-fly actions, like fire-balling a chandelier to fall on thugs. Each stunt must be handled by the Storyteller.

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Weapons

Gadgets

Gadgets are loosely mentioned in the basic book. The Sharpened Throwing Hat (+2 Speed, +3 Damage, +1 Move) is shown, but it is unclear if power points must be spent to have such devices that simulate Maneuvers. The Storyteller must decide.

Weapons

1. Picking up (or drawing) a weapon takes a turn; dropping one takes no action. A weapon cannot be used on the same time it's card is played (if it must be drawn).
2. Weapons use the proper Weapon Technique. SF/Contenders lists the possible weapon techniques as the following: Axe, Bow, Blunt Weapon, Chain/Whip, Club, Fencing, Flail, Firearm, Heavy Weapons, Knife, Nunchaku, Pistol, Spear, Staff, Sword, Thrown Weapons.
3. Melee Weapons have a set of Techniques with the same modifiers as basic punches. However, use the character's Weapon Technique instead of his Punch Technique when calculating the maneuver scores.
4. Firearms have one type of attack only, not a set of techniques.
5. Heavy Weapons have a hex-radius (r). These have one type of attack only, instead of a set of techniques.
6. If using one-handed weapons, the fighter can alternate between weapon and open-hand attacks. If using two-handed weapons, he may not punch.
7. Kicking Maneuvers (or the more complex ones) may be prohibited while wielding weapons, at the Storyteller's option.
8. Blocks are not hindered by weapons.
9. A character wielding a weapon may not use a Grab Maneuver.
10. Weapon-wielding characters have the option of using a Berserk Attack (-2 Speed, +4 Damage, -3 Move, Cost: 1 Willpower). Using the move gives the character 1 point of temporary Glory. However, those that use it too much will be perceived as unstable and dangerous.

Firearm and Heavy Weapon Listings

Weapons	Speed	Damage	Move	Technique
Pistol	+2	+3	None	Pistol
Rifle	+0	+5	None	Pistol
Scattergun	+1	+2*	None	Pistol
Blaster Pistol	+2	+4	None	Pistol
Blaster Rifle	+1	+6	None	Pistol
Hand Grenade	+0	+6:3r	None	Hvy. Weapons
Rocket Launcher	-4	+12:5r	None	Hvy. Weapons
TNT Bomb	-6	+9:6r	None	Hvy. Weapons

(*): Make two damage tests



Weapon Notes

- Axes: These weapons can be one or two handed.
- Blunt Weapons: Beautiful maces to baseball bats. It may be one or two handed, depending on the weapon.
- Bows are two-handed weapons.
- Chains and Whips require at least one dot to use effectively and can risk danger to the user if he is unskilled. They can be used to swing, or disarm at a distance.
- Firearms - most Street Fighters do not use firearms, but there are some exceptions.
- Flails are weapons connected together with a short chain.
- Knives are one-handed weapons, and can be thrown.
- Spears are two-handed weapons that can be used at close range, and are perfectly suited to be thrown.
- Staves are long rods, usually made of wood. They are two-handed weapons.
- Swords come in many sizes and shapes and can be one or two handed weapons. They are not balanced for throwing, but the Storyteller may allow this if the fighter spends a Willpower point.
- Thrown Weapons can be thrown Strength + Technique in hexes.
- Other techniques can be developed, according to the Contenders rulebook.

Basic Weapon Maneuvers

Any fighter trained in a weapon Technique gains basic attacks in that weapon. See the Maneuvers listing for the modifiers to these Maneuvers.

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Weapon Statistics

Balisong

This is a small, switchblade-like knife which has a 6" blade concealed in a lock-open handle. It is popularly called a "butterfly knife". It is easily concealed.

Technique: Knife

Speed: +2

Damage: +1

Move: +0



Bagh Nakh

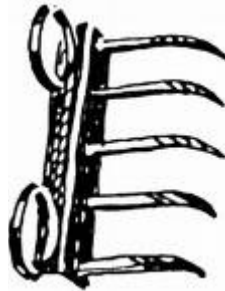
This weapon consists of a crossbar held in the palm of the hand, with long, sharp "claws" protruding from between the user's fingers, somewhat like brass knuckles.

Technique: Knife

Speed: +1

Damage: +1

Move: +0



Baton

This is a simple club-like weapon used mainly by law enforcement.

Technique: Blunt

Speed: +1

Damage: +0

Move: +1



Bokken/Shinai

A Bokken is a wooden Katana, used for Kenjitsu practice. A shinai is a long bamboo sword used in the sport of Kendo. Since armor is usually worn during practice, there is little chance of someone being hurt during this practice, but even a wooden sword can be very deadly in the hands of a master.

Technique: Sword

Speed: +1

Damage: +3

Move: +0



Brass Knuckles

This item, popular among thugs, is simply a clump of metal rings which the user slips her fingers through to give her fist more "punch". These do not use a weapon technique, but is instead used in conjunction with Punch Maneuvers (add +1 to Punch Maneuvers damage).

Broadsword

This is the standard double-bladed straight sword found across the globe.

Technique: Blunt

Speed: -1

Damage: +4

Move: +0



Butterfly Knife (True)

This short, broad-bladed sword, often used in pairs, is popular among kung-fu practitioners.

Technique: Sword

Speed: +0

Damage: +2

Move: +0

Cestus

This heavy gauntlet, often worn in pairs, has spikes or knobs protruding from it at all angles. Like brass knuckles, a Cestus does not use a Weapon Technique, but is instead used in conjunction with the three basic punch maneuvers.

These weapons must be combined with a punch maneuver. They add +1 Soak if blocking. Add +2 damage to punch maneuvers.



Chain

This is a 2' - 4' length of heavy chain. Like brass knuckles, it is a weapon favored by thugs, but is a bit more flexible and sophisticated in use. If the chain is weighted at one end, however, it uses the statistics for a Kusari.

Technique: Chain/Whip

Speed: +0

Damage: +2

Move: -2

Chakram

This South Asian weapon is basically a razor-sharp Frisbee, a sharpened metal ring which is deadly when thrown.

Technique: Thrown

Speed: +1

Damage: +1

Move: -3



Club

Clubs are just large, often blunt objects used to smash opponents into defeat. A baseball bat or tree limb are both good examples of a club.

Technique: Blunt

Speed: +0

Damage: +2

Move: +0

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Bow

Bows are not allowed within the ring, but they may be used in tournaments as tests or demonstrations of skill. A Yumi is a Japanese bow and is the standard weapon of Kyudo and Kyujitsu, the arts of Zen Archery.
Technique: Archery



Katana

The Katana is often the weapon of choice for the modern samurai. Slightly curved with a single edge, the best katanas are excellent examples of craftsmanship and design.

Technique: Sword
Speed: +1
Damage: +3
Move: +0



Katar (Punch Dagger)

This South Asian weapon consists of a crossbar handle and a broad, triangular blade which protrudes from the wielder's fist along the plane of the arm. It inflicts a very wide wound. Because of the structure of the weapon around the wielder's arm, the weapon can be used as a gauntlet for blocking blade attacks. Add +1 Soak against bladed weapons when Blocking.

Technique: Knife, Punch
Speed: +2
Damage: +3
Move: +0



Bows	Long	Short	Yumi	Range
Speed:	+1	+2	+0	120 yards
Damage:	+2	+1	+4	90 yards
Move:	+0	+0	+None	150 yards

Combat Knife

The combat knife, used around the world, is a deadly, heavy blade.

Technique: Knife
Speed: +0
Damage: +3
Move: +0



Garrote

This is anything used to strangle someone. Most garrotes are simply ropes or lengths of cloth, and is a favorite weapon of assassins. If the target of the attack is taken by surprise or take five or more health levels from the initial attack, he is considered to be choking and does not get to Soak the damage from subsequent turns in the Hold. Once his is unconscious, the victim can take up to his health again in aggravated damage before he asphyxiates. A thin wire garrote cuts into the Carotid artery and can even decapitate the victim. The use of a garrote is a Sustained Hold.

Technique: Grab
Speed: -3
Damage: +4
Move: No Move



Knife

These are short, bladed weapons usually no more than a foot long. Knives and daggers can be thrown, and are one-handed weapons.

Technique: Knife
Speed: +2
Damage: +1
Move: +0

Kris

A long dagger with a wavy blade, the kris cuts easily and deeply. It is the traditional weapon of the Silat system.

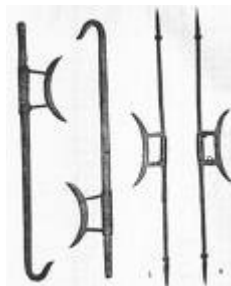
Technique: Knife
Speed: +2
Damage: +2
Move: +0



Hook Sword

A popular Kung Fu weapon, the hook sword consists of a long rod with the tip curved into a large sharpened hook and a small axe-like blade extending particularly from the handle. They are usually used in pairs, and can be used to disarm or trip opponents. Character who know the Monkey grab Punch maneuver and have Sword (3 or higher) can use the Monkey Grab Punch with pair of hooked swords. The user of this weapon gains +2 dice to disarm an opponent.

Technique: Sword
Speed: +0
Damage: +3
Move: +0



Kusari

This is a length of chain with a weighted end, usually a large, metal ring. It can be used like a chain, but can also be used to trip opponents, snare their weapons, etc. A variant design, the kusarigama, has a sickle at one end of the chain. The weapon has a range of two hexes, can be used to grab for 0 damage, and adds +1 dice to disarm opponents.

Technique: Chain/Whip
Speed: +0
Damage: +2 Kusari, +3 Kusarigama
Move: -1 Kusari, -2 Kusarigama

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Naginata

This weapon is a Japanese polearm with a broad, curved blade at the end. It was often used by samurai.

Technique: Spear
Speed: +0
Damage: +4
Move: +0



Razor

This is a straight razor used for combat.

Technique: Knife
Speed: +2
Damage: +2
Move: +0



Ninjato

This resembles the samurai's katana, but its blade is straight and shorter. Its hilt and scabbard often contain numerous small secret compartments to carry wire, darts, etc.

Technique: Sword
Speed: +1
Damage: +2
Move: +1



Saber

A variant on the broadsword, this is a curved, single-edged blade.

Technique: Sword
Speed: +1
Damage: +3
Move: +0

Saber (fencing)

A fencing saber resembles a Rapier, but includes a knuckle guard. It adds +1 to Soak if Blocking.

Technique: Sword
Speed: +1
Damage: +1
Move: +1



Nunchaku

Nunchaku are two short metal or wooden rods connected by a rope or chain. In the hands of an expert, they are versatile and devastating weapons.

Technique: Flail
Speed: +1
Damage: +2
Move: +0



Sai

This consists of a long, unsharpened blade with two tines extending from the handle, appearing much like a large fork. It is designed to catch incoming weapon attacks, as well as for stabbing. It can also be sharpened and used as a knife, using the same statistics as a knife. Sai add +1 to Soak if blocking, and adds +2 dice to disarm and opponent.

Technique: Knife
Speed: +1
Damage: +0
Move: +0



Pata

This Indian Variant of the broadsword has a gauntlet incorporated into the hilt. An awkward fencing weapon, it is primarily used for cavalry or demonstrations. It adds +2 to Soak if blocking.

Technique: Sword
Speed: +2
Damage: +3
Move: +0



Shikomi-Zue

This is a staff that has a dagger blade hidden in one or both ends. It normally looks like a normal staff or walking stick, but with a twist of the handle can be used as a spear.

Technique: Staff or Spear, depending on how the weapon is used. Use the Staff Technique for the Shaft, and the Spear Technique for the blade.



Rapier

Primarily a fencing weapon, rapiers are among the thinnest and lightest of swords. Rapiers are almost exclusively thrusting weapons.

Technique: Fencing
Speed: +2
Damage: +1
Move: +1



Shikomi-Zue	Speed	Damage	Move
Shaft:	+0	+1	+2
Blade:	+1	+2	+1

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Shinai

A shinai is a practice weapon used primarily in *kendo* and is used as if it were a sword. *Shinai* are also used in other martial arts, but may be styled differently than *kendo shinai*. *Shinai* are available in many styles and balances. In *kendo* the majority of students use one *shinai*, this style has its roots in the tradition of *itto* (one sword). However, some *kendoka* use two *shinai*, in *ni-to*, a style that has its roots in the traditional two sword schools of swordsmanship. A *ni-to* player uses a longer *shinai* (*daito*), held in the left hand and a shorter *shinai* (*shoto*), in the right. A Shinai should not be confused with bokken, which is actually made from a single piece of wood. Both are used in Kendo, however.

Technique: Sword

Speed: +1

Damage: +3

Move: +0



Short Axe

This item is as much a martial arts weapon as a camp instrument. It can be thrown.

Technique: Axe

Speed: +1

Damage: +2

Move: +0



Shuko

These are ninja climbing claws, although the statistics can also be used to represent razor-sharp gloves or other claw-like weapons. They must be used with a punch-based maneuver, which is delivered open-handed. They also lower the difficulty for climbing (by one for one glove, by 2 for a pair of gloves). Add +1 damage to Punch maneuvers.



Shuriken

These are ninja throwing stars, but these statistics can also represent darts, razor shards, or any other bladed throwing weapon not suitable for knife fighting. They are more irritating than deadly, but can be easily hidden and can badly injure when used by a master. A character can throw one Shuriken for each dot in Thrown Weapon Technique. Thus, a character with Thrown Weapon ooooo could throw 5 Shuriken in a single turn.

Technique: Thrown

Speed: +2

Damage: -2

Move: +0



Sickle

This tool can be a deadly weapon, and was often used by feudal ninja when acting in the guise of simple farmers.

Technique: Knife

Speed: +0

Damage: +3

Move: +0



Spear

These are any weapons that have a long shaft and a blade on one or both ends. Unless specified otherwise, they can be thrown or used at close range, and are two-handed weapons.

Technique: Spear

Speed: +0

Damage: +3

Move: +1

Staff

These are long (four foot or more) rods, usually made of wood. They are two-handed weapons.

Technique: Spear

Speed: +0

Damage: +2

Move: +1



Steel Whip

This weapon is much like a standard whip, but its length is made of steel links. It has a range of 3 hexes, and adds +2 dice to disarm an opponent. It can be used to grab for one die of damage.

Technique: Chain/Whip

Speed: -1

Damage: +3

Move: None

Switchblade

This weapon, with a long, spring-activated blade, is staple among criminals.

Technique: Knife

Speed: +2

Damage: +2

Move: +0

Throwing Knife

As the name implies, these are knives made for throwing.

Technique: Thrown Weapon

Speed: +0

Damage: +0

Move: +0

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Tonfa

This is a small club with an extra handle protruding approximately 1/3 of the length of the club. It adds +1 to Soak when blocking.

Technique: Club, Punch

Speed: +0

Damage: +1

Move: +0



Wakizashi

This short blade is worn and used as a companion to the katana.

Technique: Knife

Speed: +1

Damage: +2

Move: +0



Whip

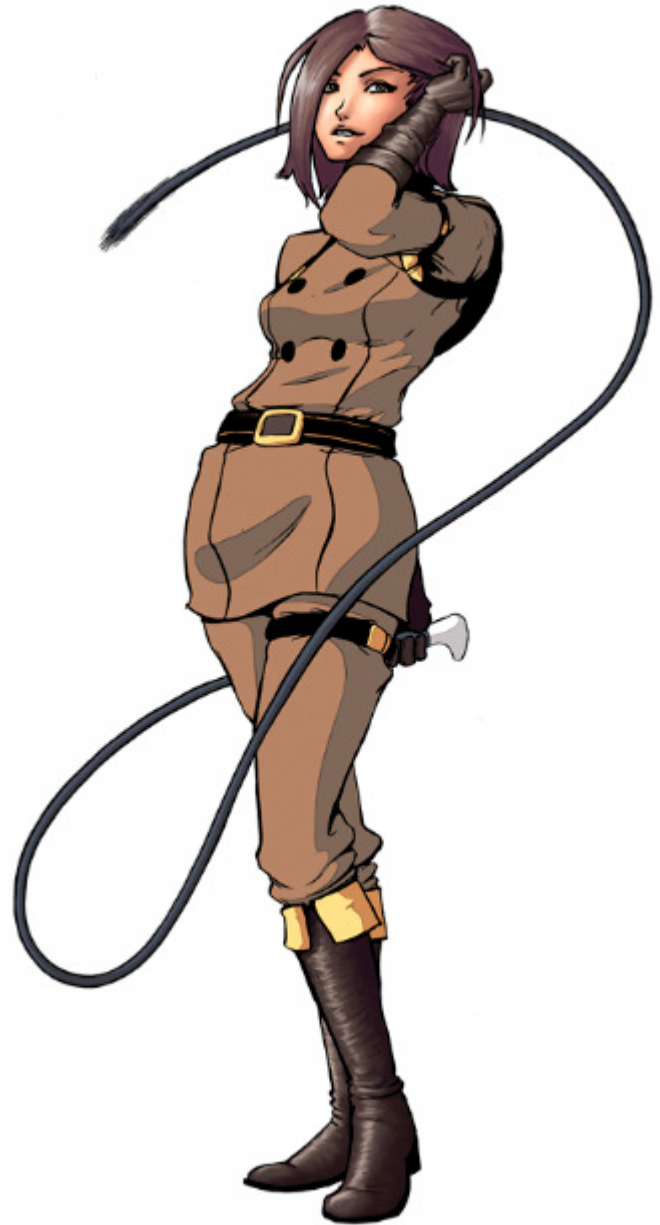
This is the standard 18-foot long bullwhip, favored by lion tamers and pulp heroes. Learning to use it is a painful experience, but it is a versatile weapon. It has a range of 6 hexes, and adds +2 dice to disarm. It can be used to grab for one die of damage.

Technique: Chain/Whip

Speed: -1

Damage: +2

Move: None





Styles

The two letter code is to which book and what page the style is found in the original books.

SF = Streetfighter The Storytelling Game
PG= Streetfighter Players Guide
SS = Streetfighter Secrets of Shadoloo
PW = Perfect Warrior
SC = Streetfighter Contenders

In the maneuver lists you may find a maneuver that has two different costs. This is due to disagreements with the style list and the maneuver description. I used the following format to handle this: (Style List Cost / Maneuver List Cost) = (SL x pts / ML x pts). If there is a (--) instead it is that it was not in that list.

Also presented here are a few concepts and appropriate Styles, although even these may vary.

Concepts / Recommend Styles / Pervious Jobs

Airborne Rangers = Special Forces Training
Amazon = Pankration
Aspiring action-movie star = Kung Fu
Assassin = Lua, Spanish Ninjitsu
Athlete = Aikido, Western Kickboxing, Wrestling
Blue-collar workers = Sanbo
Body Builder = Boxing
Bodyguards = Jeet Kune
Boxer = Savate, Western Kickboxing
Bruce Lee Fans = Jeet Kune
Chinese Immigrants = Tai Chi Chuan
Circus Acrobat = Wu Shu
Circus Strongmen = Sanbo
College Students = Wrestling
Dancers = Capdeira, Wu Shu
Delta Forces = Special Forces Training
Die-hard Kung Fu Student = Majestic Crow Kung Fu
FBI = Special Forces Training
Femme Fatales = Jiu Jitsu
Fighters = Shotokan Karate
French Aristocrat = Savate
Gang Member = Western Kickboxing
Giants = Sanbo
Golden Gloves Champ = Boxing
Green Berets = Special Forces Training
Gymnast = Wu Shu
Healer = Lua
Health Instructors = Shotokan Karate
Health Nut = Kung Fu
Karate Masters = Shotokan Karate
Kickboxers = Thai Kickboxing
Large Men = Sumo Wrestling
Martial Artist (any) = Jeet Kune
Matador = Spanish Ninjitsu
Megalomaniacal Overlords = Ler Drit
Mystics = Aikido, Baraqah
Navy SEALs = Special Forces Training
New Agers = Kabaddi
Olympic Athlete = Native American Wrestling
Professional Wrestlers = Wrestling
Performer in the Peking Circus = Wu Shu
Philosopher = Aikido, Kung Fu, Silat
Philosophy Students = Tai Chi Chuan
Pilgrims = Baraqah
Police = Jiu Jitsu
Rich Children = Shotokan Karate
Seaman = Savate
Shadoloo Street Fighters = Ler Drit
Shaman = Native American Wrestling
Sports Enthusiasts = Jiu Jitsu
Street Tough = Boxing, Jeet Kune, Savate, Western Kickboxing
Student = Aikido, Native American Wrestling
Student of the esoteric = Majestic Crow Kung Fu
Sufis = Baraqah
Swat units = Special Forces Training
Thief = Spanish Ninjitsu
Tribal warriors = Capdeira
Village Champion = Pankration
Wandering Do-Gooder = Majestic Crow Kung Fu
World Travelers = Tai Chi Chuan
Yoga Instructors = Kabaddi
Zen Monks = Kabaddi

STREET FIGHTER

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Aikido

Although often taught purely as a sport, Aikido is also a philosophical discipline and a fighting art. It is a passive style based heavily on Zen philosophy and nonresistance. If pushed, an Aikido practitioner moves with the push, blending with her opponent's movement and direction of power, leaving him off balance and defenseless. Aikido is a fluid, gentle art; the final goal is not the defeat of opponents but the enlightenment of the practitioner's own spirit.

Aikido emphasizes joint-locking and throwing and the cultivation of the Chi rather than punches and kicks. Most of its movements are circular and relaxed, as opposed to the hard angles and tense muscles of other aggressive styles.

Schools: Aikido schools are found worldwide, but Japan and the U.S. have the most. The Aikido community is uncommonly open and supportive, with many clubs and its own magazines. New students are always welcome.

Members: Just about anyone who wants to learn the art is accepted. Aikido is a popular sport and courses can be found through community self-defense classes or college, as well as formal Aikido schools. Study at a formal school is usually required to become a black belt. When you attain the black belt, you are considered a beginner: the study of Aikido is viewed as a lifelong cultivation of the spirit.

Concepts: Philosophers, mystics, working mothers, athletes, students

Associated Weapons: Staff, Bokken, Naginata, Spear

Initial Chi: 5

Initial Willpower: 2

Quote: *"Water flows and takes any shape or course, yet it is always consistent with its own nature. Be sensitive to the flow and movement of your body and you will achieve insight into your own fundamental nature."*

合
氣
道

Special Maneuvers

Punch:	Dim Mak (4pts)
Kick:	Foot Sweep (1pt) Slide Kick (2pts) Spinning Foot Sweep (1pt)
Block:	Deflecting Punch (1pt) Energy Reflection (3pts) San He (3pts)
Grab:	Air Throw (2pts) Back Roll Throw (1pt) Grappling Defense (3pts) Improved Pin (2pts) Pin (2pts)
Athletics:	Breakfall (1pt) Drunken Monkey Roll (2pts)
Focus:	Chi Kung Healing (3pts) Fireball (3pts) Ghost Form (5pts) Mind Reading (3pts) Psychokinetic Channeling (4pts) Regeneration (2pts) Stunning Shout (3pts) Telepathy (2pts) Zen No Mind (3pts)



Baraqah

Baraqah is a rare and little-known martial art with its origins in North Africa. It has traveled the globe, primarily in the Near and Middle East, following the path of Islamic civilization. Its followers, though rare, may be found anywhere Islam has left its mark.

Masters of Baraqah do not claim to be teaching a fighting style: the maneuvers of Baraqah are considered features of Islamic sacred science, designed to cultivate the grace of Heaven and to perfect physical health. However, in spite of such protestations, these techniques are quite capable when used as self-defense maneuvers.

Baraqah's fighting techniques are practiced slowly and gracefully, but when applied in combat are delivered with a dizzying speed. Most of Baraqah's techniques deal with grappling, although some close-range striking is involved:

primarily low kicks to joints and punches to pressure points and sensitive spots.

Baraqah is rarely seen, even in the Islamic world: its masters and students practice their art behind closed doors, separated from the secular and the mundane. When used as a combat art in public, it is transformed into something more plain and utilitarian, its tech minimum.

Schools: Most Baraqah Masters are Sufis --- Muslim mystics who cultivate a deeper communion with the divine. Training in Baraqah traditionally includes the study of Islamic scriptures, calligraphy, and other sacred arts, as well as hours of prayer and meditation. Baraqah halls are segregated by gender, with men and women taught separately.

Baraqah is rarely taught outside the Islamic world. The best schools may be found in Persia and Asia minor, although a few are rumored to remain in Spain.

Members: Almost all Baraqah stylists are Muslims, whether from Africa, Malaysia, or the Middle East. Only the spiritually minded and most disciplined are allowed to advance to the style's highest levels.

Concepts: Sufis, mystics, dervishes, pilgrims

Associated Weapons: Saber, Staff

Initial Chi: 4

Initial Willpower: 3

Quote: *"You must learn humility. Baraqah does not come from us, but Heaven. Only by mastering our own ego and sense of self can Baraqah flow through us."*

Special Maneuvers

Punch:	Ear Pop (2pts) Hundred Hand Slap (5pts) Monkey Grab Punch (1pt) Spinning Back Fist (1pt) Spinning Knuckle (3pts)
Kick:	Foot Sweep (1pt) Wounded Knee (2pts)
Block:	Deflecting Punch (1pt) Energy Reflection (3pts) Maka Wara (3pts)
Grab:	Back Roll Throw (1pt) Dislocate Limb (2pts) Grappling Defense (3pts) Improved Pin (2pts) Pin (3pts) Sleeper (3pts)
Athletics:	Breakfall (1pt)
Focus:	Balance (3pts) Baraqah Push (Chi Push) (5pts) Ghost Form (5pts) Levitation (SL 4 pts / ML 3pts) Mind Reading (3pts) No Ego (Zen No Mind) (3pts) Psychokinetic Channeling (4pts) Regeneration (1pt) Telepathy (2pts)



Boxing

The origins of Boxing date back to ancient civilizations. In America, Boxing became famous in the early 1900s, when bare-knuckle brawlers would step into the ring and fight until only one man still stood. Boxing evolved into an incredibly popular professional sport, with multimillion-dollar fight purses to be won for big pay-per-view televised bouts.

Boxing is peculiar on the Street Fighter circuit. Many boxers still adhere to rules better suited to a Boxing ring than a Street Fighter arena. Many boxers still wear their gloves, and very few ever incorporate kicks into their arsenals. Boxers often argue that they don't need to change. Boxers' incredible training programs hone their reflexes and punching power until they become fighting machines. The incredible pounding boxers withstand during training also makes them some of the toughest fighters on the circuit.

Schools: There are Boxing gyms in every major city, but serious boxers need to find personal trainers and coaches.

Members: Boxing is a predominantly male professional sport, but more women are joining the sport. Many women who cannot find opportunities in the professional ring turn to the Street Fighter circuit for competition. Many boxers come from poverty-stricken areas.

Concepts: street tough, Golden Gloves champ, body builder

Initial Chi: 1

Initial Willpower: 6

Quote: *"You think you're something special with all those chop suey moves? Let's see how you do in the full-contact ring."*

Special Maneuvers

Punch:	Dashing Punch (4pts) Dashing Uppercut (1pt) Fist Sweep (2pts) Head Butt (1pts) Heat Punch (4pts) Hyper Fist (4pts) Lunging Punch (2pts) Turn Punch (4pts) Rekka ken (5pts)
Kick:	
Block:	Deflecting Punch (1pt)
Grab:	Brain Cracker (1pt) Head Bite (1pt) Head Butt Hold (2pts)
Athletics:	Jumping Head Butt (1pt) Jumping Shoulder Butt (1pt)
Focus:	Toughskin (3pts)



Capoeira

Capoeira started as a way for slaves in South America to defend themselves. Because any slave caught learning to fight would be killed, the slaves learned to disguise their ability in their dances. Capoeira remained a part of South American culture and was almost exclusively taught there. It wasn't until recently, after the World Warriors and Shadooloo saw Blanka in action, that this style was even taken seriously. This beautiful and deadly style is now considered a threat.

Capoeira students see their art as more than a combat technique. Capoeira is away to express their freedom and show their might. Students often compete amongst themselves to keep themselves in the best possible form. Capoeira fighters tend to be more aggressive than other martial artists, but this helps them win fights through fear and intimidation.

Students of Capoeira use their dancelike moves to confuse and surprise their opponents. They rely on speed and agility to make quick attacks and position themselves for follow-up attacks. At first, those unfamiliar with this style

laugh at the way a student dances about and then the Capoeira stylist reveals the fighting skills hidden in the dance, knocking his unsuspecting opponent senseless.

Schools: Capoeira has few organized schools. Some villages in South America teach the fundamental dance moves to children as part of formal schooling, but these lessons often lack the fighting skills inherent to the dance.

The style's popularity has recently begun to grow, but it is still very difficult to find a teacher outside South America. A student who wishes to become a true Capoeira warrior must seek out a master of Capoeira. Good Capoeira stylists learn through informal study directly under a master. Even so, it is difficult to find a single Capoeira master who knows all of the style's acrobatic movements and special attacks.

Members: Most Capoeira stylists are from South America or the Caribbean Islands, although some school are rumored to be opening in Florida. While some new students from other cultures, the vast majority of Capoeira practitioners hail from South America.

Concepts: Tribal warriors, explorers, dancers

Associated Weapons: Razor

Initial Chi: 2

Initial Willpower: 5

Quote: *"Other people try to master their styles. Not we. We seek to master the dance. Can't you feel it's rhythm and power flow? Your heart keeps the rhythm and lets the power flow through the dance to strike at your opponent."*

Special Maneuvers

- Punch:** Head Butt (1pt)
Spinning Clothesline (4pts)
Turbo Spinning Clothesline (4pt)
- Kick:** Backflip Kick (2pts)
Cartwheel Kick (2pts)
Double-Hit Knee (1pt)
Forward Backflip Kick (1pt)
Forward Flip Knee (2pts)
Lightning Leg (5pts)
- Block:**
- Grab:** Dislocate Limb (2pts)
Backroll Throw (1pt)
Head Bite (2pts)
Knee Basher (2pts)
- Athletics:** Backflip (2pts)
Beast Roll (3pts)
Breakfall (1pt)
Drunken Monkey Roll (2pts)
Rolling Attack (3pts)
Tumbling Attack (3pts)
Vertical Rolling Attack (2pts)
- Focus:** Balance (4pts)
Musical Accompaniment (1pt)



Jeet Kune Do

Jeet Kune Do (or JKD) is not a martial art per se; it is actually an all-encompassing way of looking at the martial arts. Pioneered by the late Bruce Lee, Jeet Kune Do is a fast, efficient, and powerful fighting style.

Jeet Kune Do takes what is best from many of the world's martial arts and brings them into a style that changes from moment to moment and situation to situation. Jeet Kune Do sees the weaknesses of different fighting styles and takes advantage of them. It is not a list of maneuvers and stances, but a philosophy of fighting - anyone claiming to know "the Jeet Kune Do maneuvers" is probably trying to impress the ignorant.

JKD is a no-nonsense style designed primarily for fighting; the niceties of formal martial arts combat in a ring are not emphasized. Most maneuvers are very quick; Jeet Kune Do literally means "The Way of the Intercepting Fist," and JKD fighters usually do not perform powerful-but-slow maneuvers unless their opponent is dizzied or knocked down.

Schools: While there are innumerable books and teachers claiming to teach "the secrets of Jeet Kune Do," there are only a few which are legitimate. This doesn't really matter, however: sparring practice and Bruce Lee's book, *The Tao of Jeet Kune Do*, are the primary schools for this style, and both are available all over the world. To learn maneuvers that aren't in the regular JKD repertoire, the character must have a willing teacher or at least have seen the maneuver performed and train herself incredibly hard.

Members: Anyone who fights can study JKD. Generally, martial arts enthusiasts or kickboxers are the most likely to have actively studied the concepts of Jeet Kune Do and put it into practice.

Concepts: Martial artists of all kinds, Bruce Lee fans, soldiers, street toughs, bodyguards

Initial Chi: 4

Initial Willpower: 6

Quote: *"To create a method of fighting is pretty much like putting a gallon of water into wrapping paper and shaping it."*

Jeet Kune Do and Special Maneuvers

Some character may have originally begun study in a traditional style, choosing later to take up the study of Jeet Kune Do. In this case, if a Special Maneuver has a different cost for JKD than for his original style, he pays whichever cost is lower. For example, the Forward Flip Knee maneuvers costs two Points for Wu Shu and three for Jeet Kune Do. If the JKD fighter had previously studied Wu Shu, he may buy the Forward Flip Knee for only two Points.

Jeet Kune Do practitioners can also learn Special Maneuvers that are usually closed to outside styles. However, it is very expensive. To learn a maneuver that is "closed" costs Jeet Kune Do practitioners the maneuver a most expensive Power Point cost +1. For example, the Whirlwind Kick is not part of the regular Jeet Kune Do regimen, nor does it have a cost listed for "any" style. The most expensive cost listed is five points (for Shotokan Karate). Therefore, if a Jeet Kune Do practitioner wanted to learn the Whirlwind Kick, it would cost six Power Points.

The decision to study JKD should be made when the character is created. A character cannot be created "now studying JKD after many years of Muay Thai," granting the character two pools of Special Maneuvers to choose from. If a character takes up the study of Jeet Kune Do later in the course of her career, there has to be a plot-driven reason for this --- she cannot simply say "I'm studying Jeet Kune Do now and suddenly get the lower Maneuver costs."

Special Maneuvers

Punch:	Deflecting Punch (1pt) Dragon Punch (5pts) Ear Pop (2pts) Hundred Hand Slap (5pts) Hyper Fist (5pts) Monkey Grab Punch (1pt)
Kick:	Backflip Kick (2pts) Flying Knee Thrust (1pts) Foot Sweep (1pts) Forward Flip Knee (3pts) Hurricane Kick (5pts) Lightning Leg (4pts) Scissors Kick (3pts) Stepping Front Kick (3pts) Tiger Knee (5pts)
Block:	Deflecting Punch (1pt) Maka Wara (3pts)
Grab:	Air Throw (2pts) Brain Cracker (2pts) Grappling Defense (4pts) Pin (3pts)
Athletics:	Backflip (2pts) Drunken Monkey Roll (1pts) Light Feet (3pts) Wall Spring (1pt)
Focus:	Chi Kung Healing (4pts) Zen No Mind (3pts)



Jiu Jitsu

Originally developed in Japan in the 15th - 17th centuries. Jiu Jitsu is a "soft" martial art, intending to subdue (rather than incapacitate) an opponent by pinning them in place. It uses the opponent's own weight and momentum against him, making it an elegant pacifist style. Jiu Jitsu students learn to use leverage and the inherent strength of their leg and back muscles to easily lift and toss people three times their weight or more. Jiu Jitsu practitioners don't have to be particularly muscular or tough, although it helps; many of the best stylists are somewhat flabby around the midsection yet still able to send opponents flying across the room without breaking a sweat.

Schools: Jiu Jitsu is taught a. over the world, usually in the sporting form of Judo. Many American soldiers stationed in Japan after World War II learned the art and helped popularize it in the United States, and traveling Japanese senseis are still spreading knowledge of this art around the world.

Members: Anyone can take classes. Judo is a popular sport in Japan and the U.S., and it is often taught as a self-defense technique.

Concepts: Lemma fatales. sports enthusiasts. police

Initial Chi: 3

Initial Willpower: 4

Quote: *"The bigger they are, the harder they fall."*

Special Maneuvers

Punch:	Ear Pop (2pts)
Kick:	Foot Sweep (1pt) Spinning Foot Sweep (1pt)
Block:	Deflecting Punch (1pt) Energy Reflection (3pts) Maka Wara (4pts) Missile Reflection (1pt) San He (3pts)
Grab:	Air Throw (1pt) Back Breaker (2pts) Back Roll Throw (1pt) Dislocate Limb (3pts) Grappling Defense (2pts) Hair Throw (2pts) Improved Pin (2pts) Neck Choke (1pt) Pin (2pts) Stomach Pump (3pts) Suplex (1pt) Thigh Press (2pts) Throw (free)
Athletics:	Breakfall (free) Kippup (1pt)
Focus:	Chi Kung Healing (4pts) Toughskin (3pts) Zen No Mind (3pts)



Kabaddi

The Powerful secrets of Kabaddi originated in the secluded corners of ancient India. Monks who dedicated their lives to meditation, yoga and the mental practices of Dhyana Buddhism (called Zen in Japan) developed extraordinary physical and mental powers. They were said to be able to walk through walls, stop their heartbeats for hours at a time, and perform many other superhuman feats.

Luckily, in order to master these abilities, the monks had to achieve such a state of mental tranquillity, that they never put their abilities to violent use – except in self-defense. To defend themselves against bandits and other aggressors, the ancient yoga masters developed Kabaddi.

Kabaddi is one of the hardest styles to master because of the strict mental discipline and bodily control the student must develop. While Kabaddi is less violent than most styles, it nonetheless assures victory for its practitioner through weird and unusual tactics. Many Kabaddi masters, through their miraculous body control, are able to extend their very limbs to hit opponents from across the room. The supreme master of this style, Dhalsim, can even move his mortal frame to another location in space – he can teleport. The Kabaddi student who aspires to such feats must first learn to control every molecule in her body.

Even more fascinating is certain practitioners' mental acuity. They seem to be able to ignore all distractions and can often second-guess an opponent's action. The student main philosophy is that if your opponent cannot strike you, then he cannot harm you.

To use Kabaddi to the fullest, the student must be both mentally and physically fit. Kabaddi stylists often frustrate their opponents, driving them into an unreasoning rage while they calmly pound away at them, eventually winning the fight through patience and wise tactics.

With the increase prominence of yoga in the western world, more and more fighters have sought out this style. Practitioners of other styles hope this is just a fad.

Schools: Schools can be found scattered all over the world, but they usually admit only a select few.

Kabaddi is one of the more strict and rigid styles. Classes begin with a full hour of meditation. Kabuki exercises test the limits of even the most dexterous fighters.

Members: Traditionally, only those who have already displayed a great deal of restraint and discipline can take classes. This restriction has begun to disappear from the most modern schools, but the best students are still the ones who display the most restraint and concentration.

Concepts: Zen monks, Yoga instructors, New Agers

Associated Weapons: Bhuj (Axe), Chakram, Katar, Pata, Saber, Spear, Staff

Initial Chi: 5

Initial Willpower: 2

Quote: "You must learn to control you feelings and think of nothing but your opponent. Only after the fight can you think of winning."

Special Maneuvers

Punch:	Head Butt (1pt)
Kick:	Slidekick (2pts)
Block:	Energy Reflectaion (3pts) San He (3pts)
Grab:	Air Suplex (2pts) Brain Cracker (1pt) Dislocate Limb (3pts) Head Butt Hold (2pts)
Athletics:	Cannon Drill (5pts) Flying Body Spear (2pts)
Focus:	Balance (3pts) Blind (5pts) Chi Kung Healing (3pts) Chi Push (5pts) Cobra Charm (2pts) Extendible Limbs (4pts) Fireball (3pts) Flying Fireball (3pts) Ghost Form (5pts) Improved Fireball (5pts) Inferno Strike (5pts) Leech (3pts) Levitation (3pts) Mind Reading (3pts) Psychic Vise (5pts) Regeneration (1pt) Telepathy (2pts) Yoga Flame (3pts) Yoga Teleport (5pts)



Kung Fu

Martial arts scholars mark the beginning of Chinese martial arts as the year A.D. 527, when an Indian monk named Ta-Mo came to the first Shao-Lin temple in the Hunan province of China. Ta-Mo found the monks at the Young Forest temple to be so physically weak they could not even meditate without falling asleep. He began a conditioning practice among the monks; this eventually led to the practice of martial arts.

Over the centuries the practice of Kung Fu spread to many different temples, families and dynasties within China, and beyond to Okinawa and Japan. Many temples and Kung Fu fighters developed their own unique styles of Kung Fu.

Some temples concentrated on animal styles, developing fighting arts that mimicked the fighting styles of animals such as white cranes, tigers, snakes, praying mantises, monkeys and even mythical creatures like dragons. Other Kung Fu styles concentrated on the internal Chi energy within the body, using this energy to produce devastatingly powerful punches and kicks. Still others practiced exclusively with weapons, becoming masters of the sword, spear, or more exotic weapons.

This abundance of styles has made Kung Fu a complex and beautiful martial art. To know that an opponent practices Kung Fu does not offer much insight into how the martial artist actually fights. She might practice Wing Chun Kung Fu and use flurries of direct punches, or practice Snake Kung Fu and focus her Chi into a few select strikes to vital points. Any Street Fighter who practices Kung Fu has a wide variety of techniques and powers open to her.

In the last couple of decades, Kung Fu has become popular around the world. Hollywood has begun using more martial arts stars in action films, and this has led to more schools opening up in North America and Europe.

Schools: There are Kung Fu schools around the world in almost any big city, but the student should beware. There are very few true masters of Kung Fu; many schools are run by imitators trying to make a quick dollar off of the popularity of the style. Certainly, anyone who hopes to survive in the ring of the Street Fighters must have taken lessons from a true Kung Fu master.

Many of the best schools and masters still live in the Far East, and while discrimination has decreased in the last decade, many Chinese teachers will still only teach Chinese students. Most Kung Fu teachers are called Sifu, not Sensei, which is a Japanese word.

Concepts: Aspiring action-movie star, health nut, philosopher
Associated Weapons: Many, including broadsword, saber, spear, staff and steel whip.

Initial Chi: 4

Initial Willpower: 3

Quote: "Just because one has found peace with oneself doesn't mean one is at peace with others."

Special Maneuvers

Punch:	Dim Monk (4pts) Dragon Punch (5pts) Heart Punch (4pts) Hundred Hand Slap (5pts) Knife Hand Strike (3pts) Monkey Grab Punch (1pt) Rekka Ken (4pts)
Kick:	Air Hurricane Kick (1pt) Ax Kick (4pts) Backflip Kick (3pts) Double Dread Kick (4pts) Double-Hit Kick (1pt) Dragon Kick (5pts) Forward Backflip Kick (2pts) Forward Flip Knee (3pts) Hurricane Kick (5pts) Lightning Leg (4pts) Stepping Front Kick (3pts)
Block:	Deflecting Punch (1pt) Maka Wara (3pts) San He (3pts)
Grab:	Grappling Defense (4pts) Hair Throw (2pts) Improved Pin (3pts) Pin (3pts) Rising Storm Crow (5pts) ** Note Please see Majestic Crow Kung Fu and / or consult your storyteller**
Athletics:	Drunken Monkey Roll (SL 2 pts / ML 1 pt)
Focus:	Chi Kung Healing (3pts) Chi Push (5pts) Balance (3pts) Fireball (4pts) Flying Fireball (3pts) Improved Fireball (5pts) Leech (4pts) Levitation (4pts) Regeneration (2pts) Zen No Mind (3pts)



Ler Drit

Ler Drit is M. Bison's own unique fighting style, one that combines Soviet assassination techniques, powerful jumping movements and Bison's own dark psychic powers. Ler Drit is never taught to anyone outside of Bison's organization. Its effectiveness is without dispute. However, learning this style is no easy task. Its tolls on the body and mind are enormous. Casualties in class are not uncommon. Students who can't handle Ler Drit's physical training usually die, and those whose minds snap under the strain of the psychic training turn into soulless Revenants.

M. Bison has been practicing and developing Ler Drit for nearly 15 years now. He is continually improving the style and adding new techniques. This is yet another reason for his involvement in the World Warrior circuit. He must practice his special maneuvers against the very best in the world. Only then will his style become refined.

Strength, confidence and ruthlessness are the hallmarks of Ler Drit, and M. Bison teaches his students those qualities. By harnessing the power of the mind and developing the body to frightening levels of physical perfection, the Ler Drit stylist seeks the power to crush his opponent under foot.

Little is known in the outside world about the history of the style, its brutal training methods or its stylists' source of psychic power. It is surmised that many of the more basic maneuvers were techniques Bison learned in his youth while undergoing Special Forces Training with Soviet commandos. The true origin of the style's Special Maneuvers confound even the wisest of sensei. Bison's ability to channel so much energy into maneuvers like the Psycho Crusher astounds the fighting community.

New Street Fighters show up with this style occasionally and usually clean up at Tournaments. However, Ler Drit is still uncommon. Anyone possessing knowledge of it is almost always assumed to be working for M. Bison.

Schools: The only known place to study Ler Drit is Mriganka, M. Bison's island country.

Members: Comprised entirely of Shadoloo operatives, Ler Drit is taxing and costly. Members of both genders have learned this style; however, no one but M. Bison has truly mastered it.

Concepts: Shadoloo Street Fighters, criminal dictators, megalomaniacal Overlords

Associated Weapons: Bhuj (Axe), Chakram, Katar, Pata, Saber, Spear, Staff

Initial Chi: 5

Initial Willpower: 2

Quote: *"Show your opponent no weaknesses and he will find yours."*

Special Maneuvers

Punch:	Ducking Fierce (1pt) Hyper Fist (5pts) Spinning Knuckle (3pts)
Kick:	Double Dread Kick (4pts) Flying Knee Thrust (1pt) Forward Flip Knee (3pts) Forward Slide Kick (2pts) Scissor Kick (3pts) Slide Kick (2pts) Stepping Front Kick (4pts)
Block:	San He (3pts)
Grab:	Grappling Defense (4pts) Iron Claw (5pts)
Athletics:	Flying Body Spear (3pts) Flying Heel Stomp (3pts) Flying Punch (3pts)
Focus:	Blind (3pts) Cobra Charm (3pts) Mind Control (5pts) Mind Reading (3pts) Psycho Crusher (5pts) Psychic Rage (3pts) Psychic Vise (4pts) Psychokinetic Channeling (3pts) Regeneration (2pts) Stunning Shout (3pts) Telepathy (2pts)



Lua

Hawaii is commonly known for many things, but not for a native martial art. However, as more warriors trained in Lua make their mark in the Street Fighter circuit, this native Hawaiian style is becoming better appreciated. Once believed to have been a "lost" martial art, it is now recognized that Lua went underground after being repressed by authorities in the early 1800s.

Lua or "bonebreaking" is a dangerous combination of grappling and striking relying upon the practitioner's knowledge of human anatomy, particularly musculature and the nervous system. Street Fighters who use Lua can be quite menacing in the rings although conversant in medium-range techniques, their true threat emerges in close-range combat. A Street Fighter in a match with a Lua stylist had best keep him at a distance, or within moments she will find herself on the ground and unable to move.

The dance-like motions that can accompany Lua can be quite unnerving; many Lua warriors fight along with the tones of a mele, to a soothing and sonorous melody that can distract an opponent or even cause him to let his guard down --- this is the moment that a Lua warrior strikes.

As Lua becomes better known, darker elements of its past are emerging as well. In the past, it was not uncommon for students to lie in wait for lone travelers and ambush them: within a matter of moments, the victim's limbs would be completely disjointed and dislocated. Ideally, the students were supposed to rehabilitate and restore the target's body, but too often he was left to die.

Schools: Schools can be found only in Hawaii. A teacher of Lua is called a kahuna, which --- much like a standard sense is a combination warrior, priest, and medicine man. Lua has a strong philosophical and spiritual aspect, which unfortunately is not often studied by its practitioners.

Variants of Lua are believed to be found throughout Polynesia, but they have not been confirmed.

Members: In spite of its dark past, Lua is studied by many honorable warriors. Almost every Lua practitioner is Polynesian. It is rare for a non-Polynesian to be taught the form, and such cases are truly exceptions. Students of Lua are physically conditioned at the same time they learn the intricacies of the human body --- to hurt and to heal.

Concepts: Priest, medicine-man, healer, assassin

Initial Chi: 3

Initial Willpower: 4

Quote: "Come closer, come... certainly I am not a threat to you..."

Special Maneuvers

Punch:	Dim Mak (4pts)
Kick:	Backflip Kick (3pts) Double-Hit Knee (1pt) Wounded Knee (2pts)
Block:	Energy Reflection (3pts)
Grab:	Choke Throw (2pts) Disengage (2pts) Dislocate Limb (3pts) Eye Rake (1pt) Grappling Defense (3pts) Head Bite (2pts) Improved Pin (2pts) Iron Claw (4pts) Neck Choke (2pts) Pin (2pts) Sleeper (3pts)
Athletics:	Light Feet (3pts)
Focus:	Balance (3pts) Chi Kung Healing (3pts) Chi Push (5pts) Fireball (4pts) Ghost Form (5pts) Leech (3pts) Levitation (SL 3 pts / ML 4 pts) Mind Reading (3pts) Musical Accompaniment (1pt) Toughskin (3pts)



Majestic Crow Kung Fu

A relatively unknown variant of Kong Fu, Majestic Crow is an external Style--i.e., it relies more upon muscle power and physical prowess than on internal psychology and spiritual development. Its stances are somewhat similar to the Tibetan White Crane Style, although it is more rough-and-tumble, with many Grabs and Throws.

The history of the art is obscure at best; its only known living master, Master Xaudo, attributes the art to a Chi-nese shih (essentially a professional do-gooder) who lived sometime around A.D. 600. The *shih* was a master of quite a few different forms of Kong Fu, but was not satisfied with any of them; he retired to the hills outside of a small village to contemplate the problem. There, the story goes, he happened upon a crow caught by a snare, fighting with a fox that was trying to make a meal of him.

The crow, held down by the snare and unable to escape, fought bitterly against its much larger opponent. The shih watched in fascination on as the crow launched into a vicious flurry of beating wings and scratching talons whenever the fox would get close. The fox., for its part, repeatedly attacked and retreated, apparently attempting to exhaust the crow into submission. Inspired by this drama, the *shih* released the crow (annoying the fox, which according to legend harassed him from that day forward), and set out to design a new fighting Style, which he called "the Majestic Crow"

The style is based on a *yin-yang* pattern of alternating between keeping still or moving slowly, and launching into a blinding flurry of attacks using all limbs at once. It evolves many high-leaping forward kicks and claw-hand strikes, resembling a crow's raking talons, as well as rapid open-hand slaps resembling the furious heating of wings. Rising Storm Crow, a unique Special Maneuver, is one of the hallmarks of the Majestic Crew; it is hinted, however, that this is but the tip of the iceberg, and a host of other, even more powerful techniques exist, their secrets hidden in the Sifu's mind.

Schools: In older times, there were a fair number of Majestic Crow schools in mainland China, but over the generations they gradually disappeared. Now only one Sifu is known to remain: Master Xaudo, who is too old to teach full-time. He also has many enemies (most notably Shadoloo, which he's crossed many times), so he tries to keep his location a secret. He takes but a handful of students at a time, and then only instructs the best of those with the Style advanced techniques.

Membership: Anyone can join who is dedicated enough to find master Xaudo and impress him. However, he is very particular about whom he will teach, and will dismiss anyone he feels is not up to the challenge.

Concepts: Die-hard Kung Fu Students, student of the esoteric, wandering do-gooder

Initial Chi: 3

Initial Willpower: 4

Quote: *"The crow is impassive and aloof, but can attack with incredible ferocity if provoked."*

Special Maneuvers

Punch: Crow Beats it Wings (Hundred Hand Slap) (4pts)
 Dim Mak (5pts)
 Dragon Punch (5pts)
 Monkey Grab Punch (1pt)
 Rekka Ken (5pts)
 Triple Strike (1pt)

Kick: Air Hurricane Kick (1pt)
 Backflip Kick (3pts)
 Double Dread Kick (3pts)
 Double-Hit Kick (1pt)
 Flash Kick (4pts)
 Flying Thrust Kick (4pts)
 Great Wall of China (4pts)
 Hurricane Kick (5pts)
 Lightning Leg (4pts)
 Stepping Front Kick (3pts)
 Whirlwind Kick (5pts)

Block: San He (4pts)

Grab: Air Throw (2pts)
 Crow's Talon (Iron Claw) (4pts)
 Grappling Defense (4pts)
 Hair Throw (2pts)
 **Rising Storm Crow (4pts)

****Note:** This is a extremely powerful maneuver, Consult your Storyteller

Athletics: Air Smash (1pt)
 Cannon Drill (5pts)
 Drunken Monkey Roll (2pts)
 Flying Body Spear (3pts)
 Landing Crow (Flying Heel Stomp) (3pts)
 Rolling Attack (4pts)
 Wall Spring (1pt)

Focus: Chi Kung Healing (4pts)
 Fireball (4pts)
 Improved Fireball (3pts)
 Stunning Shout (3pts)



Native American Wrestling

Native American Wrestling began as entertainment among braves. They used it to develop endurance and agility. T. Hawk combined this style with ancient mystical teachings about mental strength and the spirits of the totems. The result was a style of deadly throws, crushing strikes and the invocation of totem spirits to perform mysterious attacks. Native American Wrestling has become one of the fastest-rising styles in the circuits.

Native American wrestlers are some sort of the most versatile fighters. Their styles requires them to think fast in order to negate an attack with an instant counter. This mindset lets them adapt almost instantly to any situation. Most opponents never realize that they have just set themselves up for a fall until they have been pinned. Flexibility, speed and cunning make Native American wrestlers the fiercest of competitors.

Native American Wrestling Consists of attack and counter attacks. Wrestlers have a wide variety of combinations that allow them to reserve any situation. One of the best weapons is their ability to spot a flaw in their opponents and use it against them. This puts most fighters on their guard from the start of a match to its end.

The style's only real weakness is that many fighters never learn the mental and mystical part to its fullest. They stop after mastering a few quick tricks, but nothing that could really make them potent.

Not so with the newcomer T. Hawk. He used only a portion of the moves in his arsenal to win his first match, but it was enough to make a lasting impression on the other competitors. Other wrestlers claim T. Hawk's fame is only the beginning for this style.

Schools: It is rather easy to find a school, but these schools only teach the basics. The best school are on the Native American reservations, but it is very difficult to attend these classes. Teachers are very suspicious of anyone of non-native descent.

This style first teaches the main techniques and then shows their counters. A student is expected to be able to react to any given situation. Trainers keep their students constantly on their toes with new holds and escaped.

Members: This new style has a very diverse membership. Native American wrestlers come in all shapes, sizes and races. Native American Wrestlers trainers can find ability in almost anyone.

Concepts: Wrestling fan, Olympic athlete, student, shaman

Initial Chi: 3

Initial Willpower: 4

Quote: *"I am not a fighter but a warrior. I harness my strength from myself and the spirits of the ancient totems. This is why I shall never lose."*

Special Maneuvers

Punch:	Buffalo Punch (1pt) Ear Pop (2pts) Shockwave (3pts) Spinning Clothesline (4pts) Heart Punch (2pts)
Kick:	Wounded Knee (2pts)
Grab:	Air Throw (2pts) Back Breaker (2pts) Bear Hug (1pt) Brain Cracker (1pt) Dislocate Limb (3pts) Disengage (2pts) Face Slam (2pts) Grappling Defense (3pts) Iron Claw (4pts) Neck Choke (1pt) Pile Driver (3pts) Spinning Pile Driver (5pts) Sleeper (3pts) Stomach Pump (3pts) Storm Hammer (5pts) Suplex (1pt) Thigh Press (2pts)
Athletics:	Air Smash (1pt) Diving Hawk (4pts) Ground Fighting (3pts) Thunder Strike (1pt)
Focus:	Chi Kung Healing (4pts) Chi Push (5pts) Ghost Form (5pts) Regeneration (2pts) Thunderclap (4pts)



Ninjitsu

Ancient Japanese legend states that the Ninja clans descended from a creature called the Jengu, a half-man, half-crow hybrid with the power to alter nature and the minds of men. Whatever their actual origin, Ninja have gained great notoriety as spies, assassins and warriors.

Few realize that Ninja are more than simple assassins. Ninjitsu is in fact a very spiritual way of life, emphasizing nature and the inner being. It also emphasizes the martial life, both for the protection of their sacred Mikkyo temples and for the profit of their family. Ninja clan members begin their training at the age of five. By the time they reach their late teens, they have become accomplished warriors and spies.

Throughout their history, Ninja have been superstitiously feared by common and noble Japanese alike. This is not only because of their talent for stealth and infiltration, but also because of their mystical abilities. Kuji-in (Chi-focusing hand positions) and Saiminjutsu (hypnotism) allow Ninja to influence the natural world and the minds of their opponents. These abilities are the greatest of all their secrets, and a Ninja will die before revealing them to an enemy. The hand positions are never taught to a student who is not a member of one of the clans.

Unlike Karate, Ninjitsu does not train a fighter to take down an opponent with one powerful punch. A Ninja will often work at an enemy until he becomes fatigued and exposes himself to a telling blow. This doesn't mean that Ninja don't have powerful moves: they merely save them for the final stroke. Ninja like to baffle and confuse their targets by disappearing before their opponents' eyes. Stealthy movements, the use of shadows and a penchant for dark clothing often make it hard to focus on a Ninja, even in the midst of battle. Fighters have been known to turn their backs on a Ninja during a match and never catch sight of her again, though they notice every blow the Ninja lands on them.

Weapon training forms a large part of Ninjitsu skills, and Ninja frequently fight as Duelists. A weapon is regarded as an extension of the Ninja's will. A large variety of arms, usually concealed ones, are used by Ninja. Chief among these are the ninja-to (a straight short sword) and tine shuriken (throwing star). Modern weapons are not commonly used by Ninja unless a particular situation requires them, like attacking an airplane in flight (a shuriken just isn't as effective as a Stinger missile). Weapons are never used during matches unless weapons are permitted and agreed upon by both opponents. Contrary to popular films, Ninja are quite honorable, although there have been exceptions.

Classical Ninjitsu also trains a student in the ways of espionage. Many ancient shogun and samurai were brought down by Ninja infiltrators.

Ninja clan organization follows a three-Tiered system. The Jonin, or "high man," maintains the discipline of the clan and controls the entire spy network. Below the Jonin are the Chunin, or "middle men." Many Chunin may be controlled by a single Jonin, yet remain unaware of the existence of other Chunin. This protects the other Chunin from being exposed if one of their number is

captured. It also protects The Jonin from being given false information if he has more than one agent pursuing a single mission. The bottom rank of the clan comprises the Genin, or "low men": these are the foot soldiers of the clan.

The Ninja realize the importance of women, not just as spies but also as warriors. All members of a Ninja clan are trained in the Ninjitsu style. Female Ninja are called Kunoichi and are every bit as dangerous as their male counterparts.

The ancient Ninja clans have decided to make their presence known in recent years, but not to the public at large. It serves the purposes of the clans to allow the "western" Ninja to perpetuate the stereotypical Ninja of the movies, and to educate those interested few in the mystical philosophies of the style. At the same time the clans send out representatives and spies to increase their power and wealth by working for various clients. Recently the clans have discovered the Street Fighter circuit. They have begun to participate in its battles, seeing the circuit as a way to advertise their services to powerful sponsors.

STREET FIGHTER

The Storytelling Game

True Ninja

To be a Ninja with Saiminjutsu powers, the character must take the Background of Clan Heritage. This reflects the years of study in a clan's dojo. Regardless of the character's original nationality, he must have this

Background to learn the Chi-focusing hand magic of the true Ninja. Only a Ninja with a Background of four or greater will be taught the hand magic. An established character may acquire this Background through roleplaying and by using amassed experience to buy it. This might even require a special adventure in which the character proves his value to a Ninja clan and is subsequently adopted by the clan. Any of the Ninjitsu skills may be learned, so long as the student has at least one dot in the Clan Heritage Background. However, the mystical skills are only taught to the Ninjitsu students who best personify the spirit of the Ninja.

Common Abilities

Alertness, Interrogation, Insight, Streetwise, Subterfuge, Blind Fighting, Security, Stealth, Survival, Investigation, Style Lore

Clan Ranks

Clan ranks are determined by a number of criteria. A Ninja's prowess in combat and infiltration are as important as her social standing within the clan. It is important that a fighter be skilled in all aspects of the Ninja way of life to advance in rank.

Genin

A Ninja character must have at least one dot in all of the common Abilities to qualify as a Ninja of the Genin title.

Chunin

A Ninja character must have at least three dots in five of the common Abilities to qualify as a Ninja of Chunin rank.

Jonin

A Ninja character must have at least five dots in no fewer than five of the common Abilities, as well as three dots in the remaining Abilities, to become a Jonin. At this rank a Ninja may start his own clan; if he is a master, he may also teach students the way of Ninjitsu.

Schools: Schools of Ninjitsu are rare, but fairly easy to find, and the basics of Ninjitsu are taught to anyone. To learn the mystical powers of Saiminjutsu, one must be accepted by a Ninja clan's dojo and adopted by that family. Few *gayin* (foreigners) can actually locate the reclusive clans and fewer still are accepted.

Members: Anyone may take lessons at a commercial Ninja dojo, but the truly great Ninja are all descended from the clans in Japan.

Concepts: Ninja are masters of illusion and espionage. Ninja can masquerade as any other profession.

Associated Weapons: Many, including bow, Kusari, Kusarigama, ninjato, shuriken

Initial Chi: 5

Initial Willpower: 2

Quote: *Karate and Kendo fighters compete to score points. A true Ninja fights for life --- his own or his opponent's.*

Special Maneuvers

Punch:	Boshi-ken (Thumb Drive) (2pts) Ear Pop (2pts) Head Butt (1pts) Rekka Ken (5pts) Shikan-ken (Ninja Knuckle Fist) (SL 2 pts / ML 3 pts) Shuto (Sword Hand) (2pts.)
Kick:	Backflip Kick (2pts) Cartwheel Kick (2pts) Double-Hit Kick (1pt) Double-Hit Knee (1pt) Flying Thrust Kick (4pts) Handstand Kick (1pt) Heel Stamp (1pt)
Block:	Deflecting Punch (1pt) Maka Wara (4pts)
Grab:	Air Throw (2pts) Back Roll Throw (1pt) Disengage (1pt) Dislocate Limb (2pts) Eye Rake (1pt) Hair Throw (2pts)
Athletics:	Drunken Monkey Roll (2pts) Flying Heel Stomp (3pts) Rolling Attack (3pts) Vertical Rolling Attack (2pts) Wall Spring (1pt)
Focus:	Balance (SL 3 pts / ML 2 pts) Death's Visage (3pts) Entrancing Cobra (4pts) Leech (3pts) Sakki (3pts) Shrouded Moon (SL 1 pt / ML 2 pts) Speed of the Mongoose (3pts) Zen No Mind (3pts)



Pankration, The

One of the least known fighting styles in the world, the Pankration is arguably one of the oldest fighting styles in existence. The Greeks believed that it was created by the hero Theseus, who combined Wrestling with Boxing to defeat the minotaur in the labyrinth. The Pankration was fought in the earliest days of the original Olympics, alongside Boxing and Wrestling.

The Pankration is many forms of fighting rolled together into one: punching, kicking, grappling, biting -- almost anything was allowed. Although various techniques were not given the poetic names common to Chinese martial arts, it was not unusual to find maneuvers compared to animal attacks.

When the armies of Alexander the Great marched across the known world, they set up tents for demonstrations of a variety of sports including the Pankration. Some allege that when these armies crossed the Himalayas in the 4th century B.C., the Pankration set the stage for the development of Kung Fu. It was commonly believed that the Pankration died as a martial art after the Roman Empire. Seeing the diminution of the art however, Pankration masters elected instead to teach their art in secret to only the most worthy of candidates. But with the entry of Pankration into Street Fighting has the style reappeared in public.

When fighting a master of the Pankration, one should be prepared for anything: where on pankratiast might favor punching, another might prefer kicking or grappling. Much like Jeet Kune Do, the Pankration is a very personal fighting style, lacking formal styles commonly studied in the East. The Pankration is also one of the most brutal of the martial arts: it cannot be found anywhere taught as a "competition" or "demonstration" sport.

Schools: Traditionally a Pankration school was called a korykeion, strongly resembling Boxing Schools. Present day Pankratiasts, however, study in their homes of their masters. With the rise in the style's popularity, there has been some talk of reestablishing the korykeion as a preferred method of formal instruction.

Teachers of the Pankration may be found almost anywhere, but the majority of them are in small villages in Greece. Training in this style is brutal and efficient, and instructors are not known for their mercy.

Members: Only serious-minded individuals capable of enduring much punishment learn the Pankration. While many youngsters may begin studying under a master, the rigors of the style tend to discourage all but the most dedicated.

Concepts: Wrestling fan, Amazon, village champion

Initial Chi: 1

Initial Willpower: 6

Quote: "I am the embodiment of over 3,000 years of tradition.

My style may seem simple, but it is pure in its simplicity."

Special Maneuvers

Punch:	Buffalo Punch (1pt) Ducking Fierce (1pt) Ear Pop (2pts) Fist Sweep (2pts) Head Butt (1pt) Spinning Back Fist (1pt)
Kick:	Double-Hit Knee (1pt) Flying Knee Thrust (1pt) Foot Sweep (1pt) Slide Kick (2pts) Wounded Knee (2pts)
Block:	Maka Wara (3pts)
Grab:	Air Throw (2pts) Back Breaker (2pts) Bear Hugh (1pt) Brain Cracker (1pt) Choke Throw (2pts) Disengage (2pts) Dislocate Limb (2pts) Grappling Defense (3pts) Head Bite (2pts) Improved Pin (3pts) Knee Basher (2pts) Neck Choke (2pts) Pin (2pts) Stomach Pump (3pts) Suplex (1pts)
Athletics:	Air Smash (1pt) Breakfall (1pt) Flying Heel Stomp (3pts) Ground Fighting (2pts) Thunderstrike (1pt)
Focus:	Toughskin (2pts)



Sanbo

Sanbo is a Russian form of Wrestling originally used to test contestants' strength and amuse the Czars. It remained a part of Russian culture even after the Communists took over.

The students of Sanbo believe their style proves who is the strongest among men. It tests not only one's strength but also one's will, and students sometimes go to extremes to prove their strength. Sanbo students usually resemble the giants of legend and myth. They take pride in their huge size and will do anything to become the largest in their village.

Unlike most styles, Sanbo relies almost entirely on strength. To prove their might, students may pull wagons loaded with hay across a snow-covered field or fight bears barehanded in a snowstorm. It is hard to determine what is truth and what is tall tale amongst their stories, but most students will be more than happy to demonstrate their strength to any doubters.

Sanbo uses little flash and even less speed. Wrestlers concentrate on stunning grabs and amazing throws. Opponents, assuming that a Sanbo student is clumsy, often make the mistake of getting too close -- that is when the wrestler piledrives his opponent's face into the ground. Wrestlers do not always rely on throws; they can execute lethal strikes with equally deadly results. Their strikes have been known to cripple an opponent with one hit.

Interest in Sanbo has recently increased. Sanbo students have appeared in the latest Olympics and competed in both the power-lifting and Wrestling events. They have demonstrated their strength and stamina by besting some of the best athletes in the world.

Schools: Unfortunately, few schools teach Sanbo, and those schools are almost always in Russia. Because of the recent reforms, schools are beginning to appear around the world, and the Russian school are now open to all. It is still difficult to track down these schools, but students say the gain is worth the effort.

Sanbo has little organization. Students are taught the basics and then expected to learn through experience. This is supposed to strengthen the student; it seems to have worked so far.

Members: Anyone can take classes, but Sanbo students are primarily big, strong men. Don't be fooled, though, there are women Sanbo wrestlers, but they are as big and as intimidating as the men.

Most students train for about six months and then begin to learn the rest by experience. Sanbo students are trained in the harshest environments in Russia, in order to strengthen the fighters.

Concepts: Circus strongmen, blue-collar workers, giants

Initial Chi: 1

Initial Willpower: 6

Quote: "Only the Strong win battles."

Special Maneuvers

Punch:	Ear Pop (2pts)
	Hundred Hand Slap (5pts)
	Heart Punch (2pts)
	Spinning Clothesline (3pts)
	Turbo Spinning Clothesline (2pts)
Kick:	Double-Hit Kick (1pt)
Grab:	Air Throw (2pts)
	Back Breaker (2pts)
	Bear Hug (1pt)
	Brain Cracker (1pt)
	Disengage (2pts)
	Dislocate Limb (3pts)
	Face Slam (3pts)
	Grappling Defense (3pts)
	Head Bite (2pts)
	Iron Claw (4pts)
	Neck Choke (2pts)
	Pile Driver (2pts)
	Siberian Bear Crusher (SL 4 pts / ML 5 pts)
	Siberian Suplex (3pts)
Sleeper (3pts)	
Spinning Pile Driver (4pts)	
Stomach Pump (3pts)	
Suplex (1pt)	
Thigh Press (2pts)	
Athletics:	Air Smash (1pt)
	Ground Fighting (3pts)



Savate

The art of French kick fighting was developed in the 18th century and bears similarities to Boxing and karate. Unlike Boxing, Savate employs jump kicks and highly acrobatic techniques. A confrontation between two Savate fighters reminds one of a bare-knuckle fight, and in many respects is exactly that, except for the inclusion of kicks.

Savate is derived from the kick fighting of French mariners and is governed by rules of conduct similar to those the Marquis of Oueensbury developed for Boxing. The style is characterized by a bouncing gait (which makes the fighter difficult to hit) and a unique method of delivering kicks.

Kicks studied in this style are unlike those of any other martial art. When delivering a kick, the fighter leans away from the direction of the kick, stretching one arm back like a fencer to balance himself. This allows the torso to pivot away from any counterattack. The toe, rather than the heel or the ball of the foot, is used to inflict damage. For this reason, the fighter wears soft shoes with reinforced toes. Savate kicks are usually probing thrusts with the toes or shins attacks designed to slip between the opponent's blocking hands.

Schools: Most fighters who study this style are of French descent, though anyone may earn. A Savate school is called a *salle*, and the best are located in Marseilles or Paris. This style is not so well known as others, and a *salle* may be difficult to find. Any fighter of even limited renown may open his own *salle* with little chance of competing with an established school. Of course the rarity of *salle* also makes locating a Savate master extremely difficult.

Members: Savate *salle* are open to anyone who wishes to learn the style. The training is less grueling than more complex styles. but the physical punishment involved in simple sparring deters those unsuited to the style. Many Street Fighters begin in this style and then add other maneuvers to diversity their repertoire.

Concepts: French Aristocrat, Street Tough, Boxer, Sea-man

Associated Weapons: Cane/Baton, Rapier

Initial Chi: 2

Initial Willpower: 5

Quote: *Boxing? Non, mon ami. Savate is nothing like Boxing. Come, let me show you how.*

Additional Abilities

While kicking, the fighter leans back much farther than other styles allow or expect. This gives the fighter an additional +1 to his Soak roll, provided the fighter is struck by an opponent who uses her superior Speed advantage to interrupt a Savate kick attack. Any other move that is interrupted will not give this Soak bonus, nor will Aerial Maneuvers (like the Ax Kick), jumps or blocks. This Soak modifier also does not apply to any types of leg sweeps or similar crouching maneuvers. In fact, a Savate fighter takes a -1 Soak penalty when interrupted by a sweeping maneuver.

When kicking, a Savate Street Fighter gains a +1 damage modifier. This simulates the hardened toecap of the Savate footwear and the fact that most Savate kicks are thrusting kicks designed to strike a particular point on the body, rather than sweeping blows to an entire limb. Other fighters have difficulty blocking Savate kicks because the kicks are so different from the methods they are trained to block.

Special Maneuvers

Punch:	Dashing Punch (4pts) Dashing Uppercut (2pts) Haymaker (2pts) Spinning Backfist (1pt) Spinning Knuckle (3pts) Turn Punch (4pts) Widowmaker (2pt.)
Kick:	Ax Kick (2pts) Double-Hit Kick (1pt) Flying Thrust Kick (4pt) Lightening Leg (5pts) Reverse Frontal Kick (1pt) Slide Kick (2pt)
Block:	Deflecting Punch (1pt.)
Athletics:	Esquives (2pts) Displacement (2pts)
Focus:	Toughskin (4pts)



Shotokan Karate

Shotokan Karate originated around 2000 year ago. The style was used by an order of Chinese monks as a form of defense. It has been passed through the generations to those worthy champions. Though not a widely used style, Shotokan Karate has proved itself throughout the many year it had been taught.

Students of Shotokan Karate are usually handpicked from people who have petitioned a Sensei. Students typically display a strong sense of honor and self-worth, and usually push themselves to their limits on a regular basis. They are never satisfied with winning; it is the fight they seek, not the prizes.

Shotokan Karate takes Karate and adds power summoned forth from the fighter's own enegery. Shotokan maneuvers are often mind-blowing in their complexity. Skilled students may defy the very laws of nature for a short time. Shotokan students' normal attacks are no less impressive. With but a punch, they can change the outcome of an entire fight.

Shotokan Karate became the most famous style of Street Fighting when Ryu beat the former World Warrior Champion, Sagat, with his vicious Dragon Punch. Since then, many new fighters have tried to seek out the renowned Shotokan Sensei Gouken, but he has never accepted a new student. Still, there are other masters through out the world who will perhaps train an ambitious young fighter.

Schools: There are many schools for this Style, but few masters. Most Shotokan schools are located in Japan, but one is in the western United States.

The structure of this style is somewhat simplistic in design. The students start by learning the basics and then advance by learning complex powers and maneuvers of this style. Students are considered to have completed their training when they have truly mastered the Dragon Punch. Many Students spend year just trying to learn this.

Membership: Before you can even hope of getting in a class, you must have some training in Karate. Then the Sensei gathers all the students and holds a small class to weed out the undesirables. The lucky few who remain are accepted for training.

Concepts: Karate masters, fighters, heath instructors, rich children

Associated Weapons: Nunchaku, Sai, Staff, Tonfa

Initial Chi: 3

Initial Willpower: 4

Quote: "We fight not for wealth or power, but for the fight itself. What care I for trophies? The thrill of victory and the thought of my next opponent are enough."

Special Maneuvers

Punch:	Dragon Punch (4pts) Flaming Dragon Punch (4pts) Knife Hand Strike (3pts) Lunging Punch (2pts)
Kick:	Air Hurricane Kick (1pt) Ax Kick (4pts) Double Dread Kick (4pts) Foot Sweep (1pt) Hurricane Kick (4pts) Whirlwind Kick (5pts)
Block:	Engery Reflection (3pts) Maka Wara (3pts) San He (4pts)
Grab:	Back Roll Throw (1pt) Pin (3pts)
Focus:	Balance (4pts) Chi KKung Healing (4pts) Fireball (3pts) Flying Fireball (3pts) Levitation (4pts) Improved Fireball (3pts) Inferno Strike (SL -- / ML 5 pts) Stunning Shout (2pts)



Silat

Silat is an Indonesian martial art. Like the Chinese style Kung Fu, it is a catch-all style covering a number of variants. Some styles are more graceful and flowing while others are direct and hard. Some estimates calculate that there are over 500 forms of Silat.

Silat maneuvers frequently resemble those of other styles, from the leg sweeps of Judo to the deflect-and-punch combinations of Wing Chung Kung Fu. A Silat stylist must be supple and focused: she learns how to use her entire body as a weapon. She also learns where to direct her attacks on an opponent's body, and how to read his body language to determine his mental and physical fitness. Silat stylists also learn how to fight on a variety of terrains, from rocky outcroppings to swamps. Silat is a multitude of styles in one: flowery but lightning-fast, gentle but lethal.

The final phase of Silat training involves a great deal of spiritual training and mental discipline; many Silat masters have been perceived as sorcerers, with their innate ability to heal or harm from a distance, through telepathy and clairvoyance.

Silat has been fairly well known among martial artists for a while now, but as Silat stylists start to appear in the Street Fighting circuit, the art is becoming more popular. Its deceptively beautiful maneuvers, designed to lull an opponent and lower her guard, have won many a match.

Schools: Schools are now found all over the world, but the best and most traditional ones are still believed to be found in Malaysia and Indonesia. Silat masters, called pandekars, are demanding: they require their students to study six days a week, three hours a day. Training can go on for years.

Members: Anyone who is dedicated enough to persist in the study of Silat is accepted. Although Silat stylists tend to be Indonesian, pandekars are not as restrictive in choosing students, and many Westerners have been accepted as well.

Concepts: Philosophers, itinerant mystics, sorcerer's apprentices
Associated Weapons: Baton, Kris

Initial Chi: 4

Initial Willpower: 3

Quote: "Come my friend, let us dance a little..."

The Kris

Unique to Silat is the kris, a wavybladed dagger or short sword with an angled "pistol-grip." The kris has as important a cultural significance in Malaysia as the katana, or samurai sword, does in Japan. The kris is both weapon and magical talisman: each kris is said to possess hantu (spirit). There are many legends about the kris, including the claim that it will rattle in its sheath to warn its owner of impending danger. However, many believe that the secrets of the kris have been lost to time.

Traditionally, every male in Malaysia was presented a kris by his father upon reaching puberty. Older variants of the weapon used to be made with a blend of nickel and now-exhausted meteorite iron.

Special Maneuvers

Punch:	Dim Mak (4pts) Dragon Punch (5pts) Hundred Hand Slap (5pts) Monkey Grab Punch (1pt)
Kick:	Double-Hit Kick (1pt) Dragon Kick (5pts) Lightning Leg (4pts) Stepping Front Kick (3pts)
Block:	Deflecting Punch (1pt) Energy Reflection (3pts) Maka Wara (3pts) San He (3pts)
Grab:	Grappling Defense (4pts) Dislocate Limb (3pts) Hair Throw (2pts) Improved Pin (3pts) Iron Claw (4pts) Pin (3pts)
Athletics:	Drunken Monkey Roll (2pts)
Focus:	Balance (3pts) Chi Kung Healing (3pts) Chi Push (5pts) Extendible Limbs (5pts) Fireball (4pts) Improved Fireball (4pts) Levitation (4pts) Mind Reading (3pts) Psychokinetic Channeling (4pts) Regeneration (2pts) Sonic Boom (3pts) Stunning Shout (2pts) Yoga Flame (3pts) Zen No Mind (3pts)



Spanish Ninjitsu

This unique blend of European and Japanese fighting styles was invented by Vega. Spanish Ninjitsu combines the European fighting art of Savate with the Japanese art of Ninjitsu. Savate lends the style lots of fast, powerful kicks, while Ninjitsu gives the style a variety of skills useful in combat, such as acrobatics, climbing and grappling. Many Spanish Ninjitsu stylists also borrow other skills from Japan's shadow warriors, such as stealth and survival training. Finally, since most of the men and women Vega trains in his art are former matadors, Spanish ninja are very elusive fighters with quick footwork learned after years of bullfighting in the arenas of Spain.

Vega's servants scout the bullfights of Spain to find prospective candidates for training in Spanish Ninjitsu. Recruits are gradually introduced to the criminal side of Vega's operations to weed out those who "don't have the stomach for assassination work." Every Spanish ninja ends up working for Vega, fulfilling assassination and espionage missions around the globe on behalf of anyone willing to pay Vega's fees, especially Shadoloo.

Training in Spanish Ninjitsu is extremely dangerous. Vega has little patience for cowards, especially unattractive ones. Recruits are thrown into pastures with mad bulls and must practice evasion and tree climbing to avoid being gored by a bull's horns. In the end, the training produces some of the fastest, most agile fighters in the world.

Schools: Students must be recruited to one of Vega 5 training camps in Spain.

Members: Most members come from prior criminal backgrounds or the bullfighting circuit.

Concepts: matador, assassin, thief

Associated Weapons: Claw, Dagger, Rapier, Saber, Shuriken

Initial Chi: 2

Initial Willpower: 5

Quote: "Fighting isn't always fair --- why should the fighter be?"

Special Maneuvers

Punch:	Ear Pop (2pts) Monkey Grab Punch (1pt)
Kick:	Back Flip Kick (2pts) Forward Backflip Kick (1pt) Forward Slide Kick (3pts) Forward Flip Knee (3pts) Handstand Kick (1pt) Slide Kick (2pts)
Grab:	Air Throw (2pts) Back Roll Throw (1pt) Disengage (2pts) Choke Throw (1pt) Suplex (1pt)
Athletics:	Backflip (2pts) Displacement (3pts) Diving Hawk (4pts) Esquives (?) (prereq for displacement) Flying Heel Stomp (3pts) Light Feet (3pts) Tumbling Attack (SL 2 pts / ML 3 pts) Wall Spring (1pt)



Special Forces Training

Initial Willpower: 6

Quote: "Yeah, I fight brutal. But, hey, it's him or me. You know what I mean?"

Just after World War II many nations began to implement Special Forces Training for certain elite units in their militaries. These units were nothing new, but the onset of the Cold War made covert operations much more important. Furthermore, the increase in terrorism created the need for military and police units specialty trained to handle terrorists.

Some of the world's better-known Special Forces units include:

United States - Green Berets, Navy SEALs, Airborne Rangers, Delta Force, SWAT units, FBI

Russia - Spetsnaz, KGB

England - British Special Agency (Cammy's organization), SAS (Special Air Services), Royal Marine, M-12

Korea - Rock Soldiers

Israel - Messed

Germany - GSG-9 (anti-terrorist police commandos)

France - French Foreign Legion

Special Forces soldiers have a mindset of duty and honor. They are fanatically loyal to their country and their branch of service. Some, after they leave the armed forces, join the underground fighting circuit. They are usually quite disciplined and can follow any routine given by their trainer, no matter how rigorous. Their sense of duty to their team usually unnerves most fighters in their stable.

Special Forces Training fuses Boxing, Judo, Jujitsu, and Tae Kwon Do into a swift and deadly hybrid. The style usually relies on the quickest and deadliest method of winning a fight. The fighter learns to use any technique in his arsenal to win and will often strike vital locations to take down an opponent. If a Special Forces fighter spots a weakness in an opponent, he will try to exploit it as much as possible.

Most nations are expanding military operations to counter the growing threat of Shadoloo. While Special Forces fighters are appearing more often, they are not the most popular competitors in the underground circuit because of their tactics. Most other styles refuse to train with a Special Forces fighter; some won't even allow them on their teams. Special Forces commandos blame this on the other styles' fear and vanity.

Schools: There are four types of schools: the Army, Navy, Air Force, and Marines. Each country has an elite military force. To enroll, just visit a recruiter.

This style usually takes away all of the fighter's freedom. Special Forces agents are up by dawn and in by dusk. There is little time for any kind of fun: even when out of the military, fighters usually maintain this grueling schedule. They are a trainer's dream and a manager's greatest asset.

Members: The average member is someone who joined the military to learn discipline or to better himself. Special Forces commandos usually become Street Fighters because, after they leave the military, it hard to find jobs as trained killers.

Concepts: Special Ops military personnel, SWAT agent, retired military personnel, survivalist

Associated Weapons: Combat Knife

Initial Chi: 1

Special Forces Training

Punch:	Hyper Fist (5pts) Heart Punch (3pts) Knife Hand Strike (4pts) Spinning Backfist (1pt) Spinning Clothesline (5pts) Spinning Knuckle (2pts) Turbo Spinning Clothesline (4pts)
Kick:	Ax Kick (3pts) Back Flip Kick (3pts) Double Dread Kick (4pts) Flash Kick (4pts) Flying Knee Thrust (1pt) Flying Thrust Kick (3pts) Foot Sweep (1pt) Forward Backflip Kick (2pts) Forward Flip Knee (3pts) Handstand Kick (1pt) Lightning Leg (5pts) Spinning Foot Sweep: (1pt) Tiger Knee (5pts)
Grab:	Air Throw (2pts) Dislocate Limb (3pts) Improved Pin (3pts) Hair Throw (2pts) Neck Choke (1pt) Pile Driver (3pts) Pin (3pts) Suplex (1 pt) Sleeper (4pts) Thigh Press (2pts) Knee Basher (2pts)
Athletics:	Cannon Drill (4pts) Ground Fighting (4pts)



Sumo Wrestling

Sumo Wrestling has been a part of Japanese culture since there was a Japan. *Sumotori* (wrestlers) have been revered as great warriors, and their strength is legendary. The people treat Sumo fighters like kings and the *yokozuna* (champion) like a god. Sumo is a part of history that the Japanese people treat with the utmost respect.

Sumo wrestlers combine massive size, strength, and discipline. They are trained to respect themselves, their opponents and their sport. They show great restraint as they enter a match and often begin by bowing to their opponents. This ritualistic attitude makes other fighters uneasy, but it all part of long standing Sumo tradition. Each Sumo wrestler feels that he represents not only his sport, but also his family.

The style itself is rather simple. The fighter uses his body to injure the opponent. The style enjoys a number of punches, kicks and blocks, but the basic principle is to flatten the opponent. Sumo fighters use a number of flying tackles that other fighters have nicknamed "The Death from Above." Those unfortunate who have experienced this attack can verify its strength.

In recent years, Sumo Wrestling has undergone some changes. The Americans had the best Sumo wrestler until he was beaten by E. Honda. The American champion himself signified that Sumo Wrestling was gaining notable recognition from around the world. Now, Sumo wrestlers routinely enter Street Fighter tournaments in an attempt to prove their prowess.

Schools: Most schools are located in Japan. These are the best, but not the only, schools. There are three schools located in Hawaii. One of these schools did produce a champion.

Sumo is organized by a complex ranking system. Fighters are ranked in two ways: by weight and by the number of tests completed. The weight portion is to ensure smaller fighters aren't outclassed. The tests combine strict mental discipline and rigorous physical challenges. These challenges range from carrying large amounts of weight over long distances to fighting several Sumo at once. This tests the fighter's strength as well as his will.

Members: Sumo Wrestling is purely dominated by large men. The larger the wrestler the greater the respect he will generally get, but this is not always the case.

Concepts: Japanese traditionalists, large men

Initial Chi: 2

Initial Willpower: 5

Quote: *"My size is my greatest weapon. You may be small and agile, but that won't stop me from crushing you."*

Special Maneuvers	
Punches:	Head Butt (1pt) Heart Punch (3pts) Hundred Hand Slap (4pts) Ear Pop (2pts)
Kick:	Double-Hit Kick (1pt) Foot Sweep (1pt) Spinning Foot Sweep (1pt)
Block:	Maka Wara (3pts) San He (3pts)
Grab:	Bear Hug (SL -- / ML 1 pt) Face Slam (2pts) Knee Basher (2pts) Sleeper (4pts)
Athletics:	Air Smash (1pt) Flying Head Butt (2pts)
Focus:	Stunning Shout (2pts) Toughskin (2pts)



Tai Chi Chuan

Is it a martial art? Is it a dance? Is it a meditation? Tai Chi Chuan is all of these at once while being none of them exclusively.

Tai Chi Chuan, the "supreme ultimate fist," is a Taoist form of Kung Fu designed to cultivate inner harmony and the practitioner's Chi. It is studied as a very slow and relaxed series of steps and moves, practiced daily by many Chinese since the Ming dynasty.

The origins of Tai Chi are mysterious. One claim is that it was developed by a Shaolin monk who saw a snake and a bird fighting and admired their constant hard-soft action inaction-flux. Another legend states that it was taught by a celestial being.

The Tai Chi Chuan practitioner understands cycles of movement and rhythm and the harmony that exists between opposites -- where the opponent is strong (throwing a punch, for example), the artist is "weak" moving away from the blow or deflecting it away. Where the opponent is weak (an opening that puts them off balance), the artist will be strong, using a gentle push to topple them.

Tai Chi is a gentle and quiet -- almost meek -- art, but it is very effective.

Schools: there are schools worldwide, but they are most common in China and the United States. The basic forms are widely available on videotape, but these generally teach it as a form of exercise rather than any martial application.

Members: Tai Chi Chuan may be studied by anyone of any age -- training in its earliest stages is more relaxing than rigorous, and many students can benefit at this level. It is most commonly studied as just a 'moving meditation' for stress relief and limbering exercises.

Concepts: Chinese immigrants, world travelers, philosophy students

Associated Weapons: Baton, Broadsword, Spear, Staff

Initial Chi: 6

Initial Willpower: 1

Quote: *"If one wishes to be contracted, one must first be stretched. In order to become weak, one must first be strong. Before one can dispense, one must first prosper. The sage conquers what is hard, and the weak overcomes the strong."*

Tai Chi Chuan and Street Fighting

Someone who truly understands and embraces Tai Chi Chuan would have to have an extraordinary reason to be a Street Fighter -- Taoist masters don't care for glory, nor would they want revenge against Shadoloo or seek to aggressively promote Tai Chi Chuan as a superior martial art. However, a Tai Chi stylist could be searching for some artifact or knowledge, and using Street Fighting as a way to pay for the travel costs of their search or even as an attempt to refine the Tai Chi forms by real-world experience rather than isolated study.

Special Maneuvers

Punch:	Dim Mak (4pts) Monkey Grab Punch (1pt)
Kick:	Foot Sweep (1pt) Slide Kick (2pts) Spinning Foot Sweep (1pt)
Block:	Deflecting Punch (1pt) Energy Reflection (2pts) Missile Reflection (1pt) San He (2pts)
Grab:	Air Throw (2pts) Back Roll Throw (1pt) Disengage (3pts) Dislocate Limb (3pts) Grappling Defense (3pts) Improved Pin (3pts) Pin (2pts)
Athletics:	Breakfall (1pt)
Focus:	Balance (2pts) Chi KKung Healing (2pts) Chi Push (5pts) Ghost Form (5pts) Levitation (4pts) Stunning Shout (3pts) Telepathy (2pts) Zen No Mind (2pts)



Thai Kickboxing

Martial Arts in Thailand originated as an offshoot of various Chinese war arts, such as Kung Fu. However, the style of Thai Kickboxing, called Muay Thai ("Moo Tie") in Thailand itself, developed independently of Chinese influences and became a very distinct fighting style. The fighting style was used by the people of Thailand (then known as Siam) to defend itself against its many neighboring enemy nations. The Thai people developed a proud history of remaining independent despite constant war with their neighbors, and the power of Thailand's fighting arts became legendary.

As Thailand's fighting arts developed, they became a competitive sport that still contained the brutality of their founding war arts. Thai Kickboxing became the official style of the country, and schools were quite common in all parts of Thailand. Kids throughout Thailand practice kickboxing just as children in other countries practice soccer or basketball. Thai Kickboxing competitions are incredibly popular events in Thailand and are growing in popularity in other countries as well. Unfortunately, the sport's success has led to a great deal of gambling and the involvement of organized crime.

Thai Kickboxers are a strange mix of discipline and iron will. Muay Thai fighters are renowned and often feared by fighters of other styles because of the brutal and intense training the Thai Kickboxer endures to perfect his art. A Muay Thai fighter shows an aura of confidence throughout a fight and will never show a sign of weakness to his opponent. This makes some believe that they are impervious to pain.

The actual fighting style of Thai Kickboxing is one of most brutal ever seen. The fighter uses every part of her arms and legs in a tight. She constantly kicks, elbows, punches and knees her opponent in a relentless race to bring him down in the fastest and harshest way possible. A fighter will target her opponent's joints and head. This has proven to be the end of some fighter's careers. Their training technique is no less brutal. Fighters strengthen their arms and legs by repeatedly striking trees, walls and other hard and seemingly immobile objects. This training serves not only to strengthen a target area, but deadens it as well. This is what possibly gives them the inhuman resistance to pain for which they are famous.

With the defeat of Sagat at the hands of Ryu, many warriors in the Street Fighter circuit began to believe that the superiority of the Muay Thai fighters was just hype. This is a belief that has cost many fighters more than just a match. The majority of seasoned fighters remember the beating they received from Thai Kickboxers and will tell you not to get to cocky with them --- you may find yourself going down for the count.

Schools: Schools can now be found all over the world, but few offer the quality of training of those in Thailand. The schools in Thailand are where some of the best kickboxers and teachers can be found. Thai Kickboxers build lifelong associations with their chosen school, representing the school in the ring.

Members: Thai Kickboxers are chosen from the most promising young students and train night and day from childhood to be fighters. Many professional Thai Kickboxers know of no

other occupation.

Concepts: kickboxers, gym trainers, ex-champions

Initial Chi: 2

Initial Willpower: 5

Quote: "Train hard, fight hard and honor your school with victory"

Special Maneuvers	
Punch:	Dragon Punch (Tiger Uppercut) (5pts) Elbow Smash (1pt) Flaming Dragon Punch (4pts) Spinning Back Fist (1pt) Turn Punch (4pts)
Kick:	Double Dread Kick (3pts) Double-Hit Kick (1pt) Double Hit Knee (1pt) Flying Knee Thrust (1pt) Foot Sweep (1pt) Lightning Leg (4pts) Wounded Knee (2pts) Tiger Knee (4pts)
Block:	Maka Wara (3pts)
Grab:	Brain Cracker (1pt) Head Butt Hold (2pts) Knee Basher (2pts)
Athletics:	Jumping Shoulder Butt (1pt)
Focus:	Chi Kung Healing (4pts) Fireball (Tiger Fireball) (4pts) Toughskin (3pts) Zen No Mind (3pts)



Western Kickboxing

Western Kickboxing began as an attempt to make the martial arts more appealing to American spectators. It combined Karate, Kung Fu, Boxing, and Thai Kickboxing. It made somewhat of a splash when it first became a sport and aired on national TV, but Americans soon became bored when they saw it did not have the same flash as the other martial arts. Nonetheless, it has its share of practitioners.

KickBoxing tries to be a more thought-out version of Boxing, and its students prove it. They try to blend the showmanship of Boxing with the discipline of the martial arts. They take some of martial arts' simpler moves and spice them up with spins and jumps. This may occasionally appear to be a waste of time, but more than one fighter has lost his temper, and the match, to a skilled Kickboxer.

Western Kickboxing borrows many of its kicks from both Thai Kickboxing and Karate, and gets its punches from Boxing. In fact, most good Western kickboxers started their careers as amateur boxers.

Recently, KickBoxing has returned to the spotlight. Several new movies based on this sport have been released, and matches have appeared on television. The Jamaican-born fighter Dee Jay has both amazed and entertained the world by adding his own kind of magic to this sport. With the right guidance, Western Kickboxing could prove to be a stunning new style.

Schools: Schools for KickBoxing can be found in every major city. The schools found in Philadelphia, New York and Washington, D.C. are usually the best, because of the cities' deep Boxing background. This doesn't mean that schools in other cities are bad, but the good schools are harder to find.

KickBoxing is one of the most organized styles. It follows the normal training and publicity format that made Boxing a success. The training itself is just as hard as Boxing, sometimes moreso. Managers and trainers normally keep fighters on a strict schedule that takes away much of the boxers' free time and liberties. This may seem bothersome, but most trainers will gladly show the door to rebellious or disobedient students.

Members: Anyone can train to be a kickboxer, but few actually become fighters. Most give up; others just don't have what it takes. Most of the best fighters are kids off the street who have something to probe.

Concepts: Street tough, gang member, boxer, athlete

Initial Chi: 2

Initial Willpower: 5

Quote: *"I've been fighting all my life to get off the streets, and KickBoxing showed me how. I owe it my life."*

Special Maneuvers

Punch:	Dashing Punch (5pts)
	Fist Sweep (2pts)
	Heart Punch (4pts)
	Hyper Fist (4pts)
	Lunging Punch (2pts)
	Rekka Ken (5pts)
	Spinning Back Fist (1pt)
	Spinning Knuckle (3pts)
	Turn Punch (5pts)
Kick:	Ax Kick (3pts)
	Double Dread Kick (3pts)
	Double-Hit Kick (1pt)
	Flying Knee Thrust (1pt)
	Reverse Frontal Kick (1pt)
	Steeping Front Kick (4pts)
	Slide Kick (2pts)
	Tiger Knee (5pts)
Wounded Knee (2pts)	
Block:	Deflecting Punch (1pt)
Grab:	Knee Basher (2pts)
	Backroll Throw (1pt)
	Brain Cracker (1pt)



Wrestling

Wrestling is a catch-all term referring to a multitude of fighting styles that focus on grapples, holds, and throws. Technically, Sanbo, Sumo and Native American Wrestling fall under this rubric, but these styles differ somewhat from the basic Western Wrestling style.

This is a style with a long history. French cave drawings, over 15,000 years old, illustrate Wrestling, and variants can be found on paintings and carvings from Egypt, Persia, and Sumer. It is well known as a sport in Classical Greece and Rome, performed during the Olympics and in gladiatorial contests. In the Middle Ages, Wrestling was considered a knightly skill.

Wrestling relies on speed, coordination, and strength. Above all, it requires a knowledge of leverage, which allows a smaller, lighter Stylist to defeat a larger, heavier opponent. As a competitive sport it tends to have strict rules, such as prohibitions against twisting an opponent's joints or fingers, or elbowing him in the abdomen or back. As a Street Fighting style, however, all such holds are dropped and the true effectiveness of the style emerges.

Schools: Basic Wrestling instruction is easily found, from schools to amateur clubs to the YMCA. Many Wrestlers begin their instruction in elementary and high schools. Various clubs or organizations will teach a particular Wrestling variant; it is unusual to find it taught in all its forms by any one school.

Members: Anyone who wants to learn the sport and enjoys having his body contorted and tossed to the ground is welcome. Like all other styles, it requires much stamina and discipline, and many students discontinue early in the pro-gram.

Concepts: Athletes, college students, professional wrestlers

Initial Chi: 1

Initial Willpower: 6

Quote: "I don't like your attitude. Perhaps it's time for your face to meet the floor."

Wrestling Variants

Wrestling has a number of variants, in addition to those already represented by Sumo, Native American Wrestling, or Sanbo. The basic Wrestling variants include:

Catch-as-Catch-Can: This variant-also called Freestyle Wrestling - is the true inheritor to classical Greek and Roman Wrestling. It is the most popular sporting style taught in the United States and Canada. Although it prohibits striking, kicking, and strangling, it also has a wide variety of body contact skills. Matches vary in length, and regulations on pinning and holds vary

Greco-Roman: This variant, mostly popular in Europe, was developed in 19th century France. It prohibits tripping and pins on or with the legs.

"Folklore" Styles: These are special variants, typically not found outside a certain country or region. Technically, Sanbo and Sumo Wrestling fit into this category. Other variants include:

- **Yagli Gures**, traditional Turkish grease-Wrestling-the Pehlivan class is the championship division. These wrestlers are cultural champions in Turkey, the style going back to the Ottoman

Empire.

- **Cornish Wrestling**, practiced in Cornwall for over 15 centuries.
- **Gímae**, Icelandic Wrestling which relies on a leather waist belt that must be grasped throughout a match.

Professional; This is the most common and popularly known Wrestling variant. It is a theatrical sport, relying upon great dramatics and gaudy costumes. A number of Professional Wrestlers have entered Street Fighting, only to find that their posturing and performance are of little avail in the ring. Professional Wrestling is not considered a legitimate competitive sport.

No-Holds.Barred: This is the style most often engaged in by Street Fighters who do not like - or need -- the restrictions imposed by other variants. It is essentially "Catch-as-Catch-Can" without any formal regulations. Some schools teach this Wrestling variant; other Wrestlers learn one of the formal models and then quickly adapt in the ring.

Special Maneuvers

Punch:	Ear Pop (2pts)
Grab:	Air Throw (2pts) Back Breaker (2pts) Bear Hug (1pt) Brain Cracker (1pt) Disengage (2pts) Dislocate Limb (3pts) Grappling Defense (3pts) Ground Fighting (3pts) Improved Pin (2pts) Iron Claw (4pts) Knee Basher (2pts) Neck Choke (1pt) Pile Driver (3pts) Pin (2pts) Spinning Pile Driver (3pts) Stomach Pump (3pts) Storm Hammer (5pts) Suplex (1) Thigh Press (2pts)
Athletics:	Air Smash (1pt) Breakfall (1pt) Flying Head Butt (12pts) (Either 1 or 2)



Wu Shu

The words Wu Shu mean "art of war" in Chinese. However, Wu Shu actually originated as a more peaceful way of practicing Chinese Kung Fu. When the Communist government took control of China, they abolished the widespread practice of Kung Fu and replaced it with the government-sponsored system of Wu Shu. Wu Shu was meant to be a more acrobatic, performance-oriented art form that preserved the Chinese cultural aspects of Kung Fu, but did not include too much study of fighting. The government feared that widespread practice of Kung Fu could lead to trained fighters who might oppose the government. This has left many people in doubt as to whether Wu Shu is a valid fighting style or just a bunch of pretty moves. No one doubts that the style is incredibly demanding on its practitioners, requiring leg strength and flexibility not found in any other style. Recently, Chun Li and other fighters have emerged from China to show the Street Fighter circuit that the flashy, acrobatic moves of Wu Shu are indeed effective combat maneuvers.

Wu Shu students begin very young, when their parents enroll them into Wu Shu schools to begin training for the Chinese Wu Shu Olympics. The training continues throughout the child's youth, emphasizing speed and extreme flexibility. Students of Wu Shu exemplify poise and grace. They are disciplined and demonstrate a constant willingness to better themselves.

Wu Shu combines the fighter's natural acrobatic ability with advanced fighting techniques. This usually makes Wu Shu practitioners among the quickest combatants. Their strikes are quick and right on target, but beautiful to watch, with a stunning grace.

Schools: There are Wu Shu schools in nearly every country, although the best are in China. They are usually found in areas with many gymnastics or acrobatics schools.

Teachers of Wu Shu are nearly as strict as drill instructors. They expect students to perform well beyond their potential. Students who fail to pull their own weight are usually asked to stop attending classes.

Members: Wu Shu has more female practitioners than males, but this is usually because of the large number of females in acrobatics. Males can learn Wu Shu.

Concepts: Circus acrobat, gymnast, dancer, performer in the Peking Circus

Associated Weapons: Many, including broadsword, saber, spear, staff and steel whip.

Initial Chi: 3

Initial Willpower: 4

Quote: "I am not just a fighter; I am also an artist. It is important them my attacks be perfect; one error, and my opponent has won.

Special Maneuvers

- Punch:** Rekka Ken (5pts)
Spinning Knuckle (3 pts)
- Kick:** Air Hurricane (1 pt)
Ax Kick (4pts)
Back Flip kick (2pts)
Cartwheel Kick (2pts)
Double-Hit kick (1pt)
Flying Thrust kick (4pts)
Forward Backflip Kick (1pt)
Forward flip Knee (2pts)
Great Wall of China (5pts)
Handstand kick (1 pt)
Hurricane Kick (5 pt)
Lightning Leg (3pts)
Reverse Frontal Kick (2pts)
Scissor Kick (4pts)
Stepping Front Kick (4pts)
Whirlwind kick (4pts)
- Block:** Maka Wara (4pts)
San He (3pts)
- Grab:** Air Throw (2pts)
Back Roll Throw (1pt)
Pin (3pts)
Improved Pin (3pts)
- Athletics:** Backflip (2pts) or (3pts)
Cannon Drill (5pts)
Displacement (4pts)
Esquives (?) (Prereq for Displacement)
Drunken Monkey Roll (2pts)
Flying Heel Stomp (3pts)
Rolling Attack (3pts)
Vertical Rolling Attack (2pts)
Wall Spring (1pt)
- Focus:** Chi Kung Healing (4pts)
Balance (2pts)
Fireball (4pts)
Flying Fireball (3pts)
Improved Fireball (5pts)
Levitation (4pts)

STREET FIGHTER

The Storytelling Game

Basic Maneuvers

Physical Maneuvers	Speed	Damage	Move	Special
Jab Punch	+2	-1	+0	
Strong Punch	+0	+1	+0	
Fierce Punch	-1	+3	-1	
Short Kick	+1	+0	+0	
Foward Kick	+0	+2	-1	
Roundhouse Kick	-2	+4	-1	
Block	+4	None	None	Adds to
Stamina				
Move	+3	None	+3	
Grab	+0	+0	One	Ignores
Block				
Disarm*	+0	+0	One	

Weapon Maneuvers	Speed	Damage	Move	Special
Jab Strike	+2	-1	+0	
Fierce Strike	+0	+1	+0	
Strong Strike	-1	+3	-1	
Berserk Attack	-2	+4	-3	Cost: 1 will
Parry	+4	None	None	Adds weapon
technique to Stamina;	+2	speed as block		
Disarm*	-1	None	-2	see below
Grab	+0	+0	One	Only certain

weapons can be used to Grab

Weird Maneuvers	Speed	Damage	Move	Special
Bite	+1	+1	-1	
Tail (or other) slash	-1	+1	+1	
Claw	-1	+1	+1	

(*) The attacker makes a resisted Strength + Weapon Technique (or punch or kick) roll. If the attacker gains more successes, this is the distance the weapon goes in hexes (direction chosen by the attacker).

SPECIAL MANEUVERS LIST

PUNCH

Boshi - Ken/Thumb Drive (pg 83) *The fighter uses his thumb to attack nerve clusters*

Punch Maneuver

To Learn: First, the fighter learns Shikan-Ken {punch 2}, then he moves on to Boshi-Ken {punch 3, shikan-ken}

Power Points: Ninjitsu 2

System: an opponent struck with this maneuver will suffer numbness in the following turn. if any damage is inflicted, the opponent suffers a -1 to move during the next round.

Modifiers: cost: none, speed -1, damage +2, move +0

Buffalo Punch (sf 106) *The fighter brings both hands into one big fist, above his head and swings down*

Punch Maneuver

To Learn: {punch 2}

Power Points: Native American Wrestling, Pankration 1, any 2

System: Use the following modifiers

Modifiers: Cost: none, Speed -2, Damage +5, Move: One

Dashing Punch (sf 166) *The fighter runs up to an opponent and punches him quickly and with great power*

Punch Maneuver

To Learn: {punch 4, athletics 1}. Then the fighter may move on to learn Dashing Uppercut {punch 4, athletics 1, dashing punch}

Power Points: Boxing, Savate 4, Western Kickboxing 5

System: use the following modifiers

Modifiers: cost: 1 willpower, speed +0, damage +4, move +2

Dashing Uppercut (sf 166) *The fighter dashes across to his opponent and delivers a powerful uppercut*

Punch Maneuver

To Learn: First, the fighter learns Dashing Punch {punch 4, athletics 1}. Then the fighter may move on to learn Dashing Uppercut {punch 4, athletics 1, dashing punch}

Power Points: Boxing 1, Western Kickboxing, Savate 2

System: The dashing uppercut can strike aerial opponents. if it strikes an aerial opponent, it will cause a knockdown if damage is scored.

Modifiers: cost; 1 willpower, speed; +0, damage +4, move +2



STREET FIGHTER

The Storytelling Game

Dim Mak (sf 107) *The practitioner can disrupt the flow of Chi, causing damage, disease and other misery*

Punch Maneuver

To Learn: Chi Kung Healing {focus 4}, then Dim Mak {punch 4}

Power Points: KKung Fu, Aikido, Lua, Tai Chi Chaun, Silat 4, Majestic Crow Kung Fu 5

System: Normal damage, part or all of which may be delayed. In addition, a physical attribute may be lowered by one point per successful strike (to a minimum of 1 for each attribute).

Modifiers: Cost: 1 chi, Speed +0, Damage +0, Move + 0

Dragon Punch (sf 107) *The fighter leaps into the air with the most powerful punch known*

Punch Maneuver

To Learn: Power Uppercut {punch 1} and Jump {athletics 1} must be learned first, but not necessarily in that order, then Dragon Punch {punch 4}. Fighter that learn this maneuver sometimes continue to Flaming Dragon Punch, if part of their style.

Power Points: Shotokan Karate 4, Kung Fu, Thai Kickboxing (called the Tiger Uppercut), Majestic Crow Kung Fu, Jeet Kune Do, Silat 5

System: This is an aerial maneuver. opponents performing aerial maneuvers suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Dragon Punch cannot be used against the opponent that fired the projectile.

Modifiers: Cost: 1 Willpower, Speed +0, Damage +6, Move -2

Ducking Fierce (sos 27) *The fighter crouches low and delivers a powerful punch to the midsection*

Punch Maneuver

To Learn: {punch 2}

Power Points: Ler Drit, Pankration 1, any 2

System: This is a fierce attack, and a crouching maneuver

Modifiers: cost: none, speed -1, damage +4, move: zero

Ear Pop (sf 108) *The fighter cups his hands and slaps the sides of his opponents head, causing ear damage*

Punch Maneuver

To Learn: {punch 2}

Power Points: Native American Wrestling, Sanbo, Sumo, Spanish Ninjitsu, Ninjitsu, Baraquah, Jeet Kune Do, Ju Jitsu, Pankration, Wrestling 2, any 3

System: This maneuver ignores the opponents Stamina for Soak purposes. Any fighter that uses it loses one honor point.

Modifiers: Cost: none, Speed -1, Damage -4, Move -1



Elbow Smash (sos 27) *The fighter delivers a powerful elbow smash to a nearby opponent*

Punch Maneuver

To Learn: {punch 1}

Power Points: Thai Kickboxing 1, any 2

System: use the following modifiers

Modifiers: cost: none, speed +2, damage +2, move: One

Fist Sweep (sf 166) *A powerful low punch that takes the legs from underneath a fighter*

Punch Maneuver

To learn: {punch 3}

Power Points: Boxing, Western Kickboxing, Pankration 2

System: This is a crouching maneuver that causes a knockdown if damage is scored.

Modifiers: Cost: none, speed -1, damage +3, move -2

STREET FIGHTER

The Storytelling Game

Flaming Dragon Punch (sf 108) *A Chi boosted Dragon Punch. Causes the fist and any struck by it to ignite*

Punch Maneuver

To Learn: Power Uppercut {punch 1} and Jump {athletics 1} must be learned first, but not necessarily in that order, then Dragon Punch {punch 4}. The fighter may then learn the Flaming Dragon Punch {punch 5, focus 2}

Power Points: Shotokan Karate, Thai Kickboxing 4

System: This is an aerial maneuver. Opponents suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Flaming Dragon Punch cannot be used against the opponent that fired the projectile. If the fighter does not have to move to attack his opponent, he may make two damage tests.

Modifiers: Cost: 1 chi and 1 willpower, speed -1, damage +6, move -2

Haymaker (pg 84) *The character spend a moment to wind up for a powerful punch*

Punch Maneuver

To Learn: {punch 1}

Power Points: Savate 2, any 2

System: use the following modifiers

Modifiers: Cost; none, speed -2, damage +4, move -2

Training Notes:

If combined with jump, the fighter is prepared to learn Widowmaker {punch 3, jump, haymaker}

Head Butt (sf 109) *The fighter bashes his head into his opponent, usually hitting the opponent's head or face*

Punch Maneuver

To Learn: {punch 1}

Power Points: Boxing, Capoeira, Kabaddi, Sumo, Ninjitsu, Pankration 1, any 2

System: use the following modifiers

Modifiers: cost: none, speed +0, damage +3, move -2

Training Notes:

Some fighters continue on to learn Head Butt Hold {grab 2, head butt}

Combined with Jump {athletics 1}, the fighter may learn Flying Head Butt {athletics 3, head butt, jump}

Heart Punch (screen 8) *This dishonorable shot delivers a fast punch to the chest in order to stun the victim*

Punch Maneuver

To Learn: {punch 3, focus 1}

Power Points: Native American Wrestling, Sanbo 2, Special Forces, Sumo 3, Western Kickboxing 4

System: This maneuver causes no damage but damage is still rolled for the purposes of determining whether or not the victim is dizzied. heart Punch may not be part of a dizzying combo, except for the possibility of gaining a speed bonus.

Modifiers: Cost: none, speed -1, damage +5 (see above), move -2

Hundred Hand Slap (sf 109) *The fighter attacks over and over in rapid succession*

Punch Maneuver

To Learn: {punch 5}. Although this maneuver requires no other maneuvers to learn, it is quite difficult to learn.

Power Points: Sumo, majestic crow Kung Fu (called crow beats it's wings) 4, Kung Fu, Sanbo, Baraquah, Jeet Kune Do, Silat 5

System: Roll three tests for damage using the following modifiers

Modifiers: cost: 1 willpower, speed -2, damage +0, move One

Hyper Fist (sf 109) *The fighter attacks over and over in rapid succession*

Punch Maneuver

To Learn: Power Uppercut {punch 1}, then Hyper Fist {punch 4}

Power Points: Western Kickboxing, Boxing 4, Special Forces, Ler Drit, Jeet Kune Do 5

System: The fighter rolls three damage tests using the following modifiers

Modifiers: cost: 1 willpower, speed +1, damage +0, move One

Knife Hand Strike (screen 8) *The fighter has trained so that his hand is rigid like metal, causing painful stabs*

Punch Maneuver

To Learn: {punch 3}

Power Points: Kung Fu, Shotokan Karate 3, Special Forces 4, any 5

System: use the modifiers below. Unless the opponent is Blocking, he may only use half his stamina (rounded down) to soak damage.

Modifiers: cost: none, speed +1, damage -1, move -1

STREET FIGHTER

The Storytelling Game

Lunging Punch (screen 8) *The fighter dashes forward and delivers a low, sweeping punch that is quite surprising*

Punch Maneuver

To Learn: {punch 3, athletics 1}

Power Points: Boxing, Shotokan Karate Western Kickboxing 2, any 3

System: This is considered a crouching maneuver. The lunging punch ignores blocks, unless the victim is performing a crouching block or is using kick defense.

Modifiers: cost: none, speed +0, damage +1, move +1

Monkey Grab Punch (sf 109) *The fighter pulls the opponents guard arm away and delivers a quick punch*

Punch Maneuver

To Learn: {punch 1, grab 1}

Power Points: Kung Fu, Spanish Ninjitsu, Majestic Crow Kung Fu, Baraquah, Jeet Kune Do, Tai Chi Chaun, Silat 1, any 2

System: Treat as a regular punch, but if the opponent blocks, he may not use his Block Technique to his Soak total.

Modifiers: cost: none, speed -2, damage +1, move +0

Power Uppercut (sf 109) *A powerful punch using the momentum of the entire body forced upward*

Punch Maneuver

To Learn: {punch 1}

Power Points: any 1

System: if this maneuver interrupts an aerial maneuver, it causes a knockdown, if it scores damage.

Modifiers: Cost; none, speed -1, damage +3, move One

Training Notes:

Some fighters may continue on to Hyper Fist, if part of their style.

Combined with Jump {athletics 1}, the fighter can continue on to Dragon Punch if part of his style.

Rekka Ken (sf 109) *A quick 1-2-3 combo of punches that can devastate an opponent*

Punch Maneuver

To learn: {punch 4, athletics 2}

Power Points: Kung Fu 4, Western Kickboxing, Wu Shu, Majestic Crow Kung Fu, Boxing, Ninjitsu 5

System: This maneuver must be used for three turns, and costs 1 willpower for each turn used. Each of the three turns, the fighter must use one of the Basic Punches (jab, strong, or fierce). The Basic Punch each turn gets +3 to speed. At the end of the turns the damage caused adds up to cause a possible dizzy, just like a combo maneuver.

Modifiers: 1 willpower per turn used, see above for other modifiers

Shikan - Ken/Ninja Knuckle Fist (pg 84) *The fighter strikes with the upper knuckles of the hand*

Punch Maneuver

To Learn: {punch 2}

Power Points: Ninjitsu 3

System: The opponent struck must make a resisted Strength check or be knocked back a hex. This maneuver will cause a knockdown vs. jumping opponents.

Modifiers; cost; none, speed =1, damage: +1 9see above0, move +0

Training Notes:

Some fighters continue on to learn Boshi-Ken (thumb drive){punch 3, Shikan-Ken}

Some fighters continue on to learn Shuto {punch 3, shikan-ken}

Shockwave (sf 110) *The fighter strikes the ground causing a minor earthquake!*

Punch Maneuver

To Learn: {punch 4, focus 2}

Power Points: Native American Wrestling 3, any 4

System: The shockwave goes in a straight line a number of hexes equal to the character's strength, starting in the hex next to his own. The shockwave causes the damage test and causes a Knockdown to all opponents in the affected hexes whether or not they suffer damage.

Modifiers: Cost: 1 chi, speed +0, damage +0, move: none

Shuto/Sword Hand (pg 84) *The fighter swings his hand in an arc similar to a club or a sword*

Punch Maneuver

To Learn: First, the fighter learns Shikan-Ken {punch 2}, then Shuto {punch 3, shikan-ken}

Power Points: Ninjitsu 2

System: This punch ignores any special bonuses that provide extra protection, such as armor, toughskin, or similar powers. Anyone without such extra protection suffers an additional +1 damage.

Modifiers; cost; none, speed -1, damage +3 (or +4, see above), move -2

Spinning Back Fist (sf 110) *The fighter whirls around in a 180 degree spin and attacks*

Punch Maneuver

To learn: {punch 2} Some fighters continue on to Spinning Knuckle

Power Points: Special Forces, Western Kickboxing, Thai Kickboxing, Savate, Baraquah, Pankration 1, any 2

System: Use the following modifiers

Modifiers: Cost: none, speed -1, damage +2, move +1

STREET FIGHTER

The Storytelling Game



Spinning Clothesline (sf 110) *Spinning like a top, the fighter moves in a line and causes total destruction!*

Punch Maneuver

To Learn: {punch 4, athletics 3}

Power Points: Sanbo 3, Capoeira, Native American Wrestling 4, Special Forces 5

System: The fighter attacks all opponents in hexes next to him and moves one hex in any direction. Anyone hit is knocked back a hex. He may do this until his movement is finished. Any crouching characters are not hit.

Modifiers: Cost: 1 willpower, speed +0, damage +0, move -2

Spinning Knuckle (sf 110) *The fighter spins around many times, and delivers two spinning attacks*

Punch Maneuver

To Learn: Spinning Back Fist {punch 2}, then Spinning Knuckle {punch 3, athletics 1}

Power Points: Special Forces 2, Western Kickboxing, Wu Shu, Ler Drit, Savate, Baraquah 3, any 4

System: The fighter rolls two damage tests. Also, the fighter may use this maneuver to evade projectile attacks, similar to the Jump maneuver.

Modifiers: Cost: 1 willpower, speed -1, damage +1, move +3

Triple Strike (sf 110) *The fighter pulls back, then lashes out with two fists and a kick*

Punch Maneuver

To learn: {punch 2, kick 1}

Power Points: Majestic Crow Kung Fu 1, any 2

System: The fighter makes three attacks, and applies damage from the two that score the most damage. The two punches have +0 damage modifier, the kick has a +1 damage modifier. remember to use the Punch Technique for the punches, and the Kick Technique for the kicks, naturally.

Modifiers: Cost: none, speed -2, damage: see above, move: none

Turbo Spinning Clothesline (sf 110) *A faster version of the Spinning Clothesline*

Punch Maneuver

To Learn: Spinning Clothesline {punch 4, athletics 3}, then Turbo Spinning Clothesline {athletics 4}

Power Points: Sanbo 2, Capoeira, Special Forces 4

System: Identical to the Spinning Clothesline, except it is quicker and travels farther.

Modifiers: Cost; 1 willpower, speed +1, damage +0, move -1

Turn Punch (sf 166) *The longer the fighter waits, the more powerful his punch becomes*

Punch Maneuver

To Learn: {punch 4}

Power Points: Thai Kickboxing, Boxing, savate 4, Western Kickboxing 5

System: The fighter concentrates from 1 to 4 turns. During this concentration, the fighter can use any other maneuvers, but they will all be at -1 speed, damage and move. The fighter can stop concentrating at any time, even on the first turn, and make the Turn Punch, which will have the following modifiers depending on how long the fighter waited.

Turn 1 -1 speed, +4 damage

Turn 2 -1 speed, + 5 damage

Turn 3 +0 speed, +6 damage

Turn 4 +1 speed, +7 damage

Modifiers: Cost: 1 willpower to declare intent to use the Turn Punch, Speed; special, Damage: special, Move: Two

STREET FIGHTER

The Storytelling Game

Widowmaker (sf 84) *The fighter makes a short jump, and puts everything he has into one devastating punch*

Punch Maneuver

To Learn: First the fighter learns Jump {athletics 1} and Haymaker {punch 1} in any order. Then he is ready to learn Widowmaker {punch 3, jump, haymaker}

Power Points: Savate 2, any 2

System: The fighter may jump up to two hexes toward an opponent before inflicting damage. Any target damaged by the widowmaker suffers a knockdown. because of the over-hand strike involved with this move, a jumping target will not be hit, as the punch doesn't develop any real force until the swing is completed.

The widowmaker is an aerial maneuver and may be used to avoid projectiles.

Modifiers: Cost: none, speed -3, damage +5, move 2 (maximum)



KICK

Air Hurricane Kick (sf 111) *The fighter leaps up, then breaks into a hurricane kick*

Kick Maneuver

To Learn: Jump {athletics 1} and Hurricane Kick {Kick 4, Athletics 3} must first be learned, but not necessarily in that order, then Air Hurricane Kick {kick 4, athletics 3, jump, hurricane kick}

Power Points: Shotokan Karate, Kung Fu, Wu Shu, Majestic Crow Kung Fu 1

System: This maneuver acts just like a hurricane kick, but may also be used as a Jump to avoid projectiles.

Modifiers: Cost: 1 Chi, 1 Willpower, speed -1, damage -1, move +1

Ax Kick (pg 85) *The fighter jumps into the air, bringing his foot over his head and then down onto his target*

Kick Maneuver

To Learn: First the fighter learns Jump {athletics 1}, then Ax Kick {kick 2, jump}

Power Points: Savate 2, Special Forces, Western Kickboxing 3, Kung Fu, Shotokan Karate, Wu Shu 4

System: this attack is considered an aerial maneuver and may be used to avoid projectiles. The fighter travels his allowed movement in the air using the -2 modifier and ends his attack in the same hex as his target. because this attack targets the head from above, crouched opponents are struck. jumping opponents are also struck and will suffer a knockdown.

Modifiers: cost: none, speed -1, damage +4, move -2

Backflip Kick (sf 111) *The fighter attacks and then leaps away*

Kick Maneuver

To Learn: {kick 2, athletics 2}

Power Points: Capoeira, Wu Shu, Spanish Ninjitsu, Ninjitsu, Jeet Kune Do 2, Kung Fu, Special Forces, Majestic Crow Kung Fu, Lua 3, any 4

System: normal attack, then fighter jumps two hexes backwards. This move is NOT an aerial maneuver.

Modifiers: cost: none, speed +0, damage +2, move: two (backwards)

Training Notes:

If the fighter also learns Jump {athletics 1}, he may choose to learn Forward Backflip Kick {kick 3, athletics 3, backflip kick, jump}

STREET FIGHTER

The Storytelling Game

Cartwheel Kick (pg 85) *The fighter rolls in a series of cartwheels, striking with feet and fists over and over*

Kick Maneuver

To Learn: {kick 2, athletics 2}

Power Points: Capoeira, Ninjitsu, Wu Shu 2, any 3

System: A cartwheel kick must travel in a straight line in any direction. When an opponent is encountered, the fighter does not stop but pushes her opponent back one hex. For each hex an opponent is pushed back, the opponent suffers one attack using the modifiers below.

The fighter may end his turn in any hex he likes along his line of travel.

Modifiers: cost: 1 willpower, speed +0, damage +1 (per hex), move +4

Double Dread Kick (sf 111) *A quick attack followed by a spinning, powerful attack*

Kick Maneuver

To learn: Double Hit Kick {kick 2}, then Double Dread Kick {kick 3}

Power Points: Western Kickboxing, Thai Kickboxing, Majestic Crow Kung Fu 3, Kung Fu, Shotokan Karate, Special Forces, Ler Drit 4

System: The fighter attacks once with +1 to damage, and knocks the opponent back one space if damage is scored. The second attack is made at +4 damage, and also knocks the opponent back a space if damage is scored. The fighter must have enough Move to make the attacks. He may attack an empty space and then use the second attack as the only one meant to hit the opponent if he needs to approach from a distance.

Modifiers: Cost: 1 willpower, Speed -2, damage: see above, move +1

Double Hit Kick (sf 112) *The fighter attacks twice, once high and once low*

Kick Maneuver

To learn: {kick 2}. Some fighters continue on to learn Double Dread Kick {kick 3}, or Lightning Leg {kick 4}, or Stepping front Kick {kick 4}

Power Points: Kung Fu, Sanbo, Sumo, Western Kickboxing, Wu Shu, Thai Kickboxing, Majestic Crow Kung Fu, Savate, Ninjitsu, Silat 1, any 2

System: The fighter makes two damage tests. Crouching or aerial opponents will only be struck once.

Modifiers: cost: none, speed -2, damage +1, move -1

Training Notes:

Some fighters continue on to learn Reverse Frontal Kick {kick 3, double hit kick}

Some fighters continue on to learn Double Dread Kick {kick 3}

Some fighters continue on to learn Lightning Leg {kick 4}
Some fighters continue on to learn Stepping front Kick {kick 4}

Double Hit Knee (sf 112) *The fighter smashes his knee into his opponent's stomach, and continues up to the chin*

Kick Maneuver

To learn: {kick 2}

Power Points: Capoeira, Thai Kickboxing, Ninjitsu, Lua, Pankration 1, any 2

System: The maneuver scores two damage tests.

Modifiers: Cost; none, speed +0, damage +0, move -2

Dragon Kick (sf 112) *The fighter calls upon mystical forces to attack with a leg that flames with Chi energy*

Kick Maneuver

To Learn: Jump {athletics 1}, then Dragon Kick {kick 5, focus 4}

Power Points: Kung Fu 5, Silat 5

System: This is an aerial maneuver. Opponents suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Dragon Kick cannot be used against the opponent that fired the projectile. If the fighter does not have to move to attack his opponent, he may make two damage tests.

Modifiers: cost: 1 chi, 1 willpower, speed -1, damage +6, move -2

Flash Kick (sf 112) *The fighter executes a powerful backflip, Chi energy blazing from his foot*

Kick Maneuver

To Learn: {kick 3, athletics 2, focus 2}

Power Points: Special Forces, Majestic Crow Kung Fu 4, any 5

System: The flash kick scores a knockdown against aerial opponents. The flash kick is an aerial maneuver.

Modifiers: cost: 1 chi, 1 willpower, speed -1, damage +7, move: none

Flying Knee Thrust (sf 112) *The fighter makes a quick flying jump and buries his knee into his enemy*

Kick Maneuver

To Learn: {kick 2, athletics 1}

Power Points: Special Forces, Western Kickboxing, ler dirt, Thai Kickboxing, Jeet Kune Do, Pankration 1, any 2

System: The flying knee thrust is an aerial maneuver

Modifiers: Cost: 1 willpower, speed +1, damage +2, move +1

STREET FIGHTER

The Storytelling Game

Flying Thrust Kick (sf 112) *The fighter kicks with both legs so hard he rockets into the air heels first*

Kick Maneuver

To Learn: Jump {athletics 1}, then Flying Thrust Kick {kick 4, athletics 4}

Power Points: Special Forces 3, Wu Shu, Majestic Crow Kung Fu, Savate, Ninjitsu 4, any 5

System: This is an aerial maneuver. opponents performing aerial maneuvers suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Flying Thrust Kick cannot be used against the opponent that fired the projectile.

Modifiers: Cost: 1 willpower, speed +0, damage +6, move -2

Foot Sweep (sf 113) *An attack intended to bring an opponent crashing to the ground*

Kick Maneuver

To Learn: {kick 2}. Most continue on to learn spinning foot sweep {kick 2, athletics 1}

Power Points: Shotokan Karate, Special Forces, Sumo, Thai Kickboxing, Aikido, Baraquah, Jeet Kune Do, Ju Jitsu, Pankration, Tai Chi Chaun 1, any 2

System: This is a crouching maneuver. If damage is scored, the victim of this maneuver suffers a Knockdown, unless he was blocking.

Modifiers: cost: none, speed -2, damage +3, move -2

Forward Backflip Kick (screen 8) *The fighter runs up, leaps toward, and strikes with a airborne backflip kick*

Kick Maneuver

To Learn: The fighter first learns Jump {athletics 1} and Backflip Kick {kick 2, athletics 2}, in any order he chooses. Then he is ready to learn Forward Backflip Kick {kick 3, athletics 3, backflip kick, jump}

Power Points: Capoeira, Spanish Ninjitsu, Wu Shu 1, Kung Fu, Special Forces 2, any 3

Capoeira, Spanish Ninjitsu, Wu Shu 1

System: if the maneuver scores a strike against an airborne opponent, it causes two damage tests.

Modifiers: cost: 1 willpower, speed +2, damage +1, move Two

Forward Flip Knee (sf 113) *The attacker flips over his opponent, dropping his knee into the back of his victim*

Kick Maneuver

To Learn: {kick 2, athletics 2}

Power Points: Capoeira, Wu Shu 2, Kung Fu, Special Forces, Ler Drit, Spanish Ninjitsu, Jeet Kune Do 3, any 4

System: This is an aerial maneuver. The fighter must be able to move inside the victim's hex. At the end of the move, the fighter lands in the hex directly behind his opponent (or in the hex of his choosing adjacent to his opponent if he began his move in the same hex with the victim). If the fighter using this maneuver interrupted an opponent's attack with Forward Flip Knee, the victim cannot execute his declared attack on the fighter, who has now flopped behind him.

Modifiers: cost; none, speed -2, damage +4, move: Two

Forward Slide Kick (sos 27) *The fighter slides in a standing position into his opponent's feet*

Kick Maneuver

To Learn: {kick 2, athletics 2}

Power Points: Ler Drit 2, Spanish Ninjitsu 3

System: This maneuver causes a Knockdown if damage is scored

Modifiers: cost: none, speed +0, damage +2, move +0

Great Wall of China (sf 113) *The fighter attacks so quickly and with such great strokes it appears as a airy wall!*

Kick Maneuver

To Learn: Double Hit Kick {kick 2}, Lightning Leg {kick 4}, then Great wall of China {kick 5}

Power Points: Wu Shu, Majestic Crow Kung Fu 5

System: The fighter chooses three joining hexes adjacent to him, and attacks all three hexes. Any opponents in those hexes are attacked three times.

Modifiers: cost: 2 willpower, speed -2, damage +1, move: none

Handstand Kick (sf 113) *A flashy maneuver. the fighter attacks with a kick while springing to a handstand!*

Kick Maneuver

To Learn: {kick 2, athletics 1}

Power Points: Special Forces, Wu Shu, Spanish Ninjitsu, Ninjitsu 1, any 2

System: Aerial opponents will suffer a knockdown.

Modifiers: cost; none, speed -1, damage +4, move -2

STREET FIGHTER

The Storytelling Game

Heel Stamp (pg 86) *The fighter kicks hard into the opponent hoping to separate the two to a greater distance*

Kick Maneuver

To Learn: {kick 1, athletics 1}

Power Points: Ninjitsu 1, any 3

System: The fighter causes very little actual damage with a Heel Stamp. The fighter moves back one hex after making the attack. The opponent moves back a number of hexes equal to the attacker's Strength + Athletics, minus the target's strength.

Modifiers: cost: none, speed +2, damage -4, move +1

Hurricane Kick (sf 114) *The fighter becomes airborne, and kicks in repeating circles*

Kick Maneuver

To Learn: {kick 4, athletics 3}. Most fighters continue on to learn Jump {athletics 1}, then Air Hurricane Kick {kick 4, athletics 3, jump, hurricane kick}, if part of their style.

Power Points: Shotokan Karate 4, Kung Fu, Wu Shu, Majestic Crow Kung Fu, Jeet Kune Do 5

System: The fighter moves in a straight line. Each hex surrounding the fighter is attacked once. Any damaged victims are knocked back one space. Then the process is repeated until the fighter stops or runs out of Move. Victims who block may continue to block each attack if they are attacked more than once. If the fighter moves into the same hex as an opponent, that opponent is knocked back one space whether or not damage is scored, into the path of the user of the Hurricane Kick. This is an aerial maneuver.

Modifiers: cost; 1 chi, 1 willpower, speed +0, damage -1, move -1

Lightning Leg (sf 114) *The fighter attacks with dozens of kicks in a flash of only a second or two*

Kick Maneuver

To Learn: Double-Hit Kick {kick 2}, then Lightning Leg {kick 4}. Some fighters try to continue on to learn the Great Wall of China {kick 5}

Power Points: Wu Shu 3, Kung Fu, Thai Kickboxing, Majestic Crow Kung Fu, Jeet Kune Do, salat 4, Capoeira, Special Forces, Savate 5

System: The attacker may make three damage tests on an opponent

Modifiers: Cost: 1 willpower, speed -2, damage +1, move: none



Reverse Frontal Kick (pg 86) *The fighter makes a fake kick, and then uses his heel to attack the back of the head*

Kick Maneuver

To Learn: First, the fighter must learn Double-Hit Kick {kick 2}. Then he may move on to Reverse Frontal Kick {kick 3, double hit kick}

Power Points: Savate, Western Kickboxing 1, Wu Shu 2, any 3

System: The kick hits only once but ignores blocks

Modifiers: cost; none, speed -1, damage +3, move -1

Scissor Kick (sos 27) *The fighter leaps, then performs a front flip, kicking out for a one-two hit*

Kick Maneuver

To Learn: First the fighter learns Jump {athletics 1}, then Scissor Kick {kick 3, athletics 3, jump}

Power Points: Ler Drit, Jeet Kune Do 3, Wu Shu 4

System: Aerial, causes two damage tests

Modifiers: cost: 1 willpower, speed +0, damage +3, move +3

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Slide Kick (sf 114) *The fighter slides an amazing distance into his opponent and kicks his feet from under him*

Kick Maneuver

To Learn: {kick 2, athletics 1}

Power Points: Western Kickboxing, Kabaddi, Ler Drit, Spanish Ninjitsu, Savate, Aikido, Pankration, Tai Chi Chaun 2, any 3

System: If damage is scored the victim suffers a knockdown unless he was blocking.

Modifiers: cost: none, speed -1, damage +3, move +1

Spinning Foot Sweep (sf 115) *The fighter spins a full 360 degrees, kicking the feet out from under nearby victims*

Kick Maneuver

To Learn: Foot Sweep {kick 2}, then Spinning Foot Sweep {kick 2, athletics 1}

Power Points: Special Forces, Sumo, Aikido, Ju Jitsu, Tai Chi Chaun 1, any 2

System: The fighter rolls an attack on all adjacent hexes. Any victim damaged is also knocked down unless he was blocking. This is a crouching maneuver.

Modifiers: cost: 1 willpower, speed -2, damage +3, move; none

Stepping Front Kick (sf 115) *The fighter knees the opponent, knocking him back, then kicks him*

Kick Maneuver

To Learn: Double Hit Kick {kick 2}, then Stepping Front Kick {kick 4}

Power Points: Kung Fu, Majestic Crow Kung Fu, Jeet Kune Do, Silat 3, Western Kickboxing, Wu Shu, Ler Drit 4

System: The fighter must move into the hex of his opponent for the knee attack, which forces the victim back whether or not damage is scored. then the fighter proceeds with a kick in the same turn. If the fighter cannot reach the same hex but one adjacent, he may still attack with the kick.

Modifiers: cost: 1 willpower, speed +0, damage +1, move +1

Tiger Knee (sos 27) *The fighter crouches down then springs up, driving his knee into his opponent*

Kick Maneuver

To Learn: First the fighter learns Jump {athletics 1}. Then he continues on to Tiger Knee {kick 3, athletics 2, jump}

Power Points: Thai Kickboxing 4, Special Forces, Western Kickboxing, Jeet Kune Do 5

System: The tiger knee will cause a knockdown and damage to an aerial opponent. This is an aerial maneuver that can be used to Jump over projectiles.

Modifiers: cost: 2 willpower, speed +3, damage +2, move +0

Whirlwind Kick (sf 115) *The fighter kicks into a handstand and spins like a top, kicking, upside down!*

Kick Maneuver

To Learn: {kick 4, athletics 4}

Power Points: Wu Shu 4, Shotokan Karate, Majestic Crow Kung Fu 5

System: The fighter moves in a straight line. Each hex surrounding the fighter is attacked once. Any damaged victims are knocked back one space. Then the process is repeated until the fighter stops or runs out of Move. Victims who block may continue to block each attack if they are attacked more than once. If the fighter moves into the same hex as an opponent, that opponent is knocked back one space whether or not damage is scored, into the path of the user of the Whirlwind Kick. This is an aerial maneuver.

Modifiers: cost; 2 willpower, speed -2, damage +0, move -1



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Wounded Knee (sf 115) *the fighter kicks the victims femoral nerve in the shin, making it difficult to use the leg*

Kick Maneuver

To Learn: {kick 3}

Power Points: Native American Wrestling, Western Kickboxing, Thai Kickboxing, Baraquah, Lua, Pankration 2, any 3

System: If damage is caused, the victim suffers -2 to Move on all maneuvers and -2 to speed on all Kick maneuvers for two turns. If damaged more than once with this maneuver, the victims modifiers do not increase, but the two turns that it affects start over.

Modifiers: Cost; none, speed -2, damage +3, move -1

Block

Deflecting Punch (sf 115) *The fighter deflects an attacker's punch with his own punching attack*

Block Maneuver

To Learn: Punch Defense {block 2}, then Deflecting Punch {block 3, punch 1}

Power Points: Kung Fu, Western Kickboxing, Boxing, Savate, Ninjitsu, Aikido, Baraquah, Jeet Kune Do, Ju Jitsu, Tai Chi Chaun, Silat 1, any 2

System: To use this maneuver effectively the fighter must interrupt a Punch maneuver. The fighter gains full Blocking Soak vs. the incoming punch, which is made first. The user of this maneuver then lands his counterpunch unless he was dizzied, knocked back, or knocked down. If the opponent uses any other maneuver besides a Punch maneuver, the fighter does not receive his Block technique to his Soak total. The fighter uses his Punch Technique, of course, to calculate damage for this maneuver.

Modifiers: Cost: none, speed+2, damage +0, move: none

Kick Defense (sf 115) *The fighter takes his chances and focuses all attention to possible Kick attacks*

Block Maneuver

To Learn: {block 2}

Power Points: any 1

System: The fighter is at +4 to Blocking Soak vs. Kick maneuvers, -2 Blocking Soak vs. all others.

Modifiers: cost: none, speed +4, damage: none, move: none

Maka Wara (sf 116) *The fighter's body is so tough an opponent can hurt himself hitting his skin!*

Block Maneuver

To learn: {block 4}

Power Points: Kung Fu, Shotokan Karate, Sumo, Thai Kickboxing, Baraquah, Jeet Kune Do, Pankration, Wu Shu, Ninjitsu, Ju Jitsu 4

System: This maneuver is always in effect, and does not have to be played as a combat action. When hit with a punch or kick, the fighter takes normal damage, but the attacker could be harmed. The fighter rolls dice equal to (Stamina + Block) - 3. The attacker's Soak total is then subtracted. This maneuver should be used with common sense on part of the storyteller - a weapon attack, Grab maneuver, most Focus maneuvers, and other attacks will not be target to a Maka Wara effect.

Modifiers: see above

Punch Defense (sf 116) *The fighter takes his chances, concentrating on blocking only punch attacks*

Block Maneuver

To Learn: {block 2}. the fighter might continue on to Deflecting Punch {block 3, punch 1}

Power Points: any 1

System: The fighter is at +4 to Blocking Soak vs. Punch maneuvers, -2 Blocking Soak vs. all others.

Modifiers: cost: none, speed +4, damage: none, move: none

San He (sf 116) *The fighter's body becomes like an iron statue in invulnerability and immovability*

Block Maneuver

To learn: {block 3, focus 3}

Power Points: Tai Chi Chaun 2, Kabaddi, Kung Fu, Sumo, Wu Shu, Ler Drit, Aikido, Ju Jitsu, Silat 3, Shotokan Karate, Majestic Crow Kung Fu 4

System: The fighter gains double his Block Technique when blocking and using San He. In addition, he cannot be knocked down except by a Grab Maneuver, and cannot be moved from the hex he is in, except with a Grab Maneuver. The fighter may need to roll successes to keep from being moved by very large objects such as cars and the like. The fighter does not receive the usual +2 bonus to speed from coming out of a Block.

Modifiers: cost: 1 chi, speed; +2, damage: none, move; none

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Missile Reflection (sf 116) *The fighter can catch knives and arrows, and similar weapons, used against him*

Block Maneuver

To Learn: {block 4}. Rare fighters continue on to Missile Reflection {block 4, focus 4}

Power Points: Ju Jitsu, Tai Chi Chaun 1, any 2

System: The fighter must roll Dexterity (difficulty 6) to deflect missiles. Simple objects like knives and throwing stars require 1 success. Faster weapons such as arrows and slingshot stones require 2 successes. Bullets require 3 successes. To deflect bullets or similar dangerous weaponry, the fighter must possess something able to deflect the weapon (a piece of metal, iron bracelets, etc). If the object is caught or deflected, the fighter can send the object back at it's owner (or another party) for the same amount of damage it would have caused. Gunfire cannot be reflected in this manner unless the Storyteller allows it in a high moment of drama. Any amount of missiles can be reflected in a single turn.

Modifiers: cost; none, speed; +3, damage: none, move -1

Energy Reflection (sf 117) *The fighter uses mystical power to catch and return energy attacks*

Block Maneuver

To Learn: Missile Reflection {block 4}, then Energy Reflection {block 4, focus 4}

Power Points: Tai Chi Chaun 2, Kabaddi, Shotokan Karate, Aikido, Baraquah, Ju Jitsu, Lua, Silat 3, any 4

System: this power is similar to Missile reflection, except that the fighter can reflect any type of energy attack, such as a fireball, a laser, a bolt of electricity, or a Sonic Boom. The fighter must spend one point of Chi for each attack reflected and must score 2 or more successes on a Wits roll. The energy attack may be reflected back to it's original source or another target, and causes the same amount of damage it would have against the fighter.

Modifiers: cost: 1 chi, speed +1, damage: none, move: none

GRAB

Air Throw (sf 117) *The fighter leaps into the air and catches an aerial opponent, smashing him downward*

Grab Maneuver

To learn: First, the fighter must learn Throw {grab 1} and Jump {athletics 1}, in any order. Then the fighter may learn Air Throw {grab 2, athletics 1}

Power Points: Ju Jitsu 1, Native American Wrestling, Sanbo, Special Forces, Wu Shu, Spanish Ninjitsu, Majestic Crow Kung Fu, Aikido, Jeet Kune Do, Pankration, Wrestling, Tai Chi Chaun 2, any 3

System: The fighter must interrupt a Jump move, or a maneuver that can be used as a Jump. The fighter then jumps into the hex with the character, and throws him (if damage is scored) into any area within three hexes. The fighter may then continue his move. If the victim suffers damage, he also suffers a Knockdown.

Modifiers: cost: 1 willpower, speed +2, damage +5, move +0

Air Suplex (sos 27) *The warrior grabs a flying opponent, and twists so that both fall head-first to the ground, victim first*

Grab Maneuver

To Learn: First, the fighter learns Jump {athletics 1} and Suplex {grab 1}, in any order. He is then ready to learn Air Suplex {grab 3, athletics 3, jump, suplex}

Power Points: Spanish Ninjitsu 1, Kabaddi 2, any 3

System: use the following modifiers. The fighter must interrupt an opponent during an aerial maneuver. Any damage causes a Knockdown. The attacker and the victim both end the turn in the same hex where the attack was made.

Modifiers: cost: none, speed -1, damage +4, move +0

Back Breaker (sf 118) *The fighter turns the victim upside down and smashes his head and back down*

Grab Maneuver

To learn: {grab 3}

Power Points: Sanbo, Native American Wrestling, Jeet Kune Do, Ju Jitsu, Pankration, Wrestling 2

System: The opponent suffers a Knockdown if damage is scored

Modifiers: cost: none, speed -1, damage +3, move One

Training Notes:

Some fighters continue on to learn Siberian Bear Crusher {grab 3, athletics 2, back breaker}

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Back Roll Throw (sf 118) *The fighter grabs the victim and rolls over, throwing the victim behind him*

Grab Maneuver

To Learn: First the fighter must learn Throw {grab 1}, then he may learn Back Roll Throw {grab 2, kick 1, athletics 1, throw}

Power Points: Capoeira, Shotokan Karate, Western Kickboxing, Wu Shu, Spanish Ninjitsu, Ninjitsu, Aikido, Baraquah, Ju Jitsu, Tai Chi Chaun 1, any 2

System: The victim can be thrown a number of hexes equal to the attacker's strength + kick technique. The damage is scored when the defender hits the ground. If damage is scored, the victim suffers a Knockdown. if no damage is scored, the defender is not thrown.

Modifiers: cost none, speed -1, damage +4, move: One

Bear Hug (sf 118) *The fighter grabs his opponent and crushes him to his chest. and crushes, and crushes...*

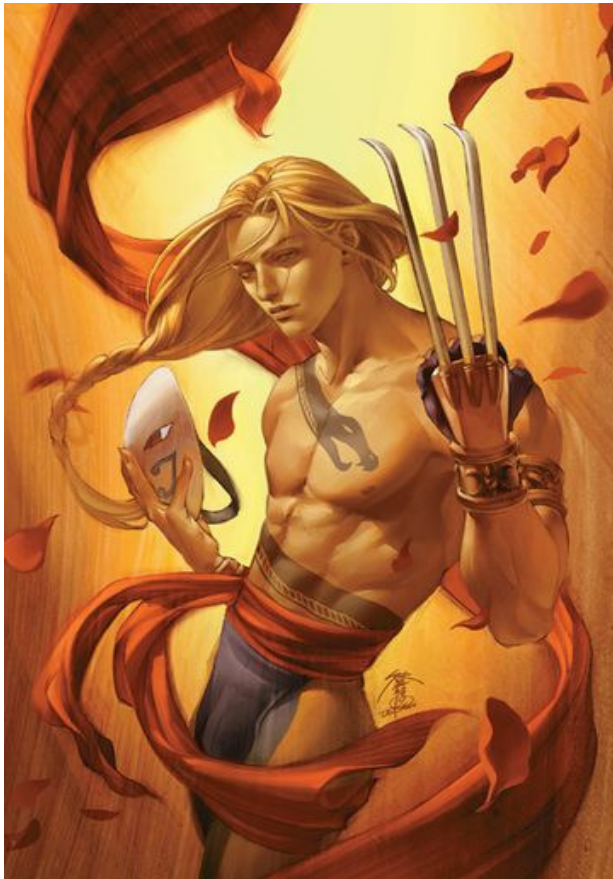
Grab Maneuver

To Learn: {grab 2}

Power Points: Native American Wrestling, Sanbo, Sumo, Pankration, Wrestling 1, animal Hybrid 2, any 3

System: The bear Hug is a Sustained Hold

Modifiers: cost: none, speed -1, damage +3, move: One



Brain Cracker (sf 119) *The fighter grabs a victims face or head, pulls down, and starts pummeling*

Grab Maneuver

To Learn: {grab 2, punch 1}

Power Points: Kabaddi, Native American Wrestling, Sanbo, Western Kickboxing, Thai Kickboxing, Boxing, Pankration, Wrestling 1, any 2

System: This is a sustained hold that uses the fighter's punch technique to calculate damage scored.

Modifiers: cost; none, speed +0, damage +2, move: One

Choke Throw (sos 27) *The fighter catches an Ariel or normal opponent by the throat and hurls him to the ground*

Grab Maneuver

To Learn: First, the fighter learns Jump {athletics 1}, then Choke Throw {grab 2, athletics 2, jump}

Power Points: Spanish Ninjitsu 1, Lua, Pankration 2, any 3

System: This maneuver can interrupt a airborne opponent, and can attack a standing character as well. Damage indicates a knockdown. Both the fighters end the turn in the same hex where this attack was made.

Modifiers: cost: None, speed -1, damage +2, move +0

Disengage (pg 86) *Enables the fighter to extract himself from an opponent's grip*

Grab Maneuver

To Learn: {grab 2, athletics 2}

Power Points: Ninjitsu 1, Native American Wrestling, Sanbo, Spanish Ninjitsu, Lua, Pankration, Wrestling 2, Tai Chi Chaun 3, any 4

System: A fighter may play this move during any turn he is in a sustained hold. When played, the captive fighter rolls a second time to try to escape from his captor. However, for the second roll the fighter rolls his dexterity versus his opponent's strength. if he escapes and has any move left, he may continue moving away from his opponent.

Modifiers: cost; none, speed +1, damage: none, move -2

Dislocate Limb (pg 87) *The fighter pulls an arm out of it's socket*

Grab Maneuver

To Learn: {grab 3, kick 2, athletics 1}

Power Points: Capoeira, Ninjitsu, Baraquah, Lua, Pankration 2, Kabaddi, Sanbo, Native American Wrestling, Special Forces, Ju Jitsu, Tai Chi Chaun 3

System: the turn after the fighter's arm has been dislocated, he suffers a -3 speed penalty. this is because he is forced to pop his arm back into it's correct position. Any punches made during this turn (the turn with the -3 speed) suffer a -2 damage modifier as well.

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The victim may choose not to re-locate his arm. However, he may only throw kicks until he does.

Modifiers: cost: none, speed -1, damage +1, move +1

Eye Rake (pg 87) *The fighter takes his hands and rakes them across his opponents eyes*

Grab Maneuver

To Learn: {grab 1, punch 1}

Power Points: Ninjitsu, animal Hybrid, Lua 1, any 2

System: Very little damage results from this attack, but for the next turn the opponent must fight blind. If her Blind Fighting skill is zero, she is dizzied. A fighter using this maneuver will lose one honor point and if used in a tournament will lose one glory point.

Face Slam (screen 8) *The fighter picks his victim up by the face and slams the back of his head into the ground*

Grab Maneuver

To Learn: {strength 4, grab 2}

Power Points: Native American Wrestling, Sumo 2, Sanbo 3, any 5

System: use the modifiers below. if any damage is scored, the victim suffers a knockdown.

Modifiers: cost: none, speed -1, damage +3, move: One

Flying Tackle (screen 8) *The fighter slams into an opponent, taking them both to the ground*

Grab Maneuver

To Learn: {grab 2, athletics 2}

Power Points: any 2

System: Both the attacker and the defender suffer a knockdown, but only if damage is scored. After impact, attacker and defender fly back two hexes and end the turn on the ground, occupying the same hex. The attacker gains a bonus of +2 to his speed if his next maneuver is a Grab maneuver.

Modifiers: cost: none, speed -1, damage +0, move +2

Grappling Defense (sf 119) *Simulates the knowledge of hold escapes and counters*

Grab Maneuver

To Learn: {grab 4}

Power Points: Ju Jitsu 2, Native American Wrestling, Sanbo, Aikido, Baraquah, Lua, Pankration, Wrestling, Tai Chi Chaun 3, Kung Fu, Ler Drit, Majestic Crow Kung Fu, Jeet Kune Do, Silat 4, any 5

System: A fighter employing this maneuver adds his Grab technique to his Stamina to defend against grab maneuvers. It can be played each round the fighter is in a sustained hold, for example.

Modifiers: cost; none, speed +4, damage: none, move -1

Hair Throw (sf 119) *The fighter grabs his opponent by the hair and throws him!*

Grab Maneuver

To Learn: First the fighter must learn Throw {grab 1}, then he may continue to learn Hair Throw {grab 3, athletics 2, Throw}

Power Points: Kung Fu, Special Forces, Majestic Crow Kung Fu, Ninjitsu, Ju Jitsu, Silat 2, any 3

System: The fighter must move into and through the hex of his victim. The victim is thrown (as per the Throw maneuver) in a straight line and in the same direction the thrower was traveling.

Modifiers: cost: none, speed -2, damage +5, move: Two

Head Bite (sf 119) *The fighter leaps onto an opponent and chomps down on his head, neck or face*

Grab Maneuver

To Learn: {grab 2}

Power Points: Boxing, animal Hybrid 1, Capoeira, Sanbo, Lua pankration 2, any 3

System: sustained hold

Modifiers: cost: none, speed +1, damage +3, move: One

Head Butt Hold (sf 167) *The fighter grabs his opponent and repeatedly head butts him*

Grab Maneuver

To Learn: First, the fighter must learn Head Butt {punch 1}. Some fighters continue on to learn Head Butt Hold {grab 2, head butt}

Power Points: Thai Kickboxing, Boxing, Kabaddi, Sumo 2, any 3

System: sustained hold

Modifiers: cost; none, speed -1, damage +3, move: One

Improved Pin (con 114) *The fighter performs a highly skilled Pin on an opponent, immobilizing him*

Grab Maneuver

To Learn: First the fighter learns Pin {grab 2}, then Improved Pin {grab 3, athletics 2, pin}

Power Points: Aikido, Baraquah, Ju Jitsu, Lua, Wrestling, Kung Fu, Pankration, Silat, Special Forces, Tai Chi Chaun, Wu Shu 3, any 5

System: (normal Pin): *To perform a pin, the victim must have suffered a knockdown or have been dizzied. The fighter moves into his opponent's hex and makes his attack roll. If he performs two more levels of damage, the opponent is held in a painful immobilizing hold until he can break free.*

The fighter's strength is considered to be raised by three only for purposes of holding the opponent (it does not add to the damage roll). The fighter may choose to inflict damage or not on each turn after the first; the target only gets their stamina

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and grappling defense against this attack. This is a sustained hold. If the fighter is dizzyed or knocked out by a third party's attack, the pin is automatically broken.

(Improved Pin): The fighter may use an improved pin on any one target in his hex or adjacent hex, regardless of whether or not his opponent has been knocked down or is dizzyed. It uses the modifiers below. Otherwise, it acts as a normal pin (as listed above).

Modifiers: cost; 1 willpower on the first turn only, speed +0, damage +2 (first turn)/+1 (all other turns), move: +1 (first turn), Two (all other turns)

Iron Claw (sf 119) *The fighter grabs the face of the opponent while holding him, and begins to squeeze...*

Grab Maneuver

To Learn: {grab 5} note that while this maneuver requires no other maneuvers, it is quite difficult to learn.

Power Points: Sanbo, Native American Wrestling, Majestic Crow Kung Fu 4 (called iron claw), Lua, Wrestling, Silat 4, Ler Drit 5

System: sustained hold

Modifiers: cost: 1 willpower (first turn only), speed +1, damage +4, move: One

Jaw Spin (pg 87) *The fighter grabs an opponent's limb in his arm and begins to shake and spin violently*

Grab Maneuver

To learn: First the fighter must have the ability to cause a large bite wound (through the Animal Hybrid Background or other means), and the Bite basic maneuvers. Then he learns Tearing Bite {grab 2, athletics 2}, then Jaw Spin {grab 4, athletics 3, tearing bite}

Power Points: animal Hybrid 3

System: To be successful, the fighter must actually allow a slower attack to hit. If the opponent's attack is faster, the fighter cannot play this maneuver. Once the blow has landed (assuming the fighter is still able to attack), he then executes the Jaw Spin. When determining the damage caused, use the Animal Hybrid (or other special background) in place of the Grab Technique.

Modifiers: cost; 1 chi, speed +1, damage +5, move; none

Knee Basher (sf 119) *The fighter grabs an opponent's head and bashes it against his knee over and over*

Grab Maneuver

To Learn: {grab 2, kick 1}

Power Points: Capoeira, Special Forces, Sumo, Western Kickboxing, Thai Kickboxing, Pankration, Wrestling 2, any 3

System: This maneuver is a sustained hold. Even if the victim escapes, he is knocked down and suffers the normal -2 to speed the following turn. The damage scored uses the fighter

Kick technique instead of Grab. If no damage is scored on the initial attack, the fighter is assumed to have missed, and the victim does not suffer a Knockdown

Modifiers: Cost: none, speed -1, damage +4, move: One

Neck Choke (sf 120) *The fighter strangles his opponent, perhaps lifting him off the ground if strong enough*

Grab Maneuver

To Learn: {grab 3}

Power Points: Native American Wrestling, Special Forces, Ju Jitsu, Wrestling 1, Sanbo, Lua, Pankration 2, any 3

System: sustained hold

Modifiers: cost; none, speed -1, damage +3, move: One

Pile Driver (sf 120) *The fighter places his opponent's head between his legs and falls into a seated position*

Grab Maneuver

To Learn: {grab 3, athletics 1}

Power Points: Wrestling 1, Sanbo 2, Native American Wrestling, Special Forces 3, any 4

System: If the maneuver scores damage, the victim suffers a Knockdown.

Modifiers: cost; none, speed -2, damage +4, move; One



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Pin(con 114) *The fighter attempts to pin his foe to the ground*

Grab Maneuver

To Learn: { grab 2 }

Power Points: Aikido, Jiu Jitsu, Lua, Pankration, Tai Chi Chaun, Wrestling 2, Baraquah, Jeet Kune Do, Kung Fu, Shotokan Karate, Silat, Wu Shu 3, Special Forces 4, any 5

System: To perform a pin, the victim must have suffered a knockdown or have been dizzied. The fighter moves into his opponent's hex and makes his attack roll. If he performs two more levels of damage, the opponent is held in a painful immobilizing hold until he can break free.

The fighter's strength is considered to be raised by three only for purposes of holding the opponent (it does not add to the damage roll). The fighter may choose to inflict damage or not on each turn after the first; the target only gets their stamina and grappling defense against this attack. This is a sustained hold. If the fighter is dizzied or knocked out by a third party's attack, the pin is automatically broken.

Modifiers: cost; 1 willpower on the first turn only, speed -1, damage +2 (first turn)/+0 (all other turns), move: +1 (first turn), none (all other turns)

Training Notes:

Some fighters continue on to learn Improved Pin { grab 3, athletics 2, pin }

Ripping Bite (pg 88) *The fighter bites down and attempt to rip muscle and ligaments*

Grab Maneuver

To Learn: { grab 3 } The character must also possess the Bite basic maneuvers through the Animal Hybrid Background or some other special Background

Power Points: Animal Hybrid 2

System: The fighter leaps forward and indicates which limb he wishes to strike. A successful roll that inflicts damage causes the target to suffer -1 on both Strength and dexterity for the remainder of the combat. This maneuver can be performed multiple times, and can finally impair the victim. When retiming damage inflicted by this attack, the Animal Hybrid background (or other similar background) is used in place of the grab technique.

Modifiers: cost; 1 willpower, speed -1, damage +1, move: One



Rising Storm Crow (pw 60) *The fighter grabs the victim's head and flips over him, then flip-throws him forward*

Grab Maneuver

To Learn: The fighter first learns Throw { athletics 1 }, then The Rising Storm Crow { grab 3, athletics 3, throw }

Power Points: Majestic Crow Kung Fu 4, Kung Fu 5

System: the fighter must start at least two hexes away from his target. he can throw the target in a straight line forward for as many hexes equal to his strength. the target takes two damage tests; one at the fighter's strength -3 (botches for this roll should be ignored and considered to be 0 damage, although the maneuver is NOT interrupted) when the forced flip is initiated, then another at twice the fighter's Strength when the victim crashes to the ground. Thus, a character with a high strength throws farther and harder. The opponent automatically suffers a knockdown whether or not he receives any damage from either test. Both damage tests combine to determine whether or not the victim is dizzied.

Modifiers: cost 1 willpower, speed: -3, damage -3/x2, move +2 (minimum move 2)

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Siberian Bear Crusher (sf 120) *The fighter grabs his victim, and leaps a great distance into a back breaker*

Grab Maneuver

To Learn: First the fighter must learn Back Breaker {grab 3}, then continues to learn Siberian Bear Crusher {grab 3, athletics 2, back breaker}

Power Points: Sanbo 5

System: The fighter moves into the victims hex, then grabs his opponent. He leaps into the air, landing in any area up to three hexes away. The opponent drops into an adjacent hex from the fighter at this point, chosen by the attacker. If the victim is grabbed and suffers damage, he also suffers a knockdown. While in the air, this maneuver is considered an Ariel maneuver.

Modifiers: cost: 1 willpower, speed +0, damage +3, move +1

Siberian Suplex (sf 120) *The fighter bounces his victim's back off the ground, then proceeds with a suplex*

Grab Maneuver

To learn: First the fighter must learn Suplex {grab 1}, then he may learn Siberian Suplex {grab 4, athletics 2, suplex}

Power Points: Sanbo 3

System: this move is identical to a suplex, except that the fighters end the move one hex farther back as they land from the second hit. The fighter rolls two damage tests, and if damage is scored the victim suffers a knockdown.

Modifiers: cost: 1 willpower, speed +0, damage +2, move: One

Sleeper (pg 88) *A special head lock that lessens blood flow to the brain and causes unconsciousness.*

Grab Maneuver

To learn: {grab 3}

Power Points: Sanbo, Native American Wrestling, Baraquah, Lua 3, Sumo, Special Forces 4, any 5

System: if the character can maintain his grip for three rounds, he will automatically dizzy his opponent. This is a sustained hold.

Modifiers: cost; 1 willpower on the first turn only, speed -1, damage +2, move: One

Spinning Pile Driver (sf 120) *The fighter grabs, spins high in the air, and lands with a powerful Pile Driver*

Grab Maneuver

To Learn: First the fighter must learn Jump {athletics 1} and Pile Driver {grab 3, athletics 1}, in any order he wishes. Then he may learn Spinning Pile Driver {grab 4, athletics 3, Jump, Pile Driver}

Power Points: Wrestling 3, Sanbo 4, Native American Wrestling 5

System: The victim suffers a Knockdown in addition to

regular damage, and is bounced three hexes away (attacker's choice of which direction) after impact.

The spinning Pile Driver can be used to avoid projectiles, and counts as an aerial maneuver while the attacker is airborne.

Modifiers: Cost: 2 willpower, speed -2, damage +7, move: 2

Stomach Pump (sf 120) *The fighter grabs an opponent and squeezes his stomach or other sensitive organ*

Grab Maneuver

To Learn: {grab 4, punch 2}

Power Points: Sanbo, Native American Wrestling, Ju Jitsu, Pankration, Wrestling 3

System: sustained hold

Modifiers: cost: none, speed +0, damage +4, , move: One

Storm Hammer (sf 121) *The fighter picks up the victim by the head and smashes his face to the ground*

Grab Maneuver

To Learn: First the fighter must learn Jump {athletics 1}, then he may learn Storm Hammer {grab 5, athletics 3, jump}

Power Points: Native American Wrestling, Wrestling 5

System: The fighter enters the victims hex, grabs, and both end up in any area up to three hexes away. The victim will suffer a knockdown if damaged. this maneuver is considered an aerial maneuver, and can be used as a Jump to dodge projectiles.

Modifiers: cost; 2 willpower, speed -2, damage +7, move: One

Suplex(sf 121) *The fighter grabs an opponent, falls backwards, and uses the victim's head to cushion the fall*

Grab Maneuver

To Learn: {grab 1}

Power Points: Native American Wrestling, Sanbo, Special Forces, Spanish Ninjitsu, Ju Jitsu, Pankration, Wrestling 1, any 2

System: Victims of a suplex suffer a knockdown. the victim lands one hex behind his original position (attacker's choice of which hex).

Modifiers: cost; none, speed: +0, damage: +2, move: One

Training Notes:

Some fighters continue on to learn Siberian Suplex {grab 4, athletics 2, suplex}

If combined with Jump {athletics 1}, the fighter is prepared to learn Air Suplex {grab 3, athletics 3, jump, suplex}

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Tearing Bite (pg 88) *The fighter chomps down on the head/neck, then flips the target over his back*

Grab Maneuver

To learn: First the fighter must have the ability to cause a large bite wound (through the Animal Hybrid Background or other means), and the Bite basic maneuvers. Then he learns Tearing Bite {grab 2, athletics 2}, and may go on to learn Jaw Spin {grab 4, athletics 3, tearing bite}

Power Points: animal Hybrid 2

System: After applying the damage, the attacker then throws his opponent in the opposite direction from the one he is facing. The victim travels a number of hexes equal to the fighter's strength -1. Use the animal Hybrid (or similar strange background) rating to determine damage in place of the grab technique.

Modifiers: cost; 1 chi, speed +1, damage +4, move: One

Thigh Press (sf 121) *The fighter catches the head of the victim in his thighs and flips him headfirst into the ground*

Grab Maneuver

To Learn: {grab 2, athletics 2}

Power Points: Native American Wrestling, Sanbo, Special Forces, Ju Jitsu, Wrestling 2, any 3

System: the opponent suffers a knockdown in addition to regular damage. The fighters switch hexes at the end of the move unless they began in the same hex, in which case the attacker may decide which adjacent hex the victim falls into.

Modifiers: cost: none, speed -1, damage +4, move: One

Throw (sf 122) *The fighter picks up the opponent or uses his momentum against him to throw him through the air*

Grab Maneuver

To learn: {grab 1}

Power Points: Ju Jitsu (free), any 1

System: if the move succeeds, the fighter can choose the hex in which his opponent lands after the Throw. The fighter can throw a victim a number of hexes equal to his strength. If the maneuver causes damage, the victim suffers a knockdown. If someone is thrown into yet another victim, damage may be caused to the struck target as well. Roll damage based on the thrown character's Stamina, minus the struck character's Soak (stamina or stamina + block). If a character with a stamina of 4 strikes a character with a stamina of 3, one dice of damage is inflicted, for example.

Modifiers: cost: none, speed -2, damage +2, move: one

Training Notes:

Some fighters continue to learn Back Roll Throw {grab 2, kick 1, athletics 1, throw}

Some fighters continue to learn Hair Throw {grab 3, athletics 2, Throw}



If combined with Jump {athletics 1}, the fighter may continue on to learn Air Throw {grab 2, athletics 1, jump, throw}

ATHLETICS

Air Smash (sf 122) *The fighter leaps up and falls on his opponent. Simple yet effective*

Athletics Maneuver

To learn: The fighter first learns Jump {athletics 1}, then Air Smash {athletics 1, jump}

Power Points: Native American Wrestling, Sanbo, Sumo, Majestic Crow Kung Fu, Pankration, Wrestling 1, any 2

System: This is an aerial maneuver that can act as a Jump. The fighter moves in a straight line and will end his move in the same hex as his target.

Modifiers: cost; none, speed -1, damage +4, move -1

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Backflip (sos 28) *A series of back-handsprings that makes up an incredibly defensive maneuver*

Athletics Maneuver

To learn: {athletics 3}

Power Points: Capoeira, Spanish Ninjitsu, Jeet Kune Do 2, Wu Shu 3, any 4

System: The fighter moves in a straight line away from his opponent. He cannot be harmed while performing this maneuver, but still may be harmed before and after the maneuver is made.

Modifiers: cost: 1 willpower, speed +3, damage: none, move +2

Training Notes:

Some fighters continue on to learn Tumbling Attack {athletics 3, backflip}

Beast Roll (sf 122) *The fighter springs backward then forward in a superhuman rolling attack*

Athletics Maneuver

To Learn: First the fighter must learn Jump {athletics 1}, Rolling Attack {athletics 3}, then Vertical Rolling Attack {athletics 3, jump}. Then the fighter is prepared to learn Beast Roll {athletics 5, rolling attack, vertical rolling attack}

Power Points: Capoeira 3

System: the beast roll is an aerial maneuver that can be used like a Jump to dodge projectiles. The fighter begins by traveling in a straight hex-line backward using the -2 move modifier. The backward roll can be used to attack an opponent. Then the fighter rolls forward for another attack using the +2 move modifier. Both attack's must enter the target's hex. Finally, the fighter bounces off the second target to end the move two hexes in front of that target.

Modifiers: cost: 1 willpower, speed +0, damage +3, move -2/+2

Breakfall (con 114) *Simulates training on how to fall or be thrown and suffer the least amount of damage*

Athletics Maneuver

To learn: {athletics 1}

Power Points: Ju Jitsu (free), Aikido, Capoeira, Pankration, Wrestling, Baraquah, Tai Chi Chaun 1, any 2

System: Whenever the character takes damage from a fall (the source of the damage is the fall), the character rolls dexterity + athletics and reduces the damage by that amount. This action is automatic and does not have to be played as an action.

Modifiers: see above, no cost

Cannon Drill (sf 123) *The fighter's body twists and spins as he flies toward his opponent and strikes*

Athletics Maneuver

To learn: {athletics 5} Note that while this maneuver requires no other maneuvers, it is difficult to learn.

Power Points: Special Forces 4, Kabaddi, Wu Shu, Majestic Crow Kung Fu 5

System: the cannon drill is NOT an aerial maneuver

Modifiers: cost 1 willpower, speed 2, damage +2, move +2

Displacement (pg 88) *A quick sidestep, allowing a dodge, followed by a quick jab*

Athletics Maneuver

To Learn: First, the fighter learns Esquives {athletics 2, block 1}. He may then continue on to learn Displacement {block 2, athletics 2, punch 1, esquives}

Power Points: Savate 2, Spanish Ninjitsu 3, Wu Shu 4

System: this maneuver is completely effective only if the fighter has enough Move to initiate a counterattack and is quicker than his adversary. When the opponent begins his attack, the fighter must have enough speed to interrupt the attack; otherwise, the displacement is ineffective. The fighter executing the displacement may then travel up to her full Move to the right or left of the opponent. Once the opponent's move is completed, the "displaced" fighter may move back in and counterattack if the fighter has any move left. This maneuver may be used to avoid projectiles, although a contested roll must still be made. The street fighter's punch technique is used to determine the damage for the attack.

Modifiers; cost: 1 willpower. speed +2, damage -1, move +1

Diving Hawk (sf 123) *The fighter leaps high into the air and comes crashing down in a full body collision*

Athletics Maneuver

To Learn: First the fighter must learn Jump {athletics 1}.

Then he is ready to learn Diving Hawk {athletics 3, focus 1, jump}

Power Points: Native American Wrestling, Spanish Ninjitsu 4

System: The diving Hawk is an aerial maneuver. It starts as a vertical jump (and can be used to dodge projectiles). The fighter subsequently uses her move to enter her opponent's hex and deal damage.

Modifiers: cost; 1 willpower, speed +0, damage +5, move +2

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Dragon's Tail (pg 89) *The fighter uses his entire body, crouching down and spinning into a tail strike*

Athletics Maneuver

To Learn: First, the fighter must have a tail {through some sort of special background}. Then the fighter may learn Upper Tail Strike* {athletics 3}, and may move on to Tail Sweep {athletics 1, upper tail strike}. If the fighter also knows (or then learns) Jump {athletics 1}, he may continue on to master the Typhoon Tail {athletics 3, tail sweep, jump}

(* After learning Upper Tail strike, the fighter may learn Dragon's Tail {athletics 4, upper tail strike}

Power points: animal Hybrid 3

System: the target suffers a Knockdown if airborne; otherwise a grounded target will be pushed back one hex if damaged by this maneuver. use the animal Hybrid (or similar strange background) in place of Grab for purposes of calculating damage.

Modifiers: cost; none, speed -1, damage +5, move -2

Drunken Monkey Roll (sf 123) *An evasive maneuver used to avoid attack*

Athletics Maneuver

To Learn: {athletics 2}

Power Points: kung fu, Jeet Kune Do 1, Capoeira, Wu Shu, Majestic Crow Kung Fu, Ninjitsu, animal Hybrid, Akido, Silat 2

System: This is a good all-purpose evasive technique. It counts as a crouching maneuver because it stays low to the ground. It can also be used to interrupt and evade projectile attacks as a Jump.

Modifiers: cost; none, speed +3, damage: none, move +2

Esquives (pg 89) *The fighter sidesteps out of harm's way*

Athletics Maneuver

To Learn: First, the fighter learns Esquives {athletics 2, block 1}. He may then continue on to learn Displacement {block 2, athletics 2, punch 1, esquives}

Power Points: Savate 2, Spanish Ninjitsu, Wu Shu 2

System: the fighter must have enough speed to interrupt his attacker. as the opponent attacks, the player using esquives simply moves his counter in any one direction up to two hexes.

Modifiers: cost; none, speed +2, damage: none, move: 2

Flying Body Spear (sf 123) *The fighter leaps into the air, using his body as a spear in the decent*

Athletics Maneuver

To learn: First the fighter must learn Jump {athletics 1}, then Flying Body Spear {athletics 3, jump}

Power Points: Kabaddi 2, Ler Drit, Majestic Crow Kung Fu

3, any 4

System: The flying body spear is an aerial maneuver that acts like a Jump, enabling the user to dodge missile attacks. the fighter can then spiral down and smash into any opponent within his move range. The fighter must travel in a straight hex-line and ends the move in the hex in front of the victim.

Modifiers: cost: 1 willpower, speed +0, damage +3, move +1

Flying Head Butt (sf 123) *The fighter leaps at an opponent head-first, using his body as a weapon*

Athletics Maneuver

To learn: First the fighter must learn Head Butt {punch 1} and Jump {athletics 1}, in any order. then he is prepared to learn Flying Head Butt {athletics 3, head butt, jump}

Power Points: Wrestling, Sumo 2, any 3

System: the Flying Head Butt is an aerial maneuver. The fighter must travel in a straight line movement on the hex map.

Modifiers; cost: 1 willpower, speed +0, damage +4, move +3

Flying Heel Stomp (sf 123) *The fighter jumps, lands heel first on his victim's head, and springs to safety*

Athletics Maneuver

To learn: First the fighter learns Jump {athletics 1}, then Flying Heel Stomp {athletics 3, kick 2, jump}

Power Points: Majestic Crow Kung Fu (called Landing Crow), Wu Shu, Ler Drit, Spanish Ninjitsu, Pankration 3, any 4

System; The fighter can interrupt her own movement with a damage roll and then finish his allowed move after rolling damage. The maneuver must be preformed straight-line. The Flying Heel Stomp is an aerial maneuver that can be used as a Jump to avoid projectiles.

Modifiers: Cost: 1 willpower, speed +0, damage +1, move +2

Flying Punch (sos 28) *The fighter leaps (flies?) up and behind, delivering a punch to the victim's back*

Athletics Maneuver

To learn: First the fighter learns Jump {athletics 1}. Then he moves on to learn Flying Punch {athletics 4, punch 2, focus 3, jump}

Power Points: Ler Drit 3

System: The fighter must move 2 hexes behind his opponent then move into the same space as the opponent as he comes flying in. This is an aerial maneuver. The opponent's Stamina is halved (round down) for Soak purposes. The fighter loses one point of honor whenever the maneuver is used. The maneuver can be used straightforward without the loss of honor, but in that case the Stamina of the fighter's opponent is not halved. The fighter ends his move one space in front of or behind his opponent, depending on how the maneuver was used.

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Modifiers: cost; 1 willpower, speed -2, damage +2, move +5

Ground Fighting (con 114) *Simulates training in the art of continuing to fight when knocked to the ground*

Athletics Maneuver

To Learn: {athletics 4}

Power Points: Pankration 2, Sanbo, Native American Wrestling, Wrestling 3, Special Forces 4

System: This maneuver does not require a combat card. Instead, it is simply invoked whenever the fighter has been knocked down, thrown, or has fallen down. The street fighter does not have to rise from the ground to continue fighting (although if he does he suffers the standard -2 speed penalty). He may continue fighting from the ground, using any basic or special maneuver that does not require hip-derived touring or momentum, or any aerial maneuver. This requires some Storyteller discretion. Street fighter who do not possess this maneuver may still fight when grounded, but with a -3 speed and damage to their own attacks.

Individuals fighting grounded opponents suffer -2 damage and speed to their own attacks unless they are low-target attacks.

Modifiers: cost 1 willpower per turn used, see above for other details

Jump (sf 124) *The ability to leap. Sometimes can be used to avoid incoming projectiles and still attack*

Athletics Maneuver

To Learn: {athletics 1}

Power Points: any 1

System: A fighter can play a jump card along with any of the six basic punches and kicks, or by itself. if used by itself, use the following modifiers. Otherwise, use the normal attack modifiers and not those shown here. Using a Jump causes the maneuver to become Aerial.

If the fighter plans to avoid a projectile attack, he waits for his opponent to declare him as a target. If the fighter's jump has a higher speed than the projectile attack, he can interrupt the projectile and attempt to avoid it by jumping. the two fighters make a resisted roll, comparing the attacker's Focus Technique to the jumping fighter's dexterity + Athletics. If the attacker wins the roll, the jumping fighter is hit by the projectile and must immediately end his turn.

If the fighter uses a Jump with a Basic Maneuver, he may still be able to deliver damage after a successful jump. The fighter can leap 3 feet for each dot of Athletics.

Training Notes:

Some fighters continue on to learn Dragon Kick {kick 5, focus 4, jump}

Some fighters continue on to learn Flying Thrust Kick {kick 4, athletics 4, jump}

Some fighters continue on to learn Storm Hammer {grab 5, athletics

3, jump}

Some fighters continue on to learn Air Smash {athletics 1, jump}

Some fighters continue on to learn Diving Hawk {athletics 3, focus 1, jump}

Some fighters continue on to learn Flying Body Spear {athletics 3, jump}

Some fighters continue on to learn Flying Heel Stomp {athletics 3, kick 2, jump}

Some fighters continue on to learn Thunderstrike {athletics 2, jump}

Some fighters continue on to learn Wall Spring {athletics 3, jump}

Some fighters continue on to learn Rising Storm Crow {grab 3, athletics 3, throw}

Some fighters continue on to learn Scissor Kick {kick 3, athletics 3, jump}

Some fighters continue on to learn Tiger Knee {kick 3, athletics 2, jump}

Some fighters continue on to learn Choke Throw {grab 2, athletics 2, jump}

Some fighters continue on to learn Flying Punch {athletics 4, punch 2, focus 3, jump}

Some fighters continue on to learn Light Feet {athletics 4, jump}

Some fighters continue on to learn Ax Kick {kick 2, jump}

Some fighters continue on to learn Jumping Shoulder Butt {athletics 2, jump}

Some fighters continue on to learn Pounce {athletics 3, jump, special background required}

Some fighters continue on to learn Vertical Rolling Attack {athletics 3, jump} (If combined with Rolling Attack {athletics 3}, the fighter is prepared to learn Beast Roll {athletics 5, rolling attack, vertical rolling attack})

If combined with Power Uppercut {punch 1}, the fighter can continue on to Dragon Punch if part of his style.

If combined with Hurricane Kick {kick 4, athletics 3}, the fighter can learn Air Hurricane Kick {kick 4, athletics 3, jump, hurricane kick}, if part of his style.

If combined with Throw {grab 1}, the fighter may continue on to learn Air Throw {grab 2, athletics 1, jump, throw}

If combined with Pile Driver {grab 3, athletics 1}, the fighter may continue on to learn Spinning Pile Driver {grab 4, athletics 3, Jump, Pile Driver}

If combined with ead Butt, the fighter may continue on to learn Flying Head Butt {athletics 3, head butt, jump}

If combined with Fireball {focus 3}, the fighter may continue on to learn Flying Fireball {focus 4, fireball, jump}

If combined with Backflip Kick {kick 2, athletics 2}, the fighter is ready to learn Foward Backflip Kick {kick 3, athletics 3, backflip kick, jump}

If combined with Suplex {grab 1}, the fighter is prepared to learn Air Suplex {grab 3, athletics 3, jump, suplex}

If combined with Haymaker {punch 1}, the fighter is prepared to learn Widowmaker {punch 3, jump, haymaker}

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Jumping Shoulder Butt (sf 167) *The fighter jumps into an opponent, ramming his shoulder into him*

Athletics Maneuver

To learn: First, the fighter learns Jump {athletics 1}. Then he is ready to learn Jumping Shoulder Butt {athletics 2, jump}

Power Points: Thai Kickboxing, Boxing, Sumo 1, any 2

System: This maneuver can be used against a standing or an aerial opponent, and can be used to dodge a projectile attack as a Jump.

Modifiers: cost: none, speed: +0, damage +3, move: -1

Kippup (sf 124) *When knocked down, the fighter arches his back and kicks himself instantly back to a standing position*

Athletics Maneuver

To learn: {athletics 2}

Power Points: Ju Jitsu 1, any 1

System: A fighter who knows the kippup maneuver only suffer -1 to speed when recovering from a knockdown. Kippup is not played as an action and is always in effect.

Modifiers: see above, no cost

Light Feet (sos 28) *Simulates a fighter who has trained to become quick on his feet*

Athletics Maneuver

To learn: First the fighter must learn Jump {athletics 1}, then Light Feet {athletics 4, jump}

Power Points: Spanish Ninjitsu, Jeet Kune Do, Lua 3, any 5

System: This maneuver adds +1 move to all the fighter's maneuvers. It does not have to be played, and is always in effect. If the player fighter a willpower point, he may, for one turn, receive +3 to move instead of the +1 normally gained with this maneuver.

Modifiers: see above

Pounce (pg 88) *The fighter explodes into a mighty leap at his prey*

Athletics Maneuver

To Learn: First, the character must learn Jump {athletics 1}. Then he is ready to learn Pounce {athletics 3, jump}

Power Points: animal Hybrid 2

System: The fighter hurls himself at his opponent. this is considered an aerial maneuver and can be used to avoid projectiles. The fighter lands on top of his opponent; if any damage is scored, the opponent also suffers a knockdown. Use animal Hybrid (or other strange background) in place of grab when determining damage.

Modifiers; cost: 1 willpower, speed -1, damage +2, move +4

Rolling Attack (sf 124) *The fighter leaps, tucking into a somersault, and slamming into a victim*

Athletics Maneuver

To Learn: {athletics 3}

Power Points: Capoeira, Wu Shu, Ninjitsu 3, Majestic Crow Kung Fu 4, any 5

System: The character must travel in a straight line on the hex map and will stop at the first hex occupied by a target, which can be a character or any sizable object. After damage is applied to a target, the rolling character will bounce off the target and land two hexes in front of the target. This is an aerial maneuver.

Modifiers: cost: 1 willpower, speed +0, damage +3, move +4

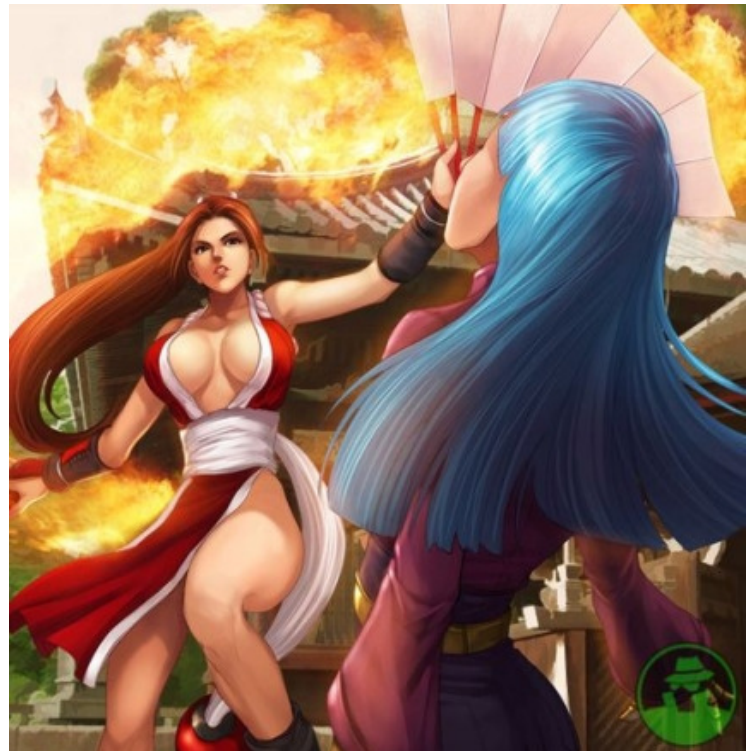
Training Notes:

If combined with Jump {athletics 1}, the fighter may learn Vertical Rolling Attack {athletics 3, jump}. Then the fighter is prepared to learn Beast Roll {athletics 5, rolling attack, vertical rolling attack}

Tail Sweep (pg 90) *The bestial fighter performs a spinning sweep, using his tail*

Athletics Maneuver

To learn: First, the fighter must have a tail {through some sort of special background}. Then the fighter may learn Upper Tail Strike {athletics 3}, then Tail Sweep {athletics 1, upper tail strike}. If the fighter also knows (or then learns) Jump {athletics 1}, he may continue on to master the Typhoon Tail



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{athletics 3, tail sweep, jump}

Power Points: animal Hybrid 2

System: Anyone in adjacent hexes are struck by the tail and, if damaged, suffer a knockdown, friend and foe alike. This is a crouching maneuver.

Modifiers: Cost; none, speed -1, damage +1, move; none

Thunderstrike (sf 124) *The fighter leaps right up to the victim and strikes with a shoulder, knee, or whatever*

Athletics Maneuver

To Learn: First the fighter must learn Jump {athletics 1}, then Thunderstrike {athletics 2, jump}

Power Points: Native American Wrestling, Pankration 1

System: The fighter's opponent must be standing in the same or adjacent hex when the fighter performs this move. The fighter moves into the opponent's hex, rolls damage for the Thunderstrike, and then finishes his movement. Thunderstrike is an aerial maneuver and enables the user to avoid projectile attacks like a Jump.

Modifiers: cost: none, speed +0, damage +5, move -1

Tumbling Attack (sos 28) *A rolling attack that can strike a victim over and over if timed correctly*

Athletics Maneuver

To learn: First, the character must learn to Backflip {athletics 3}, then Tumbling Attack {athletics 3, backflip}

Power Points: Spanish Ninjitsu 2, Capoeira 3, any 5

System: The tumbling attack has simultaneous movement and damage tests each time the attacker moves a space. When the fighter rolls into a space with an enemy, he rolls a damage test and pushes the victim back one hex. The attacker moves in a straight line. This is a crouching maneuver.

Modifiers: Cost; 1 willpower, speed -1, damage -1, movement +0

Typhoon Tail (pg 90) *The bestial fighter flies across the area, striking with legs and tail repeatedly*

Athletics Maneuver

To learn: First, the fighter must have a tail {through some sort of special background}. Then the fighter may learn Upper Tail Strike* {athletics 3}, and may move on to Tail Sweep

{athletics 1, upper tail strike}. If the fighter also knows (or then learns) Jump {athletics 1}, he may continue on to master the Typhoon Tail {athletics 3, tail sweep, jump}

(* After learning Upper Tail strike, the fighter may learn Dragon's Tail {athletics 4, upper tail strike}

Power Points: animal Hybrid 3

System: The fighter begins the Typhoon Tail by moving up to his designated Move in hexes. During this time the fighter is airborne and cannot be hit by projectiles. An opponent in the final hex of movement will be hit by the attacker's knees and

take damage at the +5 modifier. The opponent is also knocked back one hex along the fighter's trajectory.

at this point, all fighter's in adjacent hexes, including the one just hit, are struck by the spinning tail and are knocked back one hex away from the attacker. The damage modifier for the second attack is +2.

Unlike other animal Hybrid maneuvers, the Typhoon Tail uses Athletics as the base of damage, not the animal Hybrid background.

Modifiers: cost; 1 chi, 1 willpower, speed -2, damage +5/+2 (see above), move +1

Upper Tail Strike (ph 91) *The bestial fighter whips his tail around to attack the head of his opponent*

Athletics Maneuver

To Learn: First, the fighter must have a tail {through some sort of special background}. Then the fighter may learn Upper Tail Strike* {athletics 3}, and may move on to Tail Sweep {athletics 1, upper tail strike}. If the fighter also knows (or then learns) Jump {athletics 1}, he may continue on to master the Typhoon Tail {athletics 3, tail sweep, jump}

(* After learning Upper Tail strike, the fighter may learn Dragon's Tail {athletics 4, upper tail strike}

Power Points: animal Hybrid 3

System: Airborne or jumping opponents suffer a knockdown if damage is scored. Substitute the Animal Hybrid background in place of athletics for damage purposes.

Modifiers: cost; none, speed +1, damage +2, move +1

Vertical Rolling Attack (sf 125) *The fighter leaps into the air in a somersaulting attack*

Athletics Maneuver

To learn: First the character must learn Jump {athletics 1}, then Vertical Rolling Attack {athletics 3, jump}

Power Points: Capoeira, Wu Shu, Ninjitsu 2, any 4

System: This maneuver is almost identical to a Rolling Attack, except that the fighter leaps up into the air instead of forward. The move is good for knocking down high-jumping opponents or for vaulting over fences or onto roof tops. A character using this maneuver can leap four feet into the air for each dot in Athletics.

This maneuver causes a Knockdown to aerial opponents. It counts as an aerial maneuver itself and can be used to avoid projectiles as a Jump.

Modifiers: cost: 1 willpower, speed +0, damage +3, move +0

Training Notes:

If combined with Rolling Attack {athletics 3}, the fighter is prepared to learn Beast Roll {athletics 5, rolling attack, vertical rolling attack}

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Wall Spring (sf 125) *The fighter uses wall-bouncing action to add range and height to a jump*

Athletics Maneuver

To learn: Fist the fighter must learn Jump {athletics 1}, then Wall Spring {athletics 3, jump}

Power Points: Wu Shu, Spanish Ninjitsu, Majestic Crow Kung Fu, Ninjitsu, Jeet Kune Do 1, any 2

System: The fighter can jump normally up to his full move. Additionally, if he aims for a wall, he can bounce off the wall with a good push of the legs and travel another full move plus two hexes away. The fighter must bounce off the wall at the opposite angle he jumped onto it, unless he jumped straight at the wall, in which case he moves straight backward.

Like a regular jump, the spring may be used with any basic punch or kick. In this case, use the basic maneuver's speed and damage modifiers, but use the Wall Spring's move modifiers. This is an aerial maneuver.

Modifiers: cost: none, speed +2, damage: none (see above), move: +0 first jump, +2 off spring

FOCUS

Acid Breath (sf 126) *The fighter spews highly acidic liquid onto his opponent*

Focus Maneuver

To Learn: {focus 3}

Power Points: any 4

System: The spray has a range equal to the fighter's Stamina rating, and the fighter must have line-of-sight to his victim. Once the acid spray hits, it immediately inflicts damage using the +3 modifier. The following combat turn, unless the victim of the acid breath has been immersed in water or some other measure has been taken, the acid continues to burn the victim's body. At the very end of the combat turn, after all action have been completed, the acid damages again at the +0 modifier. Finally, on the third turn, the acid damages again for the last time, using the -3 damage modifier. Characters hit more than once with the acid attack could suffer many damage tests at the end of each turn. Acid breath may be dodged like any other projectile attack.

Modifiers: cost: 1 chi, speed -2, damage +3, +0, -3, move -1

Air Blast (pg 91) *The fighter fires a blast of air at an opponent*

Focus Maneuver

To Learn / Training Notes: : First, the practitioner must learn Air Blast {punch 1, focus 2, elemental 2}. He may then move on to learn Push {focus 3, elemental 3, air blast} and / or...

First, the character must learn Air Blast {punch 1, focus 2, elemental 2}. He is then ready to move on to Vacuum {focus

3, elemental 4, Air Blast}

Power Points: Elemental (air) 3

System: the range of the blast equals the fighter's Intelligence + Elemental background, in hexes. While the air blast is a projectile, it is not readily visible, and to interrupt this maneuver requires a successful Blind Fighting (Perception + Blindfighting) check.

Modifiers: cost: 1 chi, speed -1, damage +3, move: none

Balance (pg 91) *The character maintains perfect balance by using Chi energies*

Focus Maneuver

To learn: {focus 4}

Power Points: Ninjitsu, Wu Shu, Tai Chi Chaun 2, Kabaddi, Kung Fu, Baraquah, Lua, Silat 3, Shotokan Karate, Capoeira 4

System: The character does not need to play this maneuver, it simply adds +1 move to all aerial maneuvers played.

Modifiers: see above, no cost

Chi Kung Healing (sf 126) *The practitioner uses mystical energy to heal*

Focus Maneuver

To learn: {focus 4}

Power Points: Tai Chi Chaun 2, Kabaddi, Kung Fu, Aikido, Lua, Silat 3, Native American Wrestling, Shotokan Karate, Wu Shu, Thai Kickboxing, Majestic Crow Kung Fu, Baraquah, Jeet Kune Do, Ju Jitsu 4

System: A character who uses Chi Kung Healing in the midst of combat must enter the same hex as her patient and then execute the healing process. Like the regeneration special maneuver, the healer can restore one lost health level per point of chi the healer spends. The healer can spend Chi points up to her Focus rating per turn of healing.

Modifiers: cost: see description above, speed -1, damage; none, move -1

Training Notes:

If it is part of their style, some practitioners of Chi Kung Healing later go on to study Dim Mak, the punching maneuver {Chi Kung Healing {focus 4}, then Dim Mak {punch 4}}

If it is part of their style, some practitioners of Chi Kung Healing later go on to study Chi Push {focus 4, Chi Kung Healing}

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Chi Push (con 115) *The practitioner uses Chi energy to move or damage an object*

Focus Maneuver

To learn: First, the practitioner must learn Chi Kung Healing {focus 4}. then he may learn Chi Push {focus 4, Chi Kung Healing }

Power Points: Baraquah (called Baraquah push), Kabaddi, Kung Fu, Lua, Native American Wrestling, Silat, Tai Chi Chaun 5

System: the basic damage done by the maneuver is the user's Wits + Focus + 3, +1 for each extra point of Chi the practitioner spends beyond the first. The practitioner must choose what to do with their dice pool: the maneuver's damage may be reduced by one point to throw the target back by one hex. The maneuver may also be done without touching the target: each hex between the target and the practitioner subtracts two damage dice. Chi push has no effect on someone using the San He maneuver. Furthermore, the target may add dice to their soak roll by spending 2 Chi per one Die.

Modifiers: Cost: 1 chi (see above), speed -3, damage wits + focus + 3 (+ special), move: none

Cobra Charm (sf 127) *The fighter exerts a hypnotic trance on a victim*

Focus Maneuver

To Learn: {focus 2 }

Power Points: Kabaddi 2, Ler Drit, Animal Hybrid 3, any 4

System: The martial artist using Cobra Charm must be close enough to his victim to gaze into her eyes, establishing the hypnotic contact. he must be within three hexes of his opponent. Once eye contact is established, the charmer makes a Wits + mysteries resisted roll against the victim. if the charmer wins, the spell is established; otherwise, there is no effect.

once the cobra charm has begun, it works similarly to a sustained hold for grappling, except that between each turn the victim and the charmer compare intelligence rolls to see if the hypnotic hold is broken. if the victim is ever hurt, the charm is broken.

While hypnotized, the victim will do nothing except follow very basic commands given by the hypnotist such as lying down, moving, etc. the hypnotist can employ only the Move maneuver while maintaining the hypnotic hold, because he must concentrate on his subject. if the charmer and the victim are ever separated by more than three hexes the charm is broken.

Modifiers: cost: 1 chi, speed -1, damage: none, move -1

Death's Visage (pg 92) *The fighter causes fear within an opponent*

Focus Maneuver

To Learn: {focus 3 }

Power Points: Ninjitsu 3

System: All within the sight of the fighter must make a resisted Willpower roll against the fighter's Manipulation + Focus or get as far away from the fighter as possible. This is considered a sustained hold, and only ends when a successful roll has been made or three turns have passed.

Modifiers; Cost: 1 chi, speed +1, damage: none, move: none



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Drain (pg 92) *The fighter forces the water from the victim's body*

Focus Maneuver

To learn: {focus 2, elemental 2}

Power Points: elemental (water) 3

System: This is a projectile attack similar to Fireball, and can be dodged, even though there is no outward sign of a projectile. Characters who make a successful Perception + Mysteries roll will notice the projectile.

A target struck will suffer one level of health damage and a -1 speed and move penalty the following round. The target cannot soak the point of damage.

Modifiers: cost: 1 chi, speed -1, damage; see above, move -1

Drench (pg 92) *The fighter creates a huge watery fist that strikes at the victim*

Focus Maneuver

To Learn: First, the elemental must learn Drench {punch 1, focus 1, elemental 2}. he may then move on to Envelop {focus 2, grab 2, elemental 3, drench}

Power Points: elemental (water) 2

System: The range of the Drench equals the fighter's Intelligence + Focus. Although this is a Focus-based maneuver, the damage is calculated using the fighter's Punch Technique.

Modifiers: Cost: 1 chi, speed +1, damage +2, move: -2

Elemental Skin (pg 93) *The fighter can transform his body for a short time into an elemental form*

Focus Maneuver

To Learn: {focus 2, elemental 4}

Power Points: elemental (all) 5

System: The following modifiers apply to combat against elements of the different types. The effects last for a number of turns equal to the fighter's Focus.

Fire

Anyone who attacks the fighter in this form may be damaged (similar to Maka Wara). The elemental uses his Focus Technique to determine damage. The attacker's stamina applies for defense in the regular fashion. All punching, grabbing, or kicking attacks by the elemental have an additional +1 damage modifier.

Water

Any attack that successfully damages the elemental in this form subtracts one success from the damage done.

Air

All aerial maneuvers made against the elemental in this form suffer a -2 penalty to damage, and all projectile attacks cause one level less in damage.

Earth

All punching or kicking attacks aimed at the elemental suffer a -2 penalty on the attacks damage modifier. When in this form the elemental cannot be the victim of a Knockdown, nor be thrown.

Modifiers: Cost: 1 chi, 1 willpower, speed -2, damage: varies (see above), move: none



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Elemental Stride (pg 93) *The elemental disappears into his element and reappears elsewhere in the same element*

Focus Maneuver

To Learn: {focus 2, elemental 5} Although it requires no other maneuvers, this maneuver is difficult to master.

Power Points: elemental (all) 4

System: This power has no range limit in regard to hex maps for combat. Outside of combat, the elemental can travel in his element at a rate of Stamina + Focus, in miles per hour.

Modifiers: 1 chi (outside of combat 1 chi per hour traveled), speed +1, damage: none, Move: see above

Entrancing Cobra (pg 94) *The fighter attempts to confuse the victim with strange mystical powers*

Focus Maneuver

To Learn: {focus 2}

Power Points: Ninjitsu 4

System: The fighter must succeed in a contested roll of his Dexterity + Focus vs. the target's Wits + Mysteries. If the attacker wins, treat the target as if he were dizzied.

Modifiers: Cost: 1 chi, speed +2, damage: none, move -1

Envelop (pg 94) *The elemental creates two giant hands of water to cover the victim*

Focus Maneuver

To Learn: First, the elemental must learn Drench {punch 1, focus 1, elemental 2}. he may then move on to Envelop {focus 2, grab 2, elemental 3, drench}

Power Points: elemental (water) 3

System: The Envelop acts much like a Grab maneuver. If two fighters are engaged in a sustained hold and are in the same hex, both will be affected. Each round the target must succeed in a stamina test to see if he is dizzied by the lack of oxygen.

The range of the envelop extends a number of hexes equal to the fighter's Focus technique. and requires line of sight.

Envelop is a sustained hold and may be maintained a number of rounds equal to the elemental's Focus Technique. If the line of sight is broken by an obstacle of another fighter, the Envelop is dispelled. Unlike most sustained holds, the target may move and fight normally, except that his speed is at -2.

Modifiers: cost: 1 chi (first round only), speed -2, damage +1 (first round), -1 each following round

Extendible Limbs (sf 127) *The fighter can stretch his limbs to reach or strike from a distance*

Focus Maneuver

To Learn: {focus 4}

Power Points: Kabaddi 4, Silat 5

System: Fighters who possess this ability can use it at any time without penalty. The power is simply combined with any of the six basic punch or kick maneuvers to give the attack extra range. the character extends his limbs a number of hexes equal to his focus rating.

the only drawback to this maneuver is that the fighter's extended limbs are vulnerable to attack. if any opponent interrupts the fighter's stretching attack with a higher speed attack, the opponent can damage the stretching character by hitting him in any hex in which his limbs extend.

Modifiers: cost: none, see above description

Fire Strike (pg 94) *The fighter shoots out a long stream of fire*

Focus Maneuver

To Learn: First, the elemental must learn Flaming Fist {punch 1, focus 1, elemental 2}. he may then move on to Fire Strike {focus 2, elemental 3, flaming fist}

Power Points: elemental (fire) 3

System: The flame extends a number of spaces equal to the Focus of the fighter. The fire must be in a straight line from the fighter and will last the entire round, similar to a Yoga Flame.

All hexes covered are affected.

Modifiers: cost: 1 chi, speed -1, damage +3, move: none

Fireball (sf 127) *The character can launch a ball of flame at a target*

Focus Maneuver

To Learn: {focus 3}

Power Points: Kabaddi, Shotokan Karate, Aikido 3, Kung Fu, Wu Shu, Majestic Crow Kung Fu, Lua, Silat, Thai Kickboxing (called Tiger Fireball) 4, any 5

System: Fireballs have a range equal to the attacker's Wits + Focus. the attacker must have line of sight.

Modifiers: Cost: 1 Chi, speed -2, damage +2, move: none

Training Notes:

Some fighters continue on to learn Repeating Fireball {focus 5, fireball}

Some fighters continue on to learn Yoga Flame {focus 4, fireball}

If combined with Jump {athletics 1}, the fighter may continue on to learn Flying Fireball {focus 4, fireball, jump}

Some fighters continue on to learn Improved Fireball {focus 5, fireball}, and perhaps Inferno Strike {focus 5, improved fireball}

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Flaming Fist (pg 95) *The fighter's fists blaze with flame for a brief moment, adding damage to an attack*

Focus Maneuver

To Learn: First, the elemental must learn Flaming Fist {punch 1, focus 1, elemental 2}. he may then move on to Fire Strike {focus 2, elemental 3, flaming fist}

Power Points: elemental (fire) 2

System: Add the damage modifier below to any basic Punch maneuver. The player must select a basic Punch maneuver and play the Flaming Fist with it. The flaming fist only affects damage, not speed or move.

Modifiers: cost: 1 chi, speed: see above, damage +3, move: see above

Flight (pg 95) *The practitioner can create gusts of wind that he can ride upon*

Focus Maneuver

To learn: First, the character must master Flight {athletics 1, focus 2, elemental (or other special) background 3}, then he may move on to learn Lightness {athletics 2, focus 3, elemental 3, flight}

Power Points: elemental (air) 2

System: Outside of combat this power allows the character to fly without tiring, at a speed equal to (focus + dexterity) x 10 in miles per hour. He can carry any normal amount of weight he could normally carry.

In combat, the character must stand still for a full action to activate the power. He may block, but not initiate any offensive maneuver. The following turn, the fighter is treated as airborne, and may attack and move normally, using the modifiers below in addition to any others. His move in hexes equals his Stamina. Furthermore, he is only affected by Aerial maneuvers or projectile attacks.

Modifiers: cost: 1 Chi per turn of combat, 1 Chi per hour outside of combat, speed +1, damage: none, move = stamina

Flying Fireball (sf 127) *The fighter has learned to leap up and launch a fireball at an opponent*

Focus Maneuver

To learn: First the fighter must learn Jump {athletics 1} and Fireball {focus 3}. He is then prepared to learn Flying Fireball {focus 4, fireball, jump}

Power Points: Shotokan Karate, Wu Shu 2, Kabaddi, Kung Fu, Majestic Crow Kung Fu 3

System; The flying fireball is identical to the Fireball power, except that opponents cannot dodge the Flying Fireball with a Jump or similar moves. Line of sight restrictions still apply.

Modifiers: Cost 1 chi, 1 willpower, speed -2, damage +2, move +0

Ghost Form (sf 127) *The practitioner can turn his body insubstantial !*

Focus Maneuver

To Learn: {focus 5} Note that while this maneuver does not require others, it is difficult to learn

Power Points: Kabaddi, Native American Wrestling, Aikido, Baraquah, Lua, Tai Chi Chaun 5

System: Nothing solid will affect a character in a Ghostly Form. Energy like fire and electricity will still affect him, but bullets, ice blasts, fists and kicks will pass harmlessly through his body. The character cannot attack or use any other special maneuvers while in Ghost Form, but he can move through walls, floors, and even people. ghost Form can be played during a turn a character is caught in a sustained hold, allowing the character to walk right out of the hold.

Modifiers: cost; 2 chi the first turn plus 1 chi per turn the character stays in ghost form. speed +1, damage: none, move +0

Heal (pg 95) *The elemental has the mystical ability to create a healing aura*

Focus Maneuver

To Learn: {focus 3, elemental (or other special) background 3}

Power Points: elemental (all) 4

System: The character must be able to touch the person or animal to be healed. One health point is restored per point of Chi the character spends.

One chi can also heal 5 hexes of natural damage such as pollution

Modifiers: cost: special, speed -1, damage; none, move -1

Heatwave (pg 96) *The character can increase the heat in an area, creating nausea*

Focus Maneuver

To Learn: First, the character must learn Heatwave {focus 2, elemental (or other special) background 3}. Then he is prepared to move on to Spontaneous Combustion {focus 3, elemental 4, heatwave}

Power Points: elemental (fire) 6

System: the elemental rolls damage, but only for the purpose of causing a dizzy. the opponent actually takes no damage. This maneuver is a projectile attack, and ignores blocks.

Modifiers: cost: 1 chi, speed +0, damage +2 (see above), move +0

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Ice Blast (sf 128) *The character can release a wave of cold, frost or ice at an opponent, freezing him in place*

Focus Maneuver

To Learn: {focus 3}

Power Points: any 4

System: The ice Blast is similar to other projectile attacks. It has a range equal to the character's Wits + Focus and can be dodged by special maneuvers such as Jump. Any opponent damaged is frozen in place and must accumulate 4 successes in Strength rolls to break free. he may try at the end of each turn. If the character is hit while frozen, he receives normal damage and the ice shatters without the strength rolls.

Modifiers: cost: 2 chi, speed -2, damage +3, move: none

Improved Fireball (sf 128) *A faster, more destructive version of the Fireball attack*

Focus Maneuver

To Learn: First the fighter must learn Fireball {focus 3}, then Improved Fireball {focus 5, fireball}. Some fighters continue on to learn Inferno Strike {focus 5, improved fireball}

Power Points: Shotokan Karate 3, Kabaddi, Kung Fu, Wu Shu, Majestic Crow Kung Fu, Silat 5

System: The improved fireball is the same as the regular fireball, except that it's modifiers are better and it will score a knockdown on any opponent it damages unless the opponent blocks.

Modifiers: cost; 1 chi, speed -1, damage +4, move: none

Inferno Strike (sf 129) *The fighter emits a boulder sized flaming projectile that devastates an entire area*

Focus Maneuver

To Learn: First Fireball {focus 3}, then Improved Fireball {focus 5, fireball}, then Inferno Strike {focus 5, improved fireball}

Power Points: Shotokan Karate, Kabaddi 5

System: The fighter must choose any line-of sight hex within range. range is calculated as Wits + Focus like other Fireball maneuvers.

The inferno strike hits in the targeted hex and explodes into the six hexes adjacent to it. Anyone in the hex suffers a damage test with the following modifiers. Jump and similar moves can be used to avoid damage.

Modifiers: cost; 2 chi, speed -2, damage +4, move: none

Levitation (con 115) *The fighter can fly or levitate by using his inner power*

Focus Maneuver

To Learn: {focus 5} Levitation is incredibly difficult to master.

Power Points: Baraquah, Kabaddi 3, Kung Fu, Lua, Shotokan Karate, Silat, Tai Chi Chaun, Wu Shu 4

System: The practitioner may move up to their Focus in hexes per turn in any direction they choose (up, down, sideways) by spending one Chi per turn.

Modifiers: Cost: 1 Chi/turn, speed +0, damage: none, move: special

Leech (pg 96) *By touching his opponent, the character can transfer their life to himself*

Focus Maneuver

To learn: {focus 3, grab 2}

Power Points: Kabaddi, Ninjitsu, Lua 3, Kung Fu 4

System: No other actions may be initiated once a Leech has begun. A fighter may attack and then use leech, but not the other way around. For each Chi spent, the character can transfer one Health level from his victim into himself. The fighter must touch the victim.

A victim must be successfully caught in a sustained hold before this power may be used. The hold is treated as still being in effect for purposes of the target breaking the hold, except that damage is allocated as above instead of by the original hold's modifiers.

Modifiers: cost; see above, speed: +0, damage: see above, move: none



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Lightness (pg 97) *By mystically reducing his weight, the fighter jumps quicker and farther*

Focus Maneuver

To Learn: First, the character must master Flight {athletics 1, focus 2, elemental (or other special) background 3}, then he may move on to learn Lightness {athletics 2, focus 3, elemental 3, flight}

Power Points: elemental (air) 3

System: The affected fighter may add +2 to his Speed and +3 to his move for all Jump-enhanced maneuvers next round. Lightness lasts for a number of rounds equal to the fighter's Focus Technique.

Modifiers: cost: 1 chi, Speed: +1 (initial round), +2 all other rounds, damage: none, move: +1 (initial round), +3 (all other rounds)

Mind Control (sos 29) *The fighter takes over the mind of his opponent*

Focus Maneuver

To Learn: This is an incredible maneuver, and learning it can take years. First, the practitioner must learn Psychic Vise {focus 4}, and Mind Reading {focus 4, telepathy (telepathy requires focus 3)}. He may learn Psychic Vise and Telepathy/Mind Reading in any order. Then he is finally prepared to learn Mind Control {focus 5, psychic vise, mind control}

Power Points: Ler Drit 5

System: The maneuver can be used on a character with no willpower left, but not a character with an honor of 10. The victim must be within the attacker's focus +wits in hexes. Both roll intelligence, and if the attacker receives more successes, he has taken over the mind for a period of time. The victim's Honor vs. the attacker's Willpower may be rolled when the victim is forced to go against his own morals. It is rumored that conditioning to make a victim a permanent slave is possible.

1 success - 1 round of combat (10 turns)

2 successes - 1 hour

3 successes - 1 day

4 successes - 1 week

5 successes - 1 month

Modifiers: cost: 2 chi, speed -3, damage: none (see above), move: none

Mind Reading (sf 129) *The fighter can read the thoughts of his opponent, possibly predicting moves*

Focus Maneuver

To Learn: First the character must learn Telepathy {focus 3}, then Mind Reading {focus 4, telepathy}

Power Points: Kabaddi, Ler Drit, Aikido, Baraquah, Lua, Silat 3, any 4

System: the Mind reading special maneuver is not played as a combat card. Instead, the player announces his intent to use this maneuver between turns. The character spends one Chi and chooses one opponent as the target of this power. The two characters make a resisted Willpower roll.

If the mind-reading character wins the roll, the victim must show the player two cards from his hand, and must play one of those cards as his next maneuver.

The victim must be within a number of hexes equal to the mind reader's Wits + Focus.

If used outside of combat, the mind-reading character can gain information this way, at the Storyteller's discretion (more successes equal more information). the victim will not realize his mind is being read unless the roll botches.

Modifiers: cost: 1 chi, speed; none, damage: none, move; none

Training Notes:

Some rare practitioners may continue on to learn Mind Control (*This is an incredible maneuver, and learning it can take years. First, the practitioner must learn Psychic Vise {focus 4}, and Mind Reading {focus 4, telepathy (telepathy requires focus 3)}. He may learn Psychic Vise and Telepathy/Mind Reading in any order. Then he is finally prepared to learn Mind Control {focus 5, psychic vise, mind control}*)



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Musical Accompaniment (sf 129) *Attuning himself to nearby music, the fighter gains bonuses from it*

Focus Maneuver

To Learn: {focus 2}

Power Points: Capoeira, Lua 1, any 2

System: If there is background music that fits the character's particular training preference, he gets a +1 bonus to either speed, damage or move each turn. At the beginning of each turn, the player announces with aspect he will apply the +1 modifier to. He can change his choice each turn.

Modifiers: Cost: none. See above for more details

Pit (pg 97) *The fighter suddenly creates a hole in the earth under an opponent's feet*

Focus Maneuver

To learn: First, the character must learn Wall {focus 1, elemental (or other special) background 2}. He may then move on to learn Pit {focus 3, elemental 3, wall}. Some powerful characters may move even further in this direction of focus to master Weight* {focus 3, elemental 4, wall, stone, pit}. *This will also require the fighter to learn Stone (First, the character must learn Wall {focus 2, elemental 2}. He may then learn Stone {focus 2, punch 2, elemental 2, wall})*

Power Points: elemental (earth) 3

System: In order to be effective, the fighter must target a victim after he has completed his movement. Otherwise, the elemental must choose a hex to be the target of this power. Any fighter who ends his turn in the affected hex falls into the pit. Use the modifiers below for damage from the fall. The pit is five feet deep plus one foot per dot of the fighter's Focus technique. Fighters who fall into the pit must spend their next action climbing out. Treat this action as a move maneuver at -4 speed. Once a pit is created, it is permanent.

This power will not work if the fighter is not in contact with the earth. Even thin wooden planks will negate the power. Using the Pit in an arena can result in a loss of Glory, depending on the type of arena and crowd.

Modifiers; cost: 1 chi, speed -1, damage +1, move -1

Pool (pg 97) *The body of the elemental becomes pure water, immune to physical attacks*

Focus Maneuver

To Learn: {focus 2, elemental (or other special) background 4}

Power Points: elemental (water) 2

System: Physical maneuvers will not affect the character, who can still move, although Focus-based maneuvers like Ice Blast and Fireball will still damage him.

Modifiers: Cost: none, speed +1, damage; none, move -2

Psychic Rage (sos 29) *The fighter uses mind manipulation to push the victim into fits of anger and rage*

Focus Maneuver

To Learn: {focus 3}

Power Points: Ler Drit 3

System: The victim must be within the attacker's focus+wits. The fighter then must win a resisted (permanent) Willpower roll. If the attacker is successful, then the victim goes into a rage.

The victim will only be able to play fierce or roundhouse combat cards, and his highest damage special maneuvers. He will spend Chi and Willpower as needed until he runs out. Furthermore, he will not be able to play a Move or Block maneuver and will not receive any benefits from a combo maneuver.

After falling under the control of the Psychic Rage, the victim can, each turn not including the first, roll an Honor vs. the Manipulation of the attacker to try to break free. The rage will end if the attacker of the victim is knocked unconscious. The victim will lose honor normally while under the power's influence.

Modifiers: cost: 1 chi, speed: -2, damage: none see above), move: none

Psychic Vise (sos 30) *This fearsome power strips an opponent of his willpower, weakening him and his resolve*

Focus Maneuver

To Learn: {focus 4}

Power Points: Ler Drit 4, Kabaddi 5

System: The victim must be within the attacker's focus+wits in hexes. The attacker rolls damage using the opponent's Intelligence instead of Stamina to determine soak. Psychic vise ignores blocks for the purposes of soaking damage. For each damage success, the victim loses one willpower and is at -1 to speed for the next maneuver. If the victim loses more willpower than his intelligence rating in a single attack, the victim is mentally stunned (dizzied). Victim's who reach 0 willpower can still be slowed and stunned with the use of this power.

Modifiers: cost: 1 chi, 1 willpower, speed +0, damage +0, move: none

Training Notes:

Some practitioners continue on to learn Mind Control (*This is an incredible maneuver, and learning it can take years. First, the practitioner must learn Psychic Vise {focus 4}, and Mind Reading {focus 4, telepathy (telepathy requires focus 3)}. He may learn Psychic Vise and Telepathy/Mind Reading in any order. Then he is finally prepared to learn Mind Control {focus 5, psychic vise, mind control}*)

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Psycho Crusher (sos 29) *The fighter flies in any direction, surrounded by a glow of awesome energy*

Focus Maneuver

To learn: First, the practitioner learns Psychokinetic Channeling {focus 3}. He is then prepared to learn the Psycho Crusher {focus 5, athletics 3, psychokinetic channeling}

Power Points: Ler Drit 5

System: The Psycho Crusher causes damage as the user flies into his victim's hex. The user of the power may fly in any pattern, but each victim is hit only once even if the user flies into his space again.

If the victim is not blocking, he is consumed in the user's Psychic fire, taking full damage from the attack (use the +5 damage modifier), and suffers a knockdown as he is thrown into a hex adjacent to the one where he was standing (the victim can choose which hex).

If the victim was blocking, then he is knocked back one hex from the direction the attacker flew at him, and he will take one dice of damage (a botch bringing the Psycho Crusher to an end). The attacker can continue to push the victim back and do an additional die of damage for every hex left in his movement, to a maximum of five damage test, at which time the attacker will fly past his opponent.

Modifiers: cost: 2 chi, speed -1, damage +5/one (see above), move +6

Psychokinetic Channeling (sos 30) *The fighter summons great Chi energy to add to an attack's power*

Focus Maneuver

To Learn: {focus 3}

Power Points: ler drit 3, Aikido, Baraquah, Silat 4, any 5

System: This ability can be played along one of the six basic maneuvers at any time, adding +2 damage to an attack.

Modifiers: cost: 1 chi, speed: +0, damage +2, move +0

Training Notes:

Some practitioners continue on to learn Psycho Crusher {focus 5, athletics 3, psychokinetic channeling}

Push (pg 98) *The attacker mystically pushes a victim away, usually with a gust of wind*

Focus Maneuver

To Learn: First, the practitioner must learn Air Blast {punch 1, focus 2, elemental 2}. he may then move on to learn Push {focus 3, elemental 3, air blast}

Power Points: elemental (air) 4

System: A blast of air with a width (in hexes) equal to the character's Focus Technique stats one hex-line in front of the character and continues forward for three hexes. Anyone in this path suffers one hit, which may be blocked normally. Use the damage modifiers below. Any fighter who suffers damage is moved an equal number of hexes in a straight line away

from the fighter. Jumping or airborne opponents will suffer a Knockdown as well.

Modifiers: cost: 1 chi, speed: -2, damage: +1, move: none

Regeneration (sf 129) *The character can instantly heal himself with a moment of concentration*

Focus Maneuver

To learn: {focus 3}

Power Points: Kabaddi, Baraquah 1, Kung Fu, Native American Wrestling, Ler Drit, animal Hybrid, Aikido, Lua, Silat 2, any 3

System: When using this power, a fighter stops moving for a turn to focus his Chi. The fighter may then spend points of Chi to restore lost Health levels. Each Chi point spent enables the fighter to regain one health level. In one turn, a character can restore a number of health levels equal to his focus rating.

Modifiers: cost: see description above, speed +0, damage: none, move: none

Repeating Fireball (sf 129) *The fighter can launch multiple fireballs at opponents.*

Focus Maneuver

To learn: First the character must learn Fireball {focus 3}.

Then he may learn Repeating Fireball {focus 5, fireball}

Power Points: any 4

System: The fighter can throw a number of small fireballs equal to his rating in Focus. Thus, a fighter with a Focus of 5 could throw a volley of 5 fireballs. He can target them at any opponent or opponents he likes. An opponent using a jump or similar maneuver to avoid the fireballs must make a separate jump for each fireball targeted toward him. Range is Wits + Focus for each fireball.

Modifiers: Cost: 2 chi, speed -2, damage +0, move: none

Sakki (pg 98) *The character can sense danger specifically aimed at himself, but not others*

Focus Maneuver

To Learn: {focus 5} This maneuver requires no others, but is difficult to master.

Power Points: Ninjitsu 3

System: During combat with only one visible opponent, this skill is of little value, unless the fighter is blinded somehow.

Outside the ring, Sakki has any applications. ince it is always in effect, the Storyteller must tell the player whenever there is danger that the character can sense it.

Modifiers: see above. the fighter may move (Focus+Athletics) in hexes to avoid suprise attacks.

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Sense Element (pg 98) *The elemental can sense things about a specific substance*

Focus Maneuver

To Learn: {focus 1, elemental (or other special) background 1}

Power Points: elemental (all) 1

System: The character rolls Perception + Elemental

Background to discern information about the chosen element (pollution of air, the weak points in a earth wall, the heat of a fire, etc, depending on the type of substance chosen at the time the player added this power to the character). There is no cost to activate this power, the fighter is aware of the substance at all times.

Modifiers: n/a

Shock Treatment (sf 130) *The character can generate a powerful electrical field around his body*

Focus Maneuver

To learn: {focus 3}

Power points: any 4

System: This power affects anyone in the fighter's hex or an adjacent hex (friend and foe alike). Any damaged characters suffer a knockdown. A blocking character will not be knocked down, but will still suffer a damage test. A fighter must decide when he buys shock treatment whether or not it is a crouching maneuver.

The power can be used to short out electrical equipment and as long as the power is activated the character is almost totally immune to electrical shock, and can even grab electric cables without being hurt.

Modifiers: cost; 2 chi, speed +0, damage +7, move: none



Shrouded Moon (pg 98) *The fighter can slip away into shadows, or become invisible*

Focus Maneuver

To Learn: {focus 2, athletics 1}

Power Points: Ninjitsu 2

System: An opponent must succeed in a resisted test in order to see the fighter. The opponent rolls Perception + Alertness against the fighter's Focus + Stealth to spot the fighter. If the fighter cannot be spotted, no attack can be made. An opponent can blindly attack a hex at random, if he chooses the wrong hex, however, his next action is at -2 speed.

The fighter may move up to the maneuver's full movement without being seen, only to reappear the next turn. if the fighter remains unspotted, his next action is at +1 speed.

Modifiers: Cost: 1 chi, speed +0, damage: none, move -1

Sonic Boom (sf 130) *The fighter can release a bolt of concussive sonic energy*

Focus Maneuver

To Learn: {focus 3}

Power Points: Silat 3, any 4

System: Like a fireball, a sonic boom has a range of Wits + Focus. It's damage is calculated as Intelligence + Focus +4 (maneuver modifier).

Modifiers: cost; 1 chi, speed -3, damage +4, move: none

Speed of the Mongoose (pg 99) *The fighter can burst into unbelievable speeds for short periods of time*

Focus Maneuver

To Learn: {focus 3}

Power Points: Ninjitsu 3

System: The fighter may only move this combat turn and cannot block or attack. The following turn he may choose to add + 4 to his speed or +6 to his move (the latter must be in a straight line)

Modifiers: cost; 1 chi, speed; +2, damage; none, move -2

STREET FIGHTER

The Storytelling Game

Spontaneous Combustion (pg 99) *The fighter can make opponents burst into flames*

Focus Maneuver

To Learn: First, the character must learn Heatwave {focus 2, elemental (or other special) background 3}. Then he is prepared to move on to Spontaneous Combustion {focus 3, elemental 4, heatwave }

Power Points: elemental (fire) 4

System; the fighter must defeat the defender in a contested Focus roll. If the elemental succeeds, the defender bursts into flames, taking the damage listed below. Each round thereafter, the elemental can continue to expend Chi to keep the fire burning. The affected character can counteract this expenditure of Chi by spending one action rolling on the ground to put the fires out. Unfortunately, it is not always wise to do this in combat, as any rolling character's action is at -2 speed on the following round.

Modifiers: cost; 2 chi the first round, 1 chi thereafter, speed +0, damage: +5 first round, +2 thereafter
move; -2

Stone (pg 99) *The fighter creates (or obtains) a giant stone and hurls it at a victim*

Focus Maneuver

To learn: First, the character must learn Wall {focus 1, elemental (or other special) background 2}. He may then move on to learn Pit {focus 3, elemental 3, wall}. Some powerful characters may move even further in this direction of focus to master Weight* {focus 3, elemental 4, wall, stone, pit}. *This will also require the fighter to learn Stone (First, the character must learn Wall {focus 2, elemental 2}. He may then learn Stone {focus 2, punch 2, elemental 2, wall})*

Power Points: elemental (earth) 2

System: This is a projectile attack, very similar to Ice Blast or Fireball. The more Focus the fighter has, the larger the stone is. Because the stone is thrown, the Focus maneuver uses Strength instead of Intelligence to determine the damage inflicted.

Modifiers: Cost; 1 chi, speed -2, damage: strength + focus
move; none

Stunning Shout (sf 130) *The fighter can create a sound of high power, stunning opponents*

Focus Maneuver

To Learn: {focus 2}

Power Points: Shotokan Karate, Sumo, Silat 2, Ler Drit, Majestic Crow Kung Fu, Aikido, Tai Chi Chaun 3, any 4

System: The fighter must declare one opponent as the target of a Stunning Shout (although the Storyteller could allow minor thugs to be attacked in groups). The victim of the shout must make a resisted roll between the victim's permanent Willpower

Rating and the fighter's permanent Willpower rating. if the victim wins, there is no effect.

If the attacker wins, one of two things happens, depending on whether the opponent has acted in the turn. If the victim has not acted, he loses all move and remaining actions for the turn. if he has acted, each extra success the attacker won the resisted Willpower roll by subtracts one from the speed of the victim's next maneuver.

Modifiers: cost; 1 chi, speed +2, damage: none, Move -2

Telepathy (sf 130) *The character can communicate by thinking*

Focus Maneuver

To Learn: {focus 3} Some practitioners continue to learn Mind Reading {focus 4, telepathy}

Power Points: Ler Drit, Kabaddi, Aikido, Baraquah, Tai Chi Chaun 2, any 3

System: A character using telepathy can link a number of additional people up to her rating in Focus. So, a character with a Focus Technique of 3 could link himself and three other people. Each individual must be within range equal to the telepath's Wits + Focus in hexes, and must stay within that range to maintain the link.

In between each combat turn, the telepath can decide which characters will be part of the telepathic link for the upcoming turn. those players can then discuss combat strategy among themselves without anyone else being able to hear them.

Maintaining the links costs one Chi point per turn.

Modifiers: Cost; 1 chi per turn, speed: none, damage; none,
move: none

Thunderclap (sf 130) *The warrior can slam his hands together and make a wave of thunder*

Focus Maneuver

To Learn: {focus 3, punch 1}

Power Points: Native American Wrestling 4

System: the thunderclap inflicts damage upon everyone within three hexes of the character. the damage is equal to Intelligence + Focus -3.

Modifiers: cost; 1 chi, speed +0, damage -3, move; none

Toughskin (sf 130) *The character can focus his Chi energy to become temporarily tougher*

Focus Maneuver

To learn: {focus 2}

Power Points: Sumo, animal Hybrid, Pankration 2, Thai Kickboxing, Boxing, Ju Jitsu, Lua 3, Savate 4, any 4

System: The player can use the Toughskin combat card along with any other card being played. The character's Soak is increased by two for the duration of the turn.

Modifiers: cost: 1 chi, See description above

STREET FIGHTER

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Vacuum (pg 99) *The wielder can temporarily remove all the air from a given area, a very deadly power indeed*

Focus Maneuver

To learn: First, the character must learn Air Blast {punch 1, focus 2, elemental 2}. He is then ready to move on to Vacuum {focus 3, elemental 4, Air Blast}

Power Points: elemental (air) 3

System: The user of this power designates one hex as the target hex. Any fighter in that hex must succeed in a stamina test or be dizzied the following turn. He then suffers damage according to the modifiers below.

Air elementals are unaffected by this power. A target with a higher speed may interrupt and move out of the affected hex before the vacuum forms.

Modifiers: cost: 1 chi, speed -2, damage +2, move -2

Venom (pg 100) *The character has fangs or some other way of inflicting a poisonous wound*

Focus Maneuver

To Learn: {focus 2, athletics 2, grab 2} The character must also possess the Bite Basic Maneuvers through some means (usually the Animal Hybrid Background).

Power Points: animal Hybrid 2

System: On a successful attack, the target suffers damage according to the modifiers below. For the next two turns, the victim will act at -1 speed and will automatically lose one additional health level per turn of the poison's effect. Venom may not be used in conjunction with other biting attacks - although it makes a good part of a biting combo.

Modifiers: cost: 1 chi, speed +1, damage: +2 (lingering effects, see above), move: -2

Wall (pg 100) *The fighter causes a wall of earth to spring fourth, hitting or blocking an opponent*

Focus Maneuver

To learn / Training Notes: First, the character must learn Wall {focus 1, elemental (or other special) background 2}. He may then move on to learn Pit {focus 3, elemental 3, wall}. Some powerful characters may move even further in this direction of focus to master Weight* {focus 3, elemental 4, wall, stone, pit}. *This will also require the fighter to learn Stone (First, the character must learn Wall {focus 2, elemental 2}. He may then learn Stone {focus 2, punch 2, elemental 2, wall})*

Power Points: elemental (earth) 2

System: The elemental selects a hex other than his own and fills it with a wall of earth. the range of this power is Perception + Focus. Anyone in the hex suffers damage as listed below. To pass it, the wall must be circumvented or beaten down. the fighter must be in contact with the earth for this power to work.

The wall has a number of Health levels equal to the elemental's Focus technique, and a Stamina equal to the Elemental Background.

Modifiers: cost: none, speed -2, damage +2, Move: none

Weight (pg 100) *The fighter calls upon mystical powers to increase the gravitational pull of a target*

Focus Maneuver

To Learn: First, the character must learn Wall {focus 1, elemental (or other special) background 2}. He may then move on to learn Pit {focus 3, elemental 3, wall}. Some powerful characters may move even further in this direction of focus to master Weight* {focus 3, elemental 4, wall, stone, pit}. *This will also require the fighter to learn Stone (First, the character must learn Wall {focus 2, elemental 2}. He may then learn Stone {focus 2, punch 2, elemental 2, wall})*

Power Points: elemental (earth) 3

System: This is a projectile attack and may be dodged as such. Otherwise, the target will not be able to jump for the following round, and will suffer -2 speed and -2 move. This effect cannot be sustained but may be used successively.

Modifiers: Cost: 1 chi, speed -2, damage: none, move -1

Yoga Flame (sf 131) *The character can breathe out a deadly flame*

Focus Maneuver

To learn: First the character must learn Fireball {focus 3}. Then he may continue to learn Yoga Flame {focus 4, fireball}

Power Points: Kabaddi, Silat 3

System: The fighter must decide in which direction to breathe the flames. The inferno erupts in a cone-shaped flame that affects one hex adjacent to the fighter and three hexes just behind that. Any character in the spaces or that moves into them until the end of the turn is a victim of a damage test.

Modifiers: cost: 2 chi, speed -2, damage +7, move: One

Yoga Teleport (sf 131) *The fighter can disappear and reappear in another location without physically traveling*

Focus Maneuver

To learn: {focus 5} Although this maneuver requires no others, it is difficult to learn

Power Points: Kabaddi 5

System: When executing this move, a player simply announces that his character has disappeared. At any point during the rest of the turn, the player can choose to have his character reappear on the map anywhere within his character's Intelligence Focus in hexes away from his original position.

Modifiers: cost; 2 chi, speed+3, damage: none, Move; see description above

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Zen No Mind (sf 131) *The character waits, and then chooses between three pre-chosen maneuvers*

Focus Maneuver

To Learn: {focus 3}

Power Points: Tai Chi Chaun 2, Kung Fu, Thai Kickboxing, Ninjitsu, Aikido, Baraquah (called No Ego), Jeet Kune Do, Ju Jitsu, Silat 3, any 4

System: The player can select three combat cards from the character's deck. the character must then wait until everyone has moved and attacked. At the very end of the turn, the character chooses one of the three cards as his action that turn.

Modifiers: Cost; 1 willpower, See description above

MANEUVERS, LISTED BY TECHNIQUE

BLOCK

- Deflecting Punch
- Energy Reflection
- Kick Defense
- Maka Wara
- Missile Reflection
- Punch Defense
- San He



PUNCH

- Boshi-Ken / Thumb Drive
- Dashing Punch
- Dashing Uppercut
- Dim Mak
- Dragon Punch
- Ducking Fierce
- Ear Pop
- Elbow Smash
- Fist Sweep
- Flaming Dragon Punch
- Haymaker
- Head Butt
- Heart Punch
- Hundred Hand Slap
- Hyper Fist
- Knife Hand Strike
- Lunging Punch
- Monkey Grab Punch
- Power Uppercut
- Rekka Ken
- Shikan - Ken / Ninja Knuckle Fist
- Shockwave
- Shuto / Sword Hand
- Spinning Back Fist
- Spinning Clothesline
- Spinning Knuckle
- Triple Strike
- Turbo Spinning Clothesline
- Turn Punch
- Widowmaker

KICK

- Air Hurricane Kick
- Ax Kick
- Backflip Kick
- Buffalo Punch
- Cartwheel Kick
- Double Dread Kick
- Double Hit Kick
- Double Hit Knee
- Dragon Kick
- Flash Kick
- Flying Knee Thrust
- Flying Thrust Kick
- Foot Sweep
- Foward Backflip Kick
- Foward Slide Kick
- Great Wall of China
- Handstand Kick
- Heel Stamp
- Hurricane Kick
- Lightning Leg
- Reverse Frontal Kick
- Scissor Kick
- Slide Kick
- Spinning Foot Sweep
- Stepping Front Kick
- Tiger Knee
- Whirlwind Kick
- Wounded Knee

STREET FIGHTER

The Storytelling Game

GRAB

Air Suplex
Air Throw
Back Breaker
Back Roll Throw
Bear Hug
Brain Cracker
Choke Throw
Disengage
Dislocate Limb
Eye Rake
Face Slam
Flying Tackle
Grappling Defense
Hair Throw
Head Bite
Head Butt Hold
Improved Pin
Iron Claw
Jaw Spin
Knee Basher
Neck Choke
Pile Driver
Pin
Ripping Bite
Rising Storm Crow
Siberian Bear Crusher
Siberian Suplex
Sleeper
Spinning Pile Driver
Stomach Pump
Storm Hammer
Suplex
Tearing Bite
Thigh Press
Throw

ATHLETICS

Air Smash
Backflip
Beast Roll
Breakfall
Cannon Drill
Displacement
Diving Hawk
Dodge
Dragon's Tail
Drunken Monkey Roll
Esquives
Flying Body Spear
Flying Head Butt
Flying Heel Stomp
Flying Punch
Ground Fighting
Jump
Jumping Shoulder Butt
Kippup
Light Feet
Pounce
Rolling Attack
Tail Sweep
Thunderstrike
Tumbling Attack
Typhoon Tail

Upper Tail Strike
Vertical Rolling Attack
Wall Spring

FOCUS

Acid Breath
Air Blast
Balance
Blind
Chi Kung Healing
Chi Push
Cobra Charm
Death's Visage
Drain
Drench
Elemental Skin
Elemental Stride
Entrancing Cobra
Envelop
Extendible Limbs
Fire Strike
Fireball
Flaming Fist
Flight
Flying Fireball
Ghost Form
Heal
Heatwave
Ice Blast
Improved Fireball
Inferno Strike
Levitation
Leech
Lightness
Mind Control
Mind Reading
Musical Accompaniment
Pit
Pool
Psychic Rage
Psychic Vise
Psycho Crusher
Psychokenetic Channeling
Push
Regeneration
Repeating Fireball
Sakki
Sense Element
Shock Treatment
Shrouded Moon
Sonic Boom
Speed of the Moongoose
Spontaneous Combustion
Stone
Telepathy
Thunderclap
Toughskin
Vacuum
Venom
Wall
Weight
Yoga Flame
Yoga Teleport
Zen No Mind



The World of the Street Fighters

The world of the Street Fighters is crime-ridden and much darker than our own. The world is threatened by Shadoloo, the evil terrorist organization led by M. Bison, a warlord of incredible power, hidden away on his island of Miraganka. His hands stretch across the globe to every shadowy den of wickedness.

Standing in this tyrant's way are a few dotted men and women across the globe. These heroes strive to bring honor back to those who desperately need it, and justice to those that deserve it.

What are Street Fighters?

Imagine a world, if you will, very similar to modern martial arts movies, crossed with video games. A Street Fighter, in this fictional game universe, is a character that fights for his beliefs, using martial arts, mystic powers, or even stranger means. These characters seem to make the difference even over those that use powerful weapons (most Street Fighters don't use guns!).

Street Fighters stand out as exceptional fighting machines to be feared and/or respected across the globe. All have goals that they strive to reach - to be the best, to extract revenge, to find a lost love, to learn a great secret, just to name a few (all major characters should have a goal!). However, Street Fighters are not always heroes. Some of these fantastic warriors are criminals of the worst kind, and are often employed by Shadoloo in some form. When the forces of good and evil Street Fighters clash, legendary fights are the result, and the stakes are often high.

The World Warriors

In this world, there are the top fighters that excel above all others. These are the World Warriors, the greatest fighters across the globe. It is the greatest honor of the Street Fighters to be recognized as a World Warrior. Still, there are a few fighters that do not challenge others in an official tournament, but are still as powerful as the World Warriors themselves.

Chi

Chi is an internal power inherent in everyone. It is called by many other names as well, such as magic, voodoo, and super-powers, just to name a few. While there are some that argue that these might or might not exist in the real world, it is a fact in the world of Street Fighter. The greatest fighters have learned to harness and use this energy to unleash amazing powers. Chi has a dark side as well, often used for evil.

Sensei

Fighters rarely learn their powers on their own. Instead, they must have a teacher, often referred to as a Sensei (the Japanese word). These teachers, often very tough, instill tough discipline on the body and the soul, insisting on inner value as well as power. Still, students can turn on their own masters if they are corrupted by greed, arrogance, promises from other Sensei, and other temptations.

Honor and The Code

Honor is desired by many Street Fighters, for in it lies the path of wisdom. To fight honorably and win is to be powerful without the need to resort to trickery or unsportsmanlike help.

All Street Fighters agree to follow The Code in the ring. While fighting in a tournament, these warriors need to concentrate on the fight, and not if they are going to be stabbed in the back by some henchmen or shot with a poison dart by an assassin. Even the most vile Street Fighters follow the code, at least for the most part, while in the ring. However, some fighters get away with more than others. Balrog is such a powerful fighter that he beats his way into tournaments across the world, even though he takes cheap shots here and there. However, most fighters that do not follow the code quickly discover that they are not invited to tournaments.

Outside the ring, fighters act as they will. Some still act with honor, but others, like Vega, are killers.

Glory

Almost every Street Fighter wishes to receive Glory - to prove that he is the best fighter, a brave hero, or a powerful daredevil. They seek adventures that will test themselves. There is little Glory in fighting those less powerful than yourself.

Teams & Managers

Street Fighters, especially in their beginnings, often form teams to travel across the world to their matches. Often this team has a group goal that differs from their own individual goal, such as "to make it to the Grand Championship Tournament".

Of course, the team must have a manager to run the finances of such a group. Often this is a separate person, a member of the group, a patron, or even (but rarely) the student's sensei.

Tournaments

Tournaments take place in arenas across the world. These tournaments serve a purpose for the Street Fighters, allowing them to challenge one another with some measure of rules. While it might be hard for Ryu to walk into Shadoloo headquarters and challenge the leaders to a fight, he can meet Sagat at a tournament and the fighters can square off as equals.

There are many different types of tournaments, and each can be more of a surprise than the last, especially where the freestyle division is concerned.

Tournaments will almost always attract fans, made up mostly of people in the surrounding communities. These people can be a vital resource during adventures.

Adventures Outside the Ring

While tournaments are exciting and are an important part of the Street Fighter world, they are often just a plot device to get the characters to another exotic location for an exciting adventure. These adventures should give the characters an opportunity to further their goals while helping innocent people in danger.

STREET FIGHTER

The Storytelling Game

The World

The world of Street Fighter is like our own world, but more cinematic. It is darker and more dangerous, which gives Street Fighters plenty to do.

- **North America** is filled with crime and urban violence. Police are often bought off and are of little help. Street Fighters have illegal tournaments here. While these tournaments tolerated, they are illegal and attract all kinds of crime. Shadoloo is present in North America, but many independent criminal organizations are here as well.
- **Central America** is having severe political problems and drugs smugglers are always a problem.
- **Mexico** is a poor country, but one where tournaments are growing. Mexican wrestling is very popular here, with the wrestler's wearing garish masks.
- **South America** is a place of unexplored jungles, exotic animals and plants, and rumors of lost cities with great treasures. Capoeira is the fighting style of choice here.
- **Europe** has little to do with street fighting, but it is becoming more popular with the youth of that nation. Shadoloo has much more of a presence here compared to North America.
- **Russia** has fallen into smaller states, but the Russian people are still one. Shadoloo is at least partly responsible for this, and it is rumored that Bison has a taste for revenge against Mother Russia.
- **Africa** has many troubles, including famine to the south and warlords in the north and east. The Congo is a vast unexplored jungle that lies here, and there are rumors that mutants, intelligent monkeys, lost cities and more are there.
- **The Middle East** is a land torn by religious and political conflict. Despite this, street fighting is almost unheard of here.
- **India** is a land of enlightened monks and peaceful ways, but street fighting has gained a following here, after Dhalsim proved that physical conflict could help one develop his mystic powers.
- **Southeast Asia** has produced the most powerful and accomplished fighters in the world. Most martial arts forms developed here, as well as many mystic ways to harness the power of Chi. It is also here that Miriganka sits, rules by Bison, who is obsessed with defeating Street Fighters.
- **China** is a mixture of ancient custom and modern technology. The movie industry is strong here, and street fighters are often involved in them. Shadoloo is also very strong here. As well.
- **Japan** is the ancient home of the samurai warrior. Ryu, the greatest Street Fighter of them all, comes from Japan. Japanese street fighting is very popular. Yakuza gangs not controlled by Shadoloo are strong here.
- **Australia** has a growing street fighter sport. Owners of bars across the continent are anxious to produce new entertainment.

Shadoloo

Shadoloo. The very word brings shudders to the downtrodden the world over. Never has there been such an efficient organization of crime and terror. Masterminded by M. Bison, a terrible dictator, Shadoloo's goal is to take over the criminal organizations of the world, down to every street gang. Once this is done, Bison will attempt to take over one government at a time, until the world is wrapped in it's tentacles. However, the takeover is still in effect, and there are sometimes clashes between crime lords and Shadoloo.

Shadoloo's Many Tentacles

While the main base of Shadoloo operations is in Miriganka, numerous smaller operations exist across the world. In fact, few people realize how many people actually work for this shadowy organization. If they did, they might turn against Shadoloo, but Bison runs his operation well. Thus, drug smuggling, embezzling, blackmail and murder continue.

Henchmen, Lackeys and Thugs

Shadoloo has many minions, from underworld crime figures - dons, corrupt cops, petty thieves - to common mercenaries, hired guns and assassins. There seems to be an unlimited line of thugs for Street Fighters to fight.

Sometimes even World Warriors have worked for Shadoloo, including Sagat, Vega and Balrog. While this brings them Glory, there is little Honor for those who work for Shadoloo.

Law Enforcement

The world of Street Fighter is slightly different from our own. Criminals are better funded and many more of them exist as opposed to our world. Law enforcement agencies need all the help they can get, although they rarely admit it. Police secretly value the efforts of Street Fighters, even though they often act as outlaws. However, this help is rarely recognized openly. Instead, Street Fighters, once they have helped, are often not charged with any wrongdoing and allowed to leave in peace. In some cases Street Fighter even become part of law enforcement or espionage organizations.

Busting Shadoloo

One of the main themes of a Street Fighter campaign can be fighting against Shadoloo. There are countless operations to foil across the globe. Defeating a particular World Warrior or Bison himself might take many years of play, if that goal could ever be reached. One thing is certain, however. Shadoloo must be stopped, and sooner or later Street Fighters must come fourth to do battle with Bison and his greatest henchmen.

STREET FIGHTER

The Storytelling Game

Blanka

Style: Capoeira

School: None

Stable: None

Team: None

Concept: Mutant

Signature: Roars

Attributes: Strength 5, Dexterity 5, Stamina 5, Charisma 3, Manipulation 1, Appearance 1, Perception 6, Intelligence 3, Wits 4

Abilities: Alertness 6, Interrogation 2, Intimidation 5, Insight 1, Subterfuge 1, Blind Fighting 5, Leadership 1, Security 1, Stealth 6, Survival 6, Arena 3, Investigation 2, Medicine 2, Mysteries 5, Style Lore 4

Backgrounds: Allies 2, Animal Companion(s) 5, Arena 3, Fame 3

Techniques: Punch 5, Kick 5, Block 5, Grab 5, Athletics 6, Focus 4

Renown: Glory 8, Honor 8, Division: World Warriors, Rank 9 (freestyle), Wins 58, Losses 3, Draws 1, KO's 54

Chi/Willpower/Health: Chi 8, Willpower 8, Health 20

Special Maneuvers: Head Butt, Power Uppercut, Back Flip Kick, Foot Sweep, Head Bite, Jump, Rolling Attack, Beast Roll, Vertical Rolling Attack, Shock Treatment

Combos: Jumping Strong to Head Bite, Jumping Fierce to Strong to Foot Sweep, Jumping Forward to Shock Treatment, Block to Back Flip Kick

Dhalsim

Style: Kabaddi

School: Unknown

Stable: None

Team: None

Concept: Yoga Master

Signature: Levitates

Attributes: Strength 4, Dexterity 3, Stamina 5, Charisma 4, Manipulation 2, Appearance 2, Perception 5, Intelligence 6, Wits 6

Abilities: Alertness 5, Intimidation 4, Insight 5, Subterfuge 2, Blindfighting 5, Leadership 2, Stealth 3, Survival 4, Arena 3, Investigation 2, Medicine 3, Mysteries 5, Style Lore 4

Backgrounds: Allies 1, Animal Companion 2, Arena 5, Resources 1, Staff 2

Techniques: Punch 5, Kick 5, Blok 4, Grab 4, Athletics 3, Focus 6

Renown: Glory 6, Honor 9, Division: World Warriors, Rank 9 (freestyle), Wins 195, Losses 18, Draws 2, KO's 80

Chi/Willpower/Health: Chi 10, Willpower 10, Health 20

Special Maneuvers: Head Butt, Slide Kick, Brain Cracker, Throw, Flying Body Spear, Jump, Extendible Limbs, Fireball, Improved Fireball, Telepathy, Yoga Flame, Yoga Teleport

Combos: Jab to Jab Slidekick (Dizzy), Slide Kick to Forward Kick to Yoga Floor (Dizzy), Teleport to Yoga Flame to Brain Cracker (Dizzy), Flying Body Spear to Throw (Dizzy)

Fei Long

Style: Kung Fu

School: Hong Kong Temple

Stable: None

Team: None

Concept: Movie Star

Signature: Screams and Tenses

Attributes: Strength 5, Dexterity 6, Stamina 4, Charisma 5, Manipulation 3, Appearance 5, Perception 4, Intelligence 4, Wits 5

Abilities: Alertness 5, Intimidation 3, Insight 5, Streetwise 3, Subterfuge 3, Blind Fighting 5, Drive 2, Leadership 2, Stealth 5, Survival 3, Arena 3, Computer 1, Investigation 3, Medicine 4, Mysteries 4, Style Lore 5

Backgrounds: Arena 3, Fame 3, Resources 4, Staff 3

Techniques: Punch 5, Kick 5, Block 6, Grab 4, Athletics 5, Focus 4

Renown: Glory 9, Honor 7, Division: World Warriors, Rank 9 (freestyle), Wins 72, Losses 6, Draws 1, KO's 45

Chi/Willpower/Health: Chi 9, Willpower 8, Health 20

Special Maneuvers: Monkey Grab Punch, Rekka Ken, Double-Hit Kick, Dragon Kick, Foot Sweep, Stepping Front Kick, Deflecting Punch, Punch Defense, Hair Throw, Throw, Drunken Monkey Roll, Jump, Kippup

Combos: Fierce to Rekka Ken (Dizzy), Fierce to Strong to Dragon Kick (Dizzy), Roundhouse to Strong to Fierce (Dizzy), Stepping Front Kick to Hair Throw (Dizzy)

T. Hawk

Style: Nat. Am. Wrestling

School: None

Stable: None

Team: None

Concept: Warrior

Signature: He's Huge!

Attributes: Strength 6, Dexterity 4, Stamina 6, Charisma 5, Manipulation 3, Appearance 4, Perception 5, Intelligence 3, Wits 4

Abilities: Alertness 6, Interrogation 1, Intimidation 5, Insight 3, Streetwise 2, Subterfuge 2, Blind Fighting 2, Drive 2, Leadership 4, Stealth 5, Survival 5, Arena 2, Investigation 1, Medicine 4, Mysteries 5, Style Lore 2

Backgrounds: Allies 4, Arena 3, Fame 1, Resources 1, Staff 1

Techniques: Punch 5, Kick 5, Block 5, Grab 6, Athletics 5, Focus 3

Renown: Glory 8, Honor 9, Division: World Warriors, Rank 9 (freestyle), Wins 54, Losses 4, Draws 0, KO's 50

Chi/Willpower/Health: Chi 6, Willpower 9, Health 20

Special Maneuvers: Buffalo Punch, Brain Cracker, Grappling Defense, Storm Hammer, Throw, Diving Hawk, Jump, Thunder Strike, Thunderclap

Combos: Diving Hawk to Thunder Strike (Dizzy), Diving Hawk to Storm Hammer, Block to Jab to Fierce (Dizzy)

STREET FIGHTER

The Storytelling Game

Zangief

Style: Sanbo School: Siberian Wrestling Camp
Stable: None Team: None
Concept: Russian Strong Man Signature: Holds arms up in victory
Attributes: Strength 7, Dexterity 2, Stamina 7, Charisma 3, Manipulation 1, Appearance 2, Perception 3, Intelligence 3, Wits 3
Abilities: Alertness 5, Interrogation 2, Intimidation 5, Insight 1, Streetwise 2, Subterfuge 1, Blind Fighting 1, Drive 3, Leadership 2, Stealth 3, Survival 5, Arena 3, Medicine 3, Mysteries 1, Style Lore 2
Backgrounds: Allies 4, Arena 1, Fame 1, Resources 1
Techniques: Punch 4, Kick 4, Block 5, Grab 7, Athletics 4, Focus 1
Renown: Glory 9, Honor 7, Division: World Warriors, Rank 10 (traditional), Wins 155, Losses 6, Draws 2, KO's 103
Chi/Willpower/Health: Chi 5, Willpower 10, Health 20
Special Maneuvers: Ear Pop, Spinning Clothesline, Turbo Spinning Clothesline, Double-Hit Kick, Foot Sweep, Back Breaker, Bear Hug, Grappling Defense, Head Bite, Iron Claw, Pile Driver, Siberian Bear Crusher, Siberian Suplex, Spinning Pile Driver, Stomach Pump, Suplex, Throw, Jump, Air Throw
Combos: Jumping Short Kick to Jab Punch to Pile Driver (Dizzy), Jumping Strong Punch to Foot Sweep, Jumping Strong Punch to Turbo Spinning Clothesline (Dizzy)

Ken

Style: Shotokan Karate School: Gouken's Dojo
Stable: None Team: None
Concept: Playboy Signature: Victory Hand Signal
Attributes: Strength 5, Dexterity 5, Stamina 5, Charisma 3, Manipulation 5, Appearance 5, Perception 4, Intelligence 4, Wits 4
Abilities: Alertness 3, Interrogation 2, Intimidation 5, Insight 1, Streetwise 3, Subterfuge 3, Blind Fighting 4, Drive 4, Leadership 2, Security 2, Stealth 3, Survival 1, Arena 2, Computer 3, Investigation 2, Medicine 2, Mysteries 3, Style Lore 4
Backgrounds: Allies 4, Arena 3, Contacts 5, Fame 4, Resources 4, Sensei 5
Techniques: Punch 6, Kick 6, Block 5, Grab 4, Athletics 4, Focus 5
Renown: Glory 10, Honor 8, Division: World Warriors, Rank 10 (freestyle), Wins 105, Losses 1, Draws 0, KO's 91
Chi/Willpower/Health: Chi 9, Willpower 9, Health 20
Special Maneuvers: Dragon Punch, Flaming Dragon Punch, Power Uppercut, Foot Sweep, Backroll Throw, Throw, Hurricane Kick, Air Hurricane Kick, Fireball, Jump, Kippup
Combos: Fireball to Flaming Dragon Punch, Jumping Fierce to Strong to Flaming Dragon Punch (Dizzy), Hurricane Kick to Foot Sweep

Ryu

Style: Shotokan Karate School: Gouken's Dojo
Stable: None Team: None
Concept: Student Signature: Raw Determination
Attributes: Strength 5, Dexterity 5, Stamina 5, Charisma 5, Manipulation 3, Appearance 4, Perception 5, Intelligence 5, Wits 5
Abilities: Alertness 5, Intimidation 4, Insight 5, Streetwise 3, Subterfuge 2, Blind Fighting 5, Drive 2, Leadership 5, Security 2, Stealth 3, Survival 3, Arena 5, Computer 1, Investigation 1, Medicine 3, Mysteries 4, Style Lore 5
Backgrounds: Allies 2, Arena 4, Contacts 3, Fame 3, Sensei 5
Techniques: Punch 6, Kick 6, Block 5, Grab 4, Athletics 4, Focus 6
Renown: Glory 8, Honor 10, Division: World Warriors, Rank 10 (freestyle), Wins 102, Losses 0, Draws 1, KO's 88
Chi/Willpower/Health: Chi 10, Willpower 10, Health 20
Special Maneuvers: Dragon Punch, Power Uppercut, Foot Sweep, Backroll Throw, Throw, Hurricane Kick, Air Hurricane Kick, Fireball, Improved Fireball, Jump, Kippup
Combos: Hurricane Kick to Foot Sweep, Jab to Improved Fireball (Dizzy), Short to Short to Short (Dizzy), Improved Fireball to Dragon Punch

Guile

Style: Special Forces School: U.S. Military
Stable: None Team: None
Concept: Soldier Signature: Stylish Hair
Attributes: Strength 5, Dexterity 5, Stamina 5, Charisma 4, Manipulation 5, Appearance 5, Perception 4, Intelligence 3, Wits 4
Abilities: Alertness 5, Interrogation 5, Intimidation 4, Insight 2, Streetwise 4, Subterfuge 2, Blind Fighting 2, Drive 4, Leadership 4, Security 5, Stealth 5, Survival 5, Arena 2, Computer 4, Investigation 2, Medicine 3, Mysteries 1, Style Lore 4
Backgrounds: Allies 2, Arena 3, Backing 5, Contacts 2, Fame 2, Resources 3, Staff 3
Techniques: Punch 5, Kick 6, Block 6, Grab 4, Athletics 5, Focus 5
Renown: Glory 8, Honor 7, Division: World Warriors, Rank 10 (freestyle), Wins 92, Losses 2, Draws 2, KO's 83
Chi/Willpower/Health: Chi 9, Willpower 9, Health 20
Special Maneuvers: Spinning Back Fist, Flash Kick, Flying Knee Thrust, Foot Sweep, Spinning Foot Sweep, Air Throw, Throw, Jump, Sonic Boom, Kippup
Combos: Flying Knee Thrust to Spinning Back Fist (Dizzy), Jumping Short to Strong to Flash Kick (Dizzy), Sonic Boom to Jumping Fierce to Sonic Boom, Jumping Forward to Spinning Foot Sweep

STREET FIGHTER

The Storytelling Game

Cammy

Style: Special Forces School: M-12 Agency
Stable: None Team: None
Concept: Special Agent Signature: Poses, looks over shoulder
Attributes: Strength 4, Dexterity 6, Stamina 4, Charisma 5, Manipulation 4, Appearance 6, Perception 5, Intelligence 3, Wits 4
Abilities: Alertness 5, Interrogation 4, Intimidation 2, Insight 3, Streetwise 2, Subterfuge 4, Blind Fighting 3, Drive 4, Leadership 3, Security 5, Stealth 5, Survival 5, Arena 3, Computer 2, Investigation 2, Medicine 1, Mysteries 0, Style Lore 4
Backgrounds: Allies 3, Arena 3, Backing 5, Contacts 4, Resources 3
Techniques: Punch 5, Kick 6, Block 5, Grab 4, Athletics 5, Focus 2
Renown: Glory 8, Honor 6, Division: World Warriors, Rank 10 (traditional), Wins 80, Losses 4, Draws 0, KO's 65
Chi/Willpower/Health: Chi 5, Willpower 8, Health 20
Special Maneuvers: Spinning Back Fist, Spinning Knuckle, Power Uppercut, Flying Thrust Kick, Foot Sweep, Handstand Kick, Spinning Foot Sweep, Air Throw, Suplex, Thigh Press, Kippup, Throw, Jump, Cannon Drill
Combos: Jumping Fierce to Strong to Cannon Drill (Dizzy), Jumping Roundhouse to Strong to Thrust Kick (Dizzy), Spinning Knuckle to Foot Sweep to Thrust Kick (Dizzy)

Edmond Honda

Style: Sumo School: Honda's Bathhouse
Stable: None Team: None
Concept: World's Greatest Sumo Signature: Hearty Laughter
Attributes: Strength 6, Dexterity 5, Stamina 7, Charisma 4, Manipulation 3, Appearance 3, Perception 4, Intelligence 4, Wits 3
Abilities: Alertness 3, Interrogation 1, Intimidation 6, Insight 5, Streetwise 2, Subterfuge 0, Blind Fighting 2, Drive 2, Leadership 5, Security 1, Stealth 2, Survival 1, Arena 4, Computer 0, Investigation 2, Medicine 3, Mysteries 1, Style Lore 5
Backgrounds: Arena 2, Allies 3, Staff 4, Resources 3
Techniques: Punch 6, Kick 4, Block 4, Grab 5, Athletics 4, Focus 1
Renown: Glory 8, Honor 9, Division: World Warriors, Rank 9 (traditional), Wins 160, Losses 13, Draws 2, KO's 105
Chi/Willpower/Health: Chi 5, Willpower 9, Health 20
Special Maneuvers: Buffalo Punch (Sumo Slap), Head Butt, Hundred Hand Slap, Double Hit Kick, Footsweep, Spinning Foot Sweep, San He, Bear Hug, Knee Basher, Throw, Air Smash, Flaying Head Butt, Jump
Combos: Jumping Fierce to Strong to Fierce (Dizzy), Jumping Strong to Hundred Hand Slap (Dizzy), Air Smash to Knee Basher (Dizzy)

Dee Jay

Style: Western Kickboxing School: Sanka's Gym
Stable: None Team: None
Concept: Musician Signature: Dances with moracas
Attributes: Strength 5, Dexterity 5, Stamina 5, Charisma 6, Manipulation 3, Appearance 4, Perception 3, Intelligence 4, Wits 4
Abilities: Alertness 3, Interrogation 0, Intimidation 4, Insight 2, Streetwise 4, Subterfuge 3, Blind Fighting 1, Drive 3, Leadership 2, Security 0, Stealth 2, Survival 2, Arena 4, Computer 2, Investigation 0, Medicine 2, Mysteries 2, Style Lore 3
Backgrounds: Allies 5, Arena 2, Fame 2, Resources 3
Techniques: Punch 5, Kick 5, Block 5, Grab 4, Athletics 4, Focus 3
Renown: Glory 9, Honor 8, Division: World Warriors, Rank 10 (freestyle), Wins 80, Losses 3, Draws 1, KO's 45
Chi/Willpower/Health: Chi 8, Willpower 8, Health 20
Special Maneuvers: Hyper Fist, Power Uppercut, Triple Strike, Double Dread Kick, Double-Hit Kick, Slide Kick, Wounded Knee, Back Roll Throw, Throw, Jump, Musical Accompaniment, Sonic Boom
Combos: Jumping Fierce to Strong to Double-Dread Kick (Dizzy), Roundhouse to Jab to Hyper Fist (Dizzy), Fierce to Strong to Sonic Boom (Dizzy)

Chun Li

Style: Wu Shu School: Chinese Acrobatics
Stable: None Team: None
Concept: Detective Signature: Spiked Bracelets
Attributes: Strength 5, Dexterity 6, Stamina 5, Charisma 4, Manipulation 3, Appearance 4, Perception 4, Intelligence 4, Wits 4
Abilities: Alertness 4, Interrogation 3, Intimidation 3, Insight 2, Streetwise 4, Subterfuge 4, Blind Fighting 3, Drive 3, Leadership 2, Security 4, Stealth 4, Survival 1, Arena 2, Computer 3, Investigation 5, Medicine 3, Mysteries 2, Style Lore 4
Backgrounds: Arena 2, Backing 3, Contacts 5, Fame 3, Manager 3, Resources 3, Sensei 3
Techniques: Punch 5, Kick 7, Block 5, Grab 4, Athletics 6, Focus 4
Renown: Glory 8, Honor 9, Division: World Warriors, Rank 10 (traditional), Wins 74, Losses 3, Draws 1, KO's 67
Chi/Willpower/Health: Chi 7, Willpower 8, Health 20
Special Maneuvers: Back Flip Kick, Forward Flip Knee, Lightning Leg, Whirlwind Kick, Throw, Air Throw, Flying Heel Stomp, Jump, Wall Spring, Fireball
Combos: Strong to Fierce (Dizzy), Fireball-Jumpings Roundhouse-Strong Jumping Forward-Lightning Leg (Dizzy)

STREET FIGHTER

The Storytelling Game

Balrog

Style: Boxing School: None
Stable: None Team: Shadoloo
Concept: Ex-Boxing Champ Signature: Rips off his shirt
Attributes: Strength 6, Dexterity 3, Stamina 6, Charisma 1, Manipulation 3, Appearance 1, Perception 2, Intelligence 2, Wits 2
Abilities: Alertness 2, Interrogation 3, Intimidation 5, Insight 0, Streetwise 5, Subterfuge 1, Blind Fighting 1, Drive 3, Leadership 2, Security 1, Stealth 1, Survival 1, Arena 4, Computer 0, Investigation 0, Medicine 1, Mysteries 0, Style Lore 4
Backgrounds: Arena 5, Backing 5, Contacts 4, Fame 5, Manager 4, Resources 5, Staff 4
Techniques: Punch 7, Kick 0, Block 5, Grab 4, Athletics 2, Focus 1
Renown: Glory 10, Honor 1, Division: World Warriors, Rank 10 (traditional), Wins 78, Losses 2, Draws 0, KO's 76
Chi/Willpower/Health: Chi 5, Willpower 9, Health 20
Special Maneuvers: Fist Sweep, Dashing Punch, Dashing Uppercut, Head Butt, Turn Punch, Power Uppercut, Punch Defense, Head Butt Hold, Jump, Jumping Head Butt
Combos: (Dizzy) Jab-Strong-Fierce, (Dizzy) Jumping Fierce-Jab-Dashing Uppercut, Block-Dashing Punch, (Dizzy) Jab-Turn Punch-Head Butt Hold

M. Bison

Style: Ler Drit School: None
Stable: None Team: None
Concept: Ex-Dictator Signature: Draws thumb across neck
Attributes: Strength 6, Dexterity 6, Stamina 6, Charisma 3, Manipulation 7, Appearance 3, Perception 3, Intelligence 6, Wits 6
Abilities: Alertness 4, Interrogation 6, Intimidation 6, Insight 5, Streetwise 3, Subterfuge 6, Blind Fighting 5, Drive 3, Leadership 5, Security 5, Stealth 3, Survival 3, Arena 6, Computer 5, Investigation 2, Medicine 0, Mysteries 5, Style Lore 5
Backgrounds: Arena 5, Fame 4, Resources 5, Staff 5
Techniques: Punch 5, Kick 6, Block 6, Grab 5, Athletics 6, Focus 6
Renown: Glory 10, Honor 0, Division: World Warriors, Rank 9 (freestyle), Wins 52, Losses 0, Draws 0, KO's 52
Chi/Willpower/Health: Chi 10, Willpower 10, Health 20
Special Maneuvers: Ducking Fierce, Psychic Rage, Power Uppercut, Psychic Vise, Flying Knee Thrust, Psychokinetic Channeling, Scissor Kick, Telepathy, Throw, Flying Heel Stamp, Flying Punch, Jump, Psycho Crusher, Mind Control, Mind Reading
Combos: Forward Slide Kick to Ducking Fierce, Block to Scissor Kick, Block to Psycho Crusher, Flying Heel Stamp to Jumping

Vega

Style: Spanish Ninjitsu School: None
Stable: None Team: None
Concept: Dilettante Signature: Unmasks
Attributes: Strength 4, Dexterity 7, Stamina 5, Charisma 4, Manipulation 5, Appearance 7, Perception 5, Intelligence 4, Wits 5
Abilities: Alertness 4, Interrogation 4, Intimidation 4, Insight 3, Streetwise 2, Subterfuge 5, Blind Fighting 5, Drive 4, Leadership 4, Security 5, Stealth 5, Survival 4, Arena 5, Computer 2, Investigation 3, Medicine 1, Mysteries 2, Style Lore 5
Backgrounds: Arena 5, Backing 5, Contacts 5, Fame 3, Resources 5, Staff 5
Techniques: Punch 5, Kick 5, Block 5, Grab 5, Athletics 7, Focus 2
Renown: Glory 8, Honor 0, Division: World Warriors, Rank 10 (freestyle), Wins 62, Losses 3, Draws 1, KO's 51
Chi/Willpower/Health: Chi 4, Willpower 8, Health 20
Special Maneuvers: Forward Slide Kick, Throw, Air Throw, Choke Throw, Suplex, Jump, Back Flip, Light Feet, Tumbling Attack, Wall Spring
Combos: Wall Spring to Suplex, Tumbling Attack to Tumbling Attack (Dizzy), Jumping Forward to Strong to Tumbling Attack (Dizzy)
Specials: Claw: +1 Speed, +1 Damage, +0 Move; Vega can use his Grab Techniques while using his claw. The Maneuver modifiers add to the speed and damage of his tumbling roll and his three strikes (which replace his three punches). His dots in Claw technique are added to his damage roll.

Sagat

Style: Thai Kickboxing School: None
Stable: None Team: None
Concept: Fighter Signature: Laughs
Attributes: Strength 5, Dexterity 5, Stamina 6, Charisma 2, Manipulation 2, Appearance 1, Perception 3, Intelligence 4, Wits 5
Abilities: Alertness 5, Interrogation 3, Intimidation 5, Insight 5, Streetwise 3, Subterfuge 0, Blind Fighting 5, Drive 1, Leadership 3, Security 1, Stealth 3, Survival 5, Arena 6, Computer 0, Investigation 0, Medicine 3, Mysteries 5, Style Lore 5
Backgrounds: Allies 1, Arena 3, Backing 5, Fame 3, Resources 3
Techniques: Punch 6, Kick 5, Block 5, Grab 4, Athletics 4, Focus 5
Renown: Glory 9, Honor 1, Division: World Warriors, Rank 9 (freestyle), Wins 154, Losses 1, Draws 2, KO's 147
Chi/Willpower/Health: Chi 10, Willpower 9, Health 20
Special Maneuvers: Power Uppercut, Tiger Knee, Tiger Uppercut (Dragon Punch), Elbow Smash, Double-Hit Kick, Double-Hit Knee, Foot Sweep, Wounded Knee, Maka Wara, Throw, Jump, Fireball
Combos: Fireball to Tiger Uppercut, Tiger Knee to Elbow Smash, Jumping Roundhouse to Double Hit Kick (Dizzy), Jumping Roundhouse to Foot Sweep

STREET FIGHTER

The Storytelling Game

Thug, Tough

Style: None

Boss: None

Attributes: Strength 3, Dexterity 2, Stamina 2, Charisma 2, Manipulation 2, Appearance 1, Perception 2, Intelligence 1, Wits 2

Abilities: Intimidation 2, Security 2, Streetwise 1

Chi/Willpower/Health: Chi 1, Willpower 2, Health 6

Special Maneuvers: None

Maneuvers (with Speed/Damage/Move): Jab (4-3-1), Strong (2-5-1), Fierce (1-7-0), Grab (2-3-1), Block (6-(+1 Soak)-0), Move (5-0-4)

Weapons: Knife Jab (6-4-2-), Knife Strong (4-6-2), Knife Fierce (3-8-1)

Thug, Gangster

Style: None

Boss: None

Attributes: Strength 2, Dexterity 3, Stamina 2, Charisma 2, Manipulation 3, Appearance 2, Perception 2, Intelligence 2, Wits 2

Abilities: Drive 2, Interrogation 3, Intimidation 2, Streetwise 2

Chi/Willpower/Health: Chi 2, Willpower 3, Health 8

Special Maneuvers: None

Maneuvers (with Speed/Damage/Move): Jab (5-2-1), Strong (3-4-1), Fierce (2-6-0), Grab (3-3-1), Block (7-(+2 Soak)-0), Move (6-0-4)

Weapons: Pistol (4-5-0)

Thug, Warrior

Style: None

Boss: None

Attributes: Strength 3, Dexterity 3, Stamina 3, Charisma 3, Manipulation 2, Appearance 1, Perception 2, Intelligence 2, Wits 3

Abilities: Alertness 3, Drive 3, Intimidation 4, Leadership 3, Security 2, Streetwise 4

Chi/Willpower/Health: Chi 2, Willpower 5, Health 10

Special Maneuvers: Head Butt (3-9-0), Power Uppercut (3-8-1),

Foot Sweep (1-9-0)

Maneuvers (with Speed/Damage/Move): Jab (5-4-2), Strong (3-6-2), Fierce (2-8-1), Grab (None), Block (7-(+2 Soak)-0), Move (6-0-5)

Police, Cop

Style: None

Boss: None

Attributes: Strength 2, Dexterity 3, Stamina 2, Charisma 2, Manipulation 2, Appearance 2, Perception 3, Intelligence 2, Wits 3

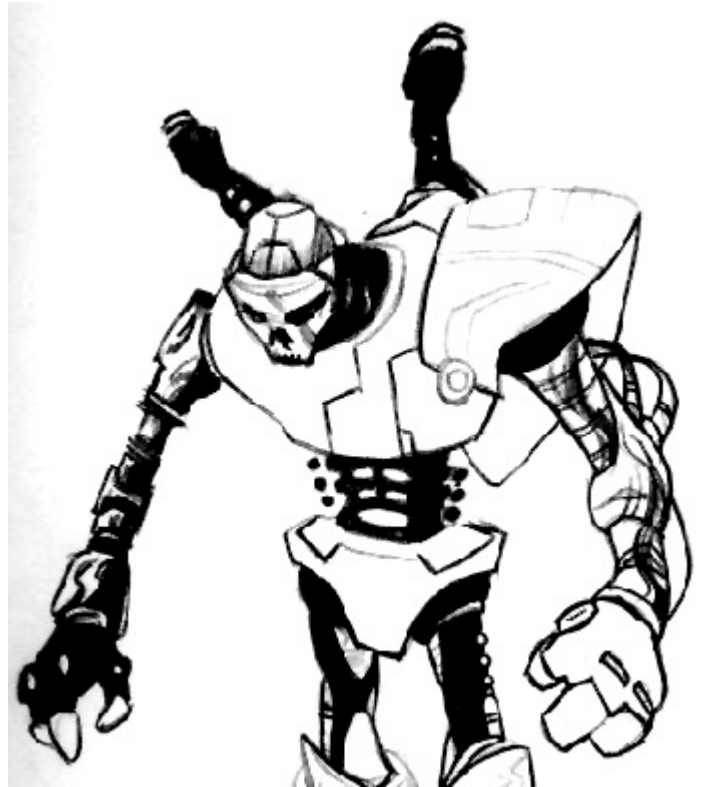
Abilities: Alertness 2, Drive 1, Interrogation 2, Intimidation 2, Investigation 3, Security 2, Streetwise 2

Chi/Willpower/Health: Chi 1, Willpower 4, Health 8

Special Maneuvers: Brain Cracker (3-6-1)

Maneuvers (with Speed/Damage/Move): Jab (5-3-1), Strong (3-5-1), Fierce (2-7-0), Grab (3-4-1), Block (7-(+2 Soak)-0), Move (6-0-4),

Weapons: Pistol (5-6-0)



Elite Robot

Style: None

Boss: M. Bison

Attributes: Strength 3, Dexterity 3, Stamina 6, Charisma 1, Manipulation 1, Appearance 1, Perception 4, Intelligence 1, Wits 3

Abilities: Alertness 4, Computer 2, Security 3

Chi/Willpower/Health: Chi 4, Willpower 3, Health 15

Special Maneuvers: None

Maneuvers (with Speed/Damage/Move): Jab (5-5-2), Strong (3-7-2), Fierce (2-9-1), Short (4-6-2), Forward (3-8-1), Roundhouse (1-10-1),

Grab (3-5-1), Block (None), Move (7-0-7)

Weapons: Electro Bolt (4-12-0)

Police, S.W.A.T.

Style: None

Boss: None

Attributes: Strength 3, Dexterity 3, Stamina 4, Charisma 2, Manipulation 2, Appearance 2, Perception 2, Intelligence 2, Wits 4

Abilities: Alertness 3, Drive 2, Interrogation 2, Intimidation 4, Investigation 2, Leadership 1, Security 2, Stealth 1, Streetwise 2

Chi/Willpower/Health: Chi 1, Willpower 6, Health 10

Special Maneuvers: Power Uppercut (2-9-1), Spinning Back Fist (2-9-4), Jump (6-0-3)

Maneuvers (with Speed/Damage/Move): Jab (5-5-3), Strong (3-7-3), Fierce (2-9-2), Short (4-4-3), Forward (3-6-2), Roundhouse (2-8-2),

Grab (3-5-1), Block (7-(+1 Soak)-0), Move (6-0-6)

Weapons: Pistol (6-6-0), Rifle (4-8-0)

STREET FIGHTER

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Ninja, Genin

Style: None

Boss: None

Attributes: Strength 2, Dexterity 3, Stamina 3, Charisma 2, Manipulation 2, Appearance 2, Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 2, Blind Fighting 1, Insight 1, Intimidation 2, Mysteries 1, Security 3, Stealth 2, Style Lore 2, Subterfuge 1

Chi/Willpower/Health: Chi 3, Willpower 2, Health 8

Special Maneuvers: Slide Kick (2-7-3), Handstand Kick (2-8-0), Jump (6-0-2)

Maneuvers (with Speed/Damage/Move): Jab (5-3-2), Strong (3-5-2), Fierce (2-7-1), Short (4-4-2), Forward (3-6-1), Roundhouse (1-8-1), Grab (3-3-1), Block (7-(+1 Soak)-0), Move (6-0-5)

Weapons: Shuriken (6-5-2)

Ninja, Jonin

Style: None

Boss: None

Attributes: Strength 3, Dexterity 4, Stamina 3, Charisma 3, Manipulation 2, Appearance 2, Perception 3, Intelligence 3, Wits 3

Abilities: Alertness 2, Blind Fighting 2, Insight 2, Intimidation 3, Mysteries 1, Security 2, Stealth 4, Style Lore 3, Subterfuge 2

Chi/Willpower/Health: Chi 3, Willpower 4, Health 10

Special Maneuvers: Back Flip Kick (4-7-2), Slide Kick (3-8-4), Back Roll Throw (3-9-1), Jump (7-0-3), Wall Spring (6-x-3/5)

Maneuvers (with Speed/Damage/Move): Jab (6-4-3), Strong (4-6-3), Fierce (3-8-2), Short (5-5-3), Forward (4-7-2), Roundhouse (2-9-2), Grab (4-5-1), Block (8-(+2 Soak)-0), Move (7-0-6)

Weapons: Katana Jab (7-5-3), Katana Strong (5-7-3), Katana Fierce (4-9-2)

Soldier, Veteran

Style: None

Boss: None

Attributes: Strength 3, Dexterity 3, Stamina 3, Charisma 3, Manipulation 2, Appearance 2, Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 2, Drive 2, Firearms 2, Stealth 1, Streetwise 2, Survival 3

Chi/Willpower/Health: Chi 1, Willpower 4, Health 8

Special Maneuvers: Spinning Back Fist (2-8-3), Suplex (3-6-1), Jump (6-0-2)

Maneuvers (with Speed/Damage/Move): Jab (5-4-2), Strong (3-6-2), Fierce (2-8-1), Grab (3-4-1), Block (7-(+2 Soak)-0), Move (6-0-5),

Weapons: Rifle (3-7-0)

Soldier, Lifer

Style: None

Boss: None

Attributes: Strength 3, Dexterity 3, Stamina 4, Charisma 3, Manipulation 2, Appearance 2, Perception 3, Intelligence 2, Wits 4

Abilities: Alertness 3, Drive 2, Stealth 2, Streetwise 2, Survival 4

Chi/Willpower/Health: Chi 2, Willpower 5, Health 10

Special Maneuvers: Spinning Back Fist (2-9-3), Jump (6-0-2), Suplex (3-7-1), Brain Cracker (3-7-1)

Maneuvers (with Speed/Damage/Move): Jab (5-5-2), Strong (3-7-2), Fierce (2-9-1), Grab (3-5-1), Block (7-(+2 Soak)-0), Move (6-0-5)

Weapons: Pistol (6-7-0)

Agent, Carte Blanche

Style: None

Boss: None

Attributes: Strength 2, Dexterity 4, Stamina 2, Charisma 2, Manipulation 4, Appearance 3, Perception 4, Intelligence 3, Wits 4

Abilities: Alertness 4, Computer 2, Drive 2, Interrogation 2, Investigation 3, Security 3, Stealth 2, Streetwise 2, Subterfuge 4, Survival 1

Chi/Willpower/Health: Chi 1, Willpower 6, Health 10

Special Maneuvers: Monkey Grab Punch (2-6-2), Double Dread Kick (2-6/9-3), Knee Basher (3-9-1), Jump (7-0-2)

Maneuvers (with Speed/Damage/Move): Jab (6-4-2), Strong (4-6-2), Fierce (3-8-1), Short (5-5-2), Forward (4-7-1), Roundhouse (2-9-1), Grab (4-5-1), Block (8-(+3 Soak)-0), Move (7-0-5)

Weapons: Pistol (6-7-0), Sleep Capsules (4-special-0)

Agent, Special Agent

Style: None

Boss: None

Attributes: Strength 2, Dexterity 3, Stamina 2, Charisma 2, Manipulation 3, Appearance 2, Perception 3, Intelligence 3, Wits 4

Abilities: Alertness 3, Computer 2, Drive 2, Interrogation 2, Investigation 2, Security 1, Streetwise 1, Subterfuge 3

Chi/Willpower/Health: Chi 1, Willpower 4, Health 8

Special Maneuvers: Head Butt (3-9-0), Throw (1-8-1)

Maneuvers (with Speed/Damage/Move): Jab (5-4-1), Strong (3-6-1), Fierce (2-8-0), Short (4-3-1), Forward (3-5-0), Roundhouse (1-7-0), Grab (3-3-1), Block (7-(+3 Soak)-0), Move (6-0-4)

Weapons: Pistol (6-6-0)



STREET FIGHTER: WARRIORS OF THE RING

A Storyteller resource by J. Scott Pittman for use with Street Fighter: The Storytelling Game

One of the more difficult things about the Street Fighter game is coming up with lots of bad guys to fight, and if the players are fighting in the ring, what statistics those fighters should have. All Maneuvers require some level of Technique, and some require other Maneuvers, and the Storyteller doesn't want to make a character up who has Maneuvers that are beyond his Rank or not allowed for a certain style. The Storyteller also doesn't want to spend hours making up characters. To aid him in making quick but fair contenders for the ring, the following lists are provided here.

The following guidelines are for fighters. However, the Attributes could be switched around for more intelligent fighters who might possess some strange Focus powers as their main attacks. Just replace the Physical stats (which will be the primary Attributes for most fighters) with the Mental Attributes for the character. Such characters will almost always have *much* lower Physical scores than listed here.

These scores are certainly not set in stone. There will be fighters who are more powerful than those listed here, and less powerful, but in a Rank higher or lower than expected. However, about 90% of fighters will fall into the statistics listed below.

The Storyteller should refrain from making too many fighters that have the maximum of each suggested statistic. Not all Rank 4 fighters, for example, will have 12 physical Attributes dots when totaled, 18 Techniques, 9 maneuvers, 6 Chi, 8 Willpower and 14 Health! A score or two (at least) will be closer to the minimum, not maximum levels listed. Again, the Storyteller should keep the character's concept in mind when designing the character.

Other Attributes should be made up by the Storyteller based on the concept of the character, but will rarely exceed the primary Attributes.

Normal People

(non-fighters: managers, non-experienced fighters, scientists, innocent bystanders, etc)

Physical Stats: 6 (probably higher mental statistics)

Techniques: None

Maneuvers: None

Combos: None

Chi: 1-2

Willpower: 2-3

Health: 8

Thug

(normal bad guys, bodyguards)

Physical Stats: 7 (up to 9 for really tough thugs)

Techniques: None (up to 3 for really tough thugs)

Maneuvers: Basic Maneuvers only (three maneuvers that do not require other maneuvers for tough thugs)

Combos: None

Chi: 1-2

Willpower: 1-3 (2-4 for really tough thugs)

Health: 5-8 (9-10 or really tough thugs)

Master Villain

Physical Stats: Usually 12-15 dots total, no Attribute over 5

Techniques: 25-29 dots total, no Technique over 5

Maneuvers: 10-17 maneuvers of varied power.

Combos: The character will probably have 3-4 combos, most or all of which will be dizzy combos.

Chi: 5-8

Willpower: 6-10

Health: 15

Rank 1

Physical Stats: Usually 10-11 dots total, no Attribute over 5

Techniques: 7 to 9 dots total, no Technique over 3

Maneuvers: Usually 4 maneuvers which don't require other maneuvers as requirements and are available to low-technique characters (make sure they meet these Maneuver requirements!).

Combos: A two-maneuver dizzy combo is common. If the character doesn't have this combination, adding another simple maneuver to his list is appropriate.

Chi: 1-4

Willpower: 3-6

Health: 10-12

Rank 2

Physical Stats: Usually 10-11 dots total, no Attribute over 5

Techniques: 7 to 9 dots total, no Technique over 3

Maneuvers: Usually 4 maneuvers which don't require other maneuvers as requirements and are available to low-technique characters (make sure they meet these Maneuver requirements!).

Combos: A two-maneuver dizzy combo is common. If the character doesn't have this combination, adding another simple maneuver to his list is appropriate.

Chi: 3-4

Willpower: 4-6

Health: 10-12

STREET FIGHTER

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Rank 3

Physical Stats: Usually 10-12 dots total, no Attribute over 5

Techniques: 12-14 dots total, no Technique over 4

Maneuvers: 5-8 maneuvers of varied power, or 9 maneuvers if the character has no combos

Combos: The character will probably have 2 combos, probably all dizzy combos.

Chi: 4-5

Willpower: 4-6

Health: 10-12

Rank 4

Physical Stats: Usually 10-12 dots total, no Attribute over 5

Techniques: 13-18 dots total, no Technique over 5, rarely a Technique above 4

Maneuvers: 5-9 maneuvers of varied power.

Combos: The character will probably have 2-3 combos, some of which will be dizzy combos.

Chi: 4-6

Willpower: 4-8

Health: 10-14

Rank 5

Physical Stats: Usually 10-12 dots total, no Attribute over 5

Techniques: 14-21 dots total, no Technique over 5

Maneuvers: 6-9 maneuvers of varied power

Combos: The character will probably have 2-3 combos, some of which will be dizzy combos.

Chi: 4-6

Willpower: 4-8

Health: 10-14, but usually 12 or higher

Rank 6

Physical Stats: Usually 13-14 dots total, no Attribute over 5

Techniques: 14-21 dots total, no Technique over 5

Maneuvers: 9-10 maneuvers of varied power.

Combos: The character will probably have 2-3 combos, some of which will be dizzy combos.

Chi: 4-6

Willpower: 4-8

Health: 12-17, but usually around 14

Rank 7

Physical Stats: Usually 13-15 dots total, no Attribute over 6

Techniques: 17-21 dots total, no Technique over 6

Maneuvers: 11-12 maneuvers of varied power.

Combos: The character will probably have 2-3 combos, all of which will be dizzy combos.

Chi: 4-6

Willpower: 6-8

Health: 14-17

Rank 8

Physical Stats: Usually 13-15 dots total, no Attribute over 6

Techniques: 17-25 dots total, no Technique over 6

Maneuvers: 13-17 maneuvers of varied power.

Combos: The character will probably have two combos, most or all of which will be dizzy combos.

Chi: 6-8

Willpower: 6-8

Health: 12-19, usually around 15

Rank 9

Physical Stats: Usually 15-17 dots total, no Attribute over 6

Techniques: 19-25 dots total, no Technique over 6

Maneuvers: 13-17 maneuvers of varied power.

Combos: The character will probably have two combos, most or all of which will be dizzy combos.

Chi: 8-9

Willpower: 7-9

Health: 12-19, usually around 18

World Warrior

Physical Stats: Usually 15-19 dots total, no Attribute over 7

Techniques: 25-30 dots total, no Technique over 7

Maneuvers: 10-18 maneuvers of varied power.

Combos: The character will probably have 3-4 combos, most or all of which will be dizzy combos.

Chi: 4-10

Willpower: 8-10

Health: 20

THE MODIFIERS

Cybernetics

There are no major changes for a cybernetic character. Remember, however, that their Mental scores will be slightly greater than average, and that their Social score will be lower than average.

Animal Hybrids

Once the Storyteller has decided upon the Physical statistics for an animal hybrid, add 2 dots to Physical Attributes, and 1 dot to Athletics. Their social and mental Attributes will be less than average, and they receive the normal Animal Hybrid Basic Attacks (that use the animal hybrid background as their Technique as stated in those rules).