



Logo Courtesy of J. Scott Pittman

Issue #2

December 1999

### This Issue's Credits:

**Concept, Editor, and Layout:** Dustin Wolfe ([lancer1@webzone.net](mailto:lancer1@webzone.net))

#### Contributing Writers

ArkonDLoC ([ArkonDLoC@aol.com](mailto:ArkonDLoC@aol.com))  
Azathoth05 ([Azathoth05@aol.com](mailto:Azathoth05@aol.com))  
Chris Hoffmann ([staredown@rocketmail.com](mailto:staredown@rocketmail.com))  
Steve Karstensen ([skarsten@sprynet.com](mailto:skarsten@sprynet.com))

#### Contributing Artists

J. Scott Pittman ([joespitt@tsixroads.com](mailto:joespitt@tsixroads.com))

### In this Issue

Welcome to Warrior's Pride

#### Contenders

Black Wolf (Special Forces)  
Gregory Gains (Manager Character)  
Jodi 'Pipi' Gains (Western Kickboxing)  
Warren Chambers (Ler Drit)

#### Teams

Chimu Sanada

#### Styles

Gun Gods  
Zanji Shinjinken

#### NPCs

Thu, the Emerald Dragon (Muay Thai Kickboxing)

#### Articles & Fiction

Legends of the Circuit

#### Stories/Adventures

Hook, Line, and Sinkers

#### The World

The Temple of Eternity

#### Appendix: Maneuvers and Abilities

In Closing

# WELCOME TO WARRIOR'S PRIDE

DECEMBER, 1999

Merry Christmas and Happy New Years everyone! Well, here it is, Warrior's Pride #2. This issue has more than the first, and I'm glad about that. I give thanks to everyone who has sent in material to be added to this issue, with an extra special thanks to **J. Scott Pittman** who created the incredible

Warrior's Pride logo! It really looks great, don't you think? If you're reading the text version and you want to see the logo, just ask me for it and I'll send it to you. I'm always looking for new submissions, including artwork. Enough of my rambling, here's a rundown of this issue:

**Contenders:** We have three new actual Contenders this time, and one Manager character who I put here because it seemed like the best place. The first is Black Wolf, who is a client of the Red Raven stable, and a powerful character in his own right, almost World Warrior material (if not already). The next two are Jodi Gains and Gregory Gains who were submitted by **Chris Hoffmann**, and then Warren Chambers created by myself.

**Teams:** the family team of Chimu Sanada is given here. Chimu Sanada was first mentioned last issue, under the Red Raven Stable section, where they are listed as one of teams in the Red Raven stable along with the Blood Hawks. Next issue I'll present Hostile Intentions, which will complete all of the teams with Red Raven Productions.

**Styles:** Two styles, both potentially very powerful. The first is Gun Gods, contributed by Azathoth05, which gives new rules for firearms as well. The next is Zanji Shinjinken, which is a sword fighting style. Both can be powerful compared to other characters, but if they happen to lose their

weapons they are relatively weak by comparison. The Gun God, except for the gun maneuvers, can only learn abilities available to Any style, while the Zanji Shinjinken style is not as limited, but has less options available than other styles.

**NPCs:** Thu, the Emerald Dragon, was posted on the Street Fighter mailing list by Steve Karstenson, and is reprinted here with permission.

**Fiction:** Legends of the Circuit. Another story from ArkonDLoC.

**Stories/Adventures:** A single Hook, Line, and Sinker type story, contributed by Azathoth05 with his Gun God style in mind.

**The World:** A new section that will explore various places for characters to travel to. In this issue, contributed by Azathoth05, the Temple of Eternity is presented, along with character statistics for three important NPCs.

**Appendix: Maneuvers and Abilities:** Starting with this issue, this will be a monthly section. Most of the maneuvers for this issue are primarily for the Gun God and Zanji Shinjinken characters, but there are a few that are suitable for other characters. I am particularly interested to hear feedback on the Animal Control maneuver. In addition, this issue adds a new Talent (Cryptography) and a new Background (Bushido).

## Issue #1 Corrections:

The fighter Steven "Raptor" Harper of the Blood Hawks team does **not** have Speed of the Mongoose.

## CONTENDERS: BLACK WOLF

Black Wolf was originally Grant Miles, born in Taylor, Michigan. His life was simple those years ago. He wasn't wealthy, but he wasn't poor either. He was, for the most part, a perfectly ordinary middle-aged man. He was set apart from other average men by being a published author, having articles and fictional stories published in some magazines, as well as writing the *Sixth Eye Trilogy*, which had moderate success, yet not enough to make his name a household one. A few fans (five, to be exact) had went to the trouble of contacting him and asking if there would be a sequel to the *Sixth Eye* books. He decided that if he even had a few fans who would track him down he should at least try to please them, and he made plans to travel to a little-known, well secluded resort to work on a forth novel. Unfortunately, this is where Grant's story takes a turn for the unusual.

The time that Grant had chosen to stay at the resort was the usual time of the year when the resort had the least patronage. In fact, the resort left a relative few employees there to watch over the guests. During one particularly cold night, Grant had decided to leave his room and go to the small food court to get some coffee since his supply had been used. On his way, he noticed one of the other patrons, a woman named Alicia whom he had become friends with, was being attacked by two masked men. Aside from a few self-defense classes, he had no formal training in fighting, and felt that he had to do something. He rushed to Alicia's aid, only to be promptly knocked out.

When he regained consciousness, he did not recognize his surroundings. Everything was metal, and he was shackled securely to the wall. He didn't know exactly what at the time, but he felt as if there was something different about his own body. After that, he lost consciousness once again, and nearly everything else at the time is a blur in his mind. He remembers that he someone escaped his captors. He remembers that he searched for Alicia throughout a maze of corridors, but to no avail. He remembers escaping from a building, and seeing a large "N-Tech" logo on some of the walls, but not much else.

After a few nights, he somehow found his way back to the resort, which he found totally

deserted. As he entered his room to rest, he saw himself in the mirror. Going into a rampage, Grant destroyed virtually every piece of furniture in his room. The reason for this sudden burst of aggressiveness was due to the fact that he did not see himself in the mirror. Instead he saw the face and form of a black wolf, wearing the torn and tattered rags that had once been his clothing.

Grant retreated to the mountains surrounding the resort, and it was there that he met a retired American soldier named Campbell. While at first they were very cautious of each other, the two eventually struck up an odd friendship. After learning of Grant's story, Campbell did his best to teach Grant how to use his strength, and the tactics and techniques of his special forces training. The result was a very capable fighter. During this time, he also found that he had a natural affinity with wolves and canines in particular and had some form of control over them. Eventually, Grant decided to track down this mysterious "N-Tech," both to find out why he was changed, and more importantly, to find out what had become of Alicia. Campbell told him that a good place to start would be on the Street Fighter Circuit.

Grant took Campbell's advice and began to call himself Black Wolf. He quickly went through the ranks, and also quickly gained the attention of Shadooloo, and of the Red Raven Productions, who offered him a place in their stable. Deciding that resources provided by Red Raven Productions may aid him in discovering just what the N-Tech organization is; so far his research has provided nothing. Aside from that, he has returned to writing, trying to finish his fourth novel.

**Appearance:** Black Wolf is just as his name would suggest: a large, black wolf hybrid. He is powerfully built and stands at about six foot, four inches. In a fight, he usually wears a pair of jeans which are torn at the knees. When going about casually however he wears jeans that are not torn along with a button-up long sleeve shirt, with the sleeves rolled up to his elbows.

**Quote:** *I hope that I haven't wounded you too badly with tooth and claw.*

## Warrior's Pride Character Sheet

<b>Name:</b> Black Wolf	<b>Style:</b> Special Forces	<b>Team:</b> None
<b>Player:</b>	<b>School:</b> Campbell	<b>Concept:</b> Genetic Experiment
<b>Chronicle:</b>	<b>Stable:</b> Red Raven Productions	<b>Signature:</b> Howls after defeating opponent.

### ATTRIBUTES

Physical	Social	Mental
Strength ●●●●●	Charisma ●●	Perception ●●●
Dexterity ●●●●●	Manipulation ●●	Intelligence ●●●
Stamina ●●●●●	Appearance ●●	Wits ●●●

### ABILITIES

Talents	Skills	Knowledges
Alertness ●●●●●	Blind Fighting ●●●	Arena ●●
Cryptography ●●●	Drive ●●	Mysteries ●●
Intimidation ●●●●●	Stealth ●●●●●	Style Lore ●●
Streetwise ●●	Survival ●●●●●	

**Languages:** English (Native)

### ADVANTAGES

Backgrounds	Techniques
Animal Companion ●●	Punch ●●●●●
Animal Hybrid (Wolf) ●●●●●	Kick ●●●
Backing ●●●●●	Block ●●●
Contacts ●●●	Grab ●●●●●
Manager ●●●	Athletics ●●●●●
Resources ●●●	Focus ●●●

### SPECIAL MANEUVERS

Bite  
Claw  
Jaw Spin  
Ripping Bite  
Tearing Bite  
Jump  
Throw  
Air Throw  
Eye Rake  
Head Bite  
Pounce  
Knife Hand Strike  
Spinning Back Fist  
Foot Sweep  
Pile Driver  
Ducking Fierce  
Haymaker  
Power Uppercut

**Combos:**  
Spinning Back Fist - Ducking Fierce - Power Uppercut (dizzy)  
Jumping Strong - Power Uppercut - Ripping Bite (dizzy)

**Animal Companion:** Wild Wolf  
**Backing:** Red Raven Productions  
**Contacts:** Red Raven staff and clients  
**Manager:** Greg Williams of Red Raven Productions  
**Resources:** Provided by Red Raven Productions

<p><b>Renown</b> <b>Glory</b> ●●●●●</p> <p><b>Honor</b> ●●●●</p> <p><b>Division:</b> Freestyle <b>Rank:</b> 7<sup>th</sup></p> <p><b>Standing</b> Wins 43      Losses 4 Draws 0      KOs 40</p>	<p><b>CHI</b> ●●</p> <p><b>WILLPOWER</b> ●●●●●●●●</p> <p><b>HEALTH</b> ●●●●●●●● ●●●●●●●●</p>
---	--

# CONTENDERS: GREGORY GAINS

Contributed by: Chris Hoffmann (staredown@rocketmail.com)

**Appearance:** A small, slightly built man in a faded shirt and jeans. For formal occasions, he wears a threadbare suit with a concealed shoulder holster.

**Background:** At age two, Gregory read The Complete Works of Shakespeare, memorizing it in less than an hour. By age five, he was doing integral calculus in his head. By age eight, he had a Masters Degree in Economics he had earned through correspondence courses.

But his parents still thought he should go to school.

"It will help you to be around kids your own age.", they said, yeah right. "You'll make new friends.", they said, suuuure. "We told you to." they said, well you can't argue with that.

School was what you would expect for a five year old boy who had already completed college, boring as hell. Especially Kindergarten, where he was suppose to be leaning stuff he knew before he could walk.

But geniuses don't get bored, they find ways to entertain themselves. It wasn't long before Gregory had pranked just about every faculty member and student he came in contact with. Not malicious or harmful pranks, but very very embarrassing ones. Not paper airplanes or anything else so mundane? Radio controlled planes that dropped ink balls onto a teacher's quiz answer key was more Gregory's style.

Naturally he would get sent to the principal's office after each prank, but it was still better than sitting in class watching the teacher spoon feed the other kids the ABCs. At least the principal would listen to him sometimes.

As he got older, his small size and obvious intelligence made him a popular target for the bigger kids. That's when he started to really get creative with his pranks. After enough kids had lost all their hair, had their homework shredded, and have their clothing melt off their bodies, they got the message to leave Gregory alone.

When he was fourteen and in the 9th grade (his parents let him skip two grades) he started selling odds to students for basketball, football, and baseball games. While not always correct, he did show amazing accuracy and accumulated a small clientele among the student body. The day before he met Jodi, he predicted that The Buffalo Bills would win their game with The Greenbay Packers. The seniors pooled their money and bet close to three thousand on the Buffalo Bills, with the results mentioned above.

When he turned sixteen, he quit school and filed for minor emancipation. After a brief court battle, the judge granted it and Gregory was on his own. Two years later he had accumulated

enough money to buy his own house where he and Jodi currently live.

**Roleplaying Notes:** Never get angry, get even. You're not a fighter, although you can usually hold your own against other non martial artists, so you have to be more creative than simply turning their skin into one big bruise. If someone gets in your face in a bar, simply smile and walk away. They'll later find their car door locked with the keys inside when they could have sworn that they took the keys with them. If someone decks you, don't get angry and don't show pain. But be sure to hurt them later. If immediate violence is absolutely necessary, well that's what you're carrying that uncomfortable shoulder holster around for. Jodi is your best friend and you'll do just about anything for her. You're probably in love with her, but if she sees you as 'just a friend' you're not going to do anything to ruin that.

**What he doesn't know:** He's adopted. Gregory also has the blood of the icy Norse gods running through his veins, but his comes from a much darker source. He is the son of Loki, and Loki never loses track of his offspring. His parents' move was engineered by Loki, as was his meeting with Jodi. Why Loki is going to all the trouble to set them up is up to the individual storyteller, but here's a few possibilities.

It's part of a Eugenics experiment to create a new race of gods that will inhabit the earth after Ragnarok. By breeding the strongest and smartest mortals, Loki hopes to create a super-race that will be worthy of inheriting paradise. On the other side of the planet, he's doing something similar with the son of Hercules and the daughter of Athena.

Thor (Jodi's grandfather) and Loki have an idea about how to end the conflict between them. The plan is to unite their two families, bringing them closer together. Since Odin has forbidden direct intervention with mortals, he (with some help from Thor) has to be more circumspect.

The Norns have told Loki that his son, not Loki, will bring about Ragnarok. Since he can't bring himself to kill his own son, he, with Magni's wary approval, has placed the one mortal capable of stopping his son closest to his heart.

Modi, the god of Battle-Wrath and Magni's brother, thinks that his rage was inherited by Jodi. Loki's manipulations insured that there would be someone able to talk Jodi down if she should fall under the Battle-Wrath.

He's nuts and thinks it would be cool to have a daughter-in-law with a name who's vowels are the same as his. He knows that she's Magni's daughter, he just doesn't care.

## Warrior's Pride Character Sheet

Name: Gregory	Style: None	Team: None
Gains	School: Streets	Concept: Manager
Player:	Stable: None	Signature: Pen behind his ear
Chronicle:		

### ATTRIBUTES

Physical	Social	Mental
Strength ●●	Charisma ●●	Perception ●●
Dexterity ●●	Manipulation ●●●●	Intelligence ●●●●●●●●
Stamina ●●	Appearance ●●	Wits ●●●

### ABILITIES

Talents	Skills	Knowledges
Alertness ●●●●●	Blind Fighting ●	Arena ●●
Insight ●●●●●	Bookie ●●●●●	Computer ●●
Manage ●●●●●	Drive ●●	Finance ●●●
Streetwise ●●●●●	Publicist ●●●	Investigation ●●
Subterfuge ●●●●●		Law ●●
		Linguistics ●●
		Medicine ●●●
		Mysteries ●●
		Style Lore ●●●●

Languages: English (Native), German, French

### ADVANTAGES

Backgrounds	Techniques	SPECIAL MANEUVERS
Allies ●	Punch ●●●	Power Uppercut
Contacts ●●●●●	Block ●●	Jump
Fame ●●●	Athletics ●●	Kippup
Resources ●●	Firearms ●●●●	Punch Defense

**Allies:** Jean-Paul DePore, a duelist street fighter who is considering taking Gregory on as his manager.  
**Contacts:** Numerous fight promoters, police, and others all over the world.  
**Fame:** His face is easily recognized by those who follow the fight circuit.  
**Resources:** He has a reasonable income from the stock and common markets. He also gets a small share of Jodi's fight money.

<p style="text-align: center;"><b>Renown</b></p> <p style="text-align: center;"><b>Glory</b></p> <p style="text-align: center;">●●●●●</p> <p style="text-align: center;"><b>Honor</b></p> <p style="text-align: center;">●●●●</p> <p>Division:</p> <p>Rank:</p> <p style="text-align: center;"><b>Standing</b></p> <p>Wins                      Losses</p> <p>Draws                     KOs</p>	<p><b>CHI</b></p> <p>●</p> <p><b>WILLPOWER</b></p> <p>●●●●●</p> <p><b>HEALTH</b></p> <p>●●●●●●●●●●</p> <p>Experience: 0</p>	
---	---	--

# CONTENDERS: JODI GAINS

Contributed by: Chris Hoffmann (staredown@rocketmail.com)

**Appearance:** A cute freckle faced girl who looks a couple of years younger than her eighteen years. In the ring she wears a loose tank top and an old faded pair of jeans.

**Background:** Jodi's earliest memory is bending the iron bars of her crib and promptly falling on the floor, bawling her eyes out until her mother came and put her back to bed. Throughout her entire life she has always had incredible strength, until today she is able to lift a small car.

Orphaned at the age of six, and having no family to take her in, she ran away from the orphanage as much as possible, living on the street as much as in the orphanage.

School was a constant chore for her, and she cut it every chance she got. Despite being fairly intelligent, she lacked any interest in her classes, except for gym. In gym she always excelled, often breaking school, state, and even national records. The fact that she had few friends (being able to dislocate someone's shoulder with a casual pat on the back isn't conducive to forming bonds of trust) didn't help matters.

On her way home from school one day during her freshman year, she saw a smaller boy being brutally beaten on by a group of about five seniors. He was actually doing quite well avoiding their attacks until one of the seniors broke his leg with a crow-bar. That's when Jodi stepped in. Her first punch broke two ribs and sent the guy flying back ten feet, the others got off easier. After they had fled, she called an ambulance for the younger boy.

That was the first fight Jodi had ever been in. It frightened her how easily the older boys had broken under her untrained fist.

The younger boy managed to get himself in a seated position and studied her for a moment. Despite his face being deathly white, except where he had received a black eye, he took his injuries with extraordinary calm. Jodi sat beside him to wait for the ambulance and he introduced himself as Gregory Gains, a new student, transferring to her school in the ninth grade. They shared a laugh over the coincidence of their last names. He didn't seem very disturbed by his broken leg or by Jodi's superhuman strength. They chatted about how the school was, who the best teachers were, who to avoid, what classes were the worst (Home Economics), and the like. Gregory evaded all her questions about why he had been attacked, instead commenting that she should take up martial arts so that she could learn more control, and not break any bones by accident any more. It wasn't that long after she agreed that the ambulance arrived and took Gregory away.

The next day Jodi walked into homeroom to find Gregory, leg wrapped in a cast and holding a crutch, sitting across from her usual seat. She sat down and was about to ask how he was when the loudspeaker buzzed to life and informed the class that Home Ec.

would be canceled for the next week. He wiggled his eye brows at her and whispered, "Ink bombs, a lot of them."

Jodi's first real friendship was forged from those two days. School wasn't as boring any more, not with a friend to suffer with her. She soon discovered that Gregory was a definite genius, he was only thirteen and already in the same grade as Jodi, and had a very mischievous, and viscous, streak in him. If someone insulted him or tried to shake him down for money, he would simply smile at them, but later they would find their lockers filled with cottage cheese, or rigged to explode a cluster of water balloons. Despite that there was no proof to link Gregory to these pranks, even the densest and meanest students and faculty eventually learned it wasn't worth the effort to bother him.

Eventually, with Gregory's encouragement, Jodi enrolled in Roland Walter's Kickboxing Academy and began to learn the martial arts. After two years Roland declared her ready for her first Kickboxing tournament. After another year, and two tournament victories under her belt, he declared her ready for her first street fight. After that, Gregory laughingly called himself her manager, and did a better than average job setting up her fights and keeping opponents who were too good (or not good enough) away from her. In less than a year, she blazed her way up the ranks, despite a few losses, up to the six rank. She is considering changing divisions, but is not looking forward to having to beat up a bunch of beginning fighters to achieve her old rank.

Recently Jodi has attracted the attention of Shadoloo and has already turned down their first few offers. Shadoloo, not taking no for an answer, is already forming a more compelling bid for her services.

**Roleplaying Notes:** You are probably the single strongest fighter on the circuit, certainly one of, if not the, strongest women in the world, and you still can't figure out why. You certainly lack the muscle mass to be able to out arm-wrestle Zangief. Gregory is your best friend and one of the few people who knows exactly how strong you are and isn't afraid of you. Shadoloo is still hassling you to join them, and you're considering a more permanent solution, like a full body cast, if M. Bison doesn't get the hint soon.

**What She Doesn't Know:** Jodi strength is a direct result of her lineage. Her father is Magni, and he was once worshipped (and in some parts, still is) in the Scandinavian countries as the God of Strength. Recent events in Asgard, (constant giant attacks, Balder's death, Surt leaving Muspelheim, that sort of thing) has worried Odin, and he has commanded Magni to find his wayward offspring in preparation for Ragnarok. Magni is not exactly well versed in mortal current events, so it will take him time to track her down, but their long awaited Father-Daughter meeting will eventually occur.

## Warrior's Pride Character Sheet

<b>Name:</b> Jodi Gains	<b>Style:</b> Western Kickboxing	<b>Team:</b> None
<b>Player:</b>	<b>School:</b> Walter's Kickboxing	<b>Concept:</b> Daughter of Magni
<b>Chronicle:</b>	Academy	<b>Signature:</b> Hyper Fist
	<b>Stable:</b> None	

### ATTRIBUTES

Physical	Social	Mental
Strength ●●●●●●●●	Charisma ●●	Perception ●●
Dexterity ●●●●●	Manipulation ●	Intelligence ●●●
Stamina ●●●●●	Appearance ●●●	Wits ●●●

### ABILITIES

Talents	Skills	Knowledges
Alertness ●●●●●	Blind Fighting ●●	Arena ●●●
Insight ●●●●●	Drive ●●	Computer ●
Streetwise ●●●	Repair ●	Linguistics ●
	Security ●	Medicine ●
		Mysteries ●
		Style Lore ●●●●

**Languages:** English (Native), Spanish

### ADVANTAGES

Backgrounds	Techniques
Manager ●●●●	Punch ●●●●
Resources ●●	Kick ●●●●
Sensei ●●●	Block ●●●
	Athletics ●●●●

**Manager:** Gregory Gains  
**Resources:** A combination of Gregory's shrewd betting, his equally shrewd investments on the common market, and her own fight money.  
**Sensei:** Roland Walters

### SPECIAL MANEUVERS

Deflecting Punch  
Punch Defense  
Power Uppercut  
Hyper Fist  
Double-Hit Kick  
Double Dread Kick  
Jump  
Kippup

<p style="text-align: center;"><b>Renown</b></p> <p style="text-align: center;"><b>Glory</b></p> <p style="text-align: center;">●●●●●●</p> <p style="text-align: center;"><b>Honor</b></p> <p style="text-align: center;">●●●●●●</p> <p><b>Division:</b> Freestyle  <b>Rank:</b> 6</p> <p style="text-align: center;"><b>Standing</b></p> <p>Wins 20      Losses 10  Draws 2      KOs 19</p>	<p style="color: purple;"><b>CHI</b></p> <p>●●</p> <p style="color: red;"><b>WILLPOWER</b></p> <p>●●●●●●●●</p> <p style="color: green;"><b>HEALTH</b></p> <p>●●●●●●●●●●</p> <p>●●●●●</p> <p><b>Experience:</b> 1</p>
--	--

**Combos:**  
Deflecting Punch - Hyper  
Fist (dizzy)



## CONTENDERS: WARREN CHAMBERS

Warren Chambers is by all means, an odd man. He is often found talking to and even arguing with himself or with inanimate objects. For this reason many Street Fighters consider Warren insane, and rightly so. No fighter can even begin to understand how he could have possibly learned Bison's Ler Drit style. The full story of Warren goes much deeper than insanity. Warren gave himself openly to Shadowloo, and wished to learn the Ler Drit style. Bison realized that if Warren was successful in learning Ler Drit, he could become a fighter of the caliber of Balrog or even Vega, and that even if Warren failed, he would become a Revenant and willingly serve under the mad dictator.

Warren was not successful, but oddly he did not completely become a Revenant. He retained all his emotions, but the cost of the psychic conditioning of Ler Drit was his sanity. He still does his best to serve Bison, though even he doesn't know why. As unstable as Warren is, Bison keeps him at arms-length, using him as a scout and only occasionally allowing him to enter actual combat. Bison also realizes that Warren was, and remains, a rather intelligent man,

even if his intelligence is masked by the man's insanity.

While typical Revenants can function in society, Warren cannot. He is clearly insane, and has often been admitted to insane asylums and psychiatric wards, only to be released under mysterious circumstances. He has been known to recite phrases from books and poetry. He is especially fond of "Alice in Wonderland", Sir Arthur Conan Doyle's Sherlock Holmes stories, the poems and stories of Edgar Allan Poe, and Lewis Carroll's "Jabberwocky."

**Appearance:** Warren is a man in his late twenties. His features look several years older however, and he could easily pass for a man in his late thirties. His hair is always cut short, and is a dark brown color. He stands about five and a half feet tall. One of the odder features of Warren is his style of dress: no matter what activity he is involved in, he is always wearing a white silk suit with a red and white bow tie and white dress shoes. His facial features are always in a sadistic, disturbing grin.

**Quote:** *The vorpal blade went snicker-snack! / He left it dead and with its head / He went galumphing back.*

## Warrior's Pride Character Sheet

Name: Warren Chambers Player: Chronicle:	Style: Ler Drit School: Shadoloo Stable: None	Team: None Concept: Insane Revenant Signature: Recites quotes from books and poems.
---	---	--

### ATTRIBUTES

Physical	Social	Mental
Strength ●● Dexterity ●●● Stamina ●●●	Charisma ● Manipulation ● Appearance ●●	Perception ● Intelligence ●●●●● Wits ●●

### ABILITIES

Talents	Skills	Knowledges
Alertness ●●●●	Blind Fighting ●● Bookie ●●● Disguise ●●	Computer ●●●● Linguistics ●●● Science ●●●●●

Languages: English, Spanish, Mandarin Chinese, German

### ADVANTAGES

Backgrounds	Techniques
Contacts ●●●●	Punch ●●● Kick ●●● Block ●● Athletics ●●●● Focus ●●●●

Contacts: Shadoloo and various other sources

<p><b>Renown</b> <b>Glory</b></p> <p><b>Honor</b></p> <p><b>Division:</b> <b>Rank:</b></p> <p><b>Standing</b></p> <p>Wins                      Losses Draws                      KOs</p>	<p><b>CHI</b> ●●●●●●●</p> <p><b>WILLPOWER</b> ●●●●</p> <p><b>HEALTH</b> ●●●●●●●●●●</p>
--	--

### SPECIAL MANEUVERS

Ducking Fierce  
Jump  
Knife Hand Strike  
Power Uppercut  
Psychic Rage  
Psychic Vise  
Psychokinetic Channeling  
Slide Kick

**Combos:**  
Block - Knife Hand Strike,  
Knife Hand Strike - Strong -  
Ducking Fierce (dizzy)

## TEAMS: CHIMU SANADA

Street Fighting Team

**Stable:** Red Raven Productions

**Division:** Traditional

**Team Motto:** None

Chimu Sanada is the second team to sign up with the Red Raven Stable, and the team is made up of a Japanese family: two teenagers and their grandfather. The grandfather, an old man named Hideo Sanada, is an accomplished master of Kung Fu and sometime during his life he learned to perform the Rising Storm Crow. Hideo has lived a long life, and he appears to be ancient. His hair is short and white, and he appears to be frail. He is almost always dressed in his dark blue silk kung fu outfit, decorated with a crane on the back and a red raven logo on the left sleeve.

Tetsuya is sixteen years old. He has short black hair and brown eyes. His build is trim and muscular. Like his sister, his custody was given to his grandfather after his mother and father were killed in a car accident. Since then he rarely speaks and tries to distance himself from everyone, and has become a bit of a discipline problem. His

grandfather realized that if Tetsuya continued on as he did, he would become a future criminal. To combat this, Hideo took it upon himself to teach Tetsuya Kung Fu, in hopes of using it to discipline Tetsuya. While it has worked, Tetsuya continues to be quiet and distant.

Yuri is the younger sister of Tetsuya at thirteen years old. When her grandfather began teaching her brother Kung Fu, she asked to be taught as well, and Hideo didn't deny her. While certainly not at the same level of skill as her brother she is coming along nicely.

Tetsuya and Yuri are not completely aware of why their grandfather would lead them into street fighting. Hideo believes that it will be a good experience for them to fight against both fighters with honor and those without, using such fighters as examples. Another thing he is using the fights for is to hone his grandchildren's fighting skills.

### Chimu Sanada Members

Name	Style	Rank	Notes
Hideo Sanada	Kung Fu	7	Team Leader
Tetsuya Sanada	Kung Fu	4	
Yuri Sanada	Kung Fu	2	

## Warrior's Pride Character Sheet

<b>Name:</b> Hideo Sanada	<b>Style:</b> Kung Fu	<b>Team:</b> Chimu Sanada
<b>Player:</b>	<b>School:</b> Unknown	<b>Concept:</b> Caring Grandfather
<b>Chronicle:</b>	<b>Stable:</b> Red Raven Productions	<b>Signature:</b> Bows Low

### ATTRIBUTES

Physical	Social	Mental
Strength ●	Charisma ●●●●	Perception ●●●●
Dexterity ●●●	Manipulation ●●	Intelligence ●●●●
Stamina ●●	Appearance ●●	Wits ●●●●

### ABILITIES

Talents	Skills	Knowledges
Alertness ●●●●	Blind Fighting ●●●●	Arena ●●
Insight ●●●●	Leadership ●●●●	Linguistics ●
Instruction ●●●●●	Stealth ●●●●	Medicine ●●●
Searching ●●●●	Survival ●●●●●	Mysteries ●●●●●
Subterfuge ●●●●		Style Lore ●●●●●

**Languages:** Chinese Mandarin (native), English

### ADVANTAGES

Backgrounds	Techniques
Backing ●●●	Punch ●●●●●
Contacts ●●●	Kick ●●●●●
Manager ●●●	Block ●●●●●
Resources ●●	Grab ●●●●
	Athletics ●●●●
	Focus ●●●●●

**Backing:** Red Raven Productions  
**Contacts:** Red Raven staff and clients  
**Manager:** Greg Williams of Red Raven Productions  
**Resources:** Provided by Red Raven Productions

<b>Renown</b>	<b>CHI</b>
<b>Glory</b>	●●●●●●●●
●●●	
<b>Honor</b>	<b>WILLPOWER</b>
●●●●●●●●	●●●●●●●●
	<b>HEALTH</b>
	●●●●●●●●

**Division:** Traditional  
**Rank:** 7

**Standing**

Wins 32	Losses 3
Draws 0	KOs 30

### SPECIAL MANEUVERS

Dragon Punch  
 Ear Pop  
 Knife Hand Strike  
 Lunging Punch  
 Power Uppercut  
 Rekka Ken  
 Ax Kick  
 Dragon Kick  
 Deflecting Punch  
 Rising Storm Crow  
 Backflip  
 Jump  
 Throw  
 Chi Kung Healing  
 Chi Push  
 Improved Fireball  
 Zen No Mind

HIDEO IS CAPABLE OF MORE MANEUVERS BUT THESE REPRESENT HIS PREFERRED ONES. DUE TO HIS AGE, HE IS ONLY ABLE TO PERFORM ONE MANEUVER EVERY TWO TURNS, AND HE NO LONGER MOVES QUICKLY ENOUGH TO DO COMBOS.

## Warrior's Pride Character Sheet

<b>Name:</b> Tetsuya Sanada <b>Player:</b> <b>Chronicle:</b>	<b>Style:</b> Kung Fu <b>School:</b> Hideo Sanada <b>Stable:</b> Red Raven Productions	<b>Team:</b> Chimu Sanada <b>Concept:</b> Stoic Youth <b>Signature:</b> Turns back on opponent
--	--	--

### ATTRIBUTES

Physical	Social	Mental
Strength ●●●	Charisma ●●●●	Perception ●●
Dexterity ●●●●	Manipulation ●	Intelligence ●●●
Stamina ●●●	Appearance ●●●	Wits ●●

### ABILITIES

Talents	Skills	Knowledges
Alertness ●●● Insight ●● Searching ●●● Subterfuge ●●	Blind Fighting ●● Stealth ●●● Survival ●●●	Arena ●● Computer ●●●● Linguistics ● Mysteries ●● Style Lore ●●

**Languages:** Chinese Mandarin (native), English

### ADVANTAGES

### SPECIAL MANEUVERS

Backgrounds	Techniques	
Backing ●●● Contacts ●●● Manager ●●● Resources ●●	Punch ●●●● Kick ●●●● Block ●●● Grab ●● Athletics ●●●● Focus ●●●	Dragon Punch Knife Hand Strike Lunging Punch Power Uppercut Rekka Ken Ax Kick

**Backing:** Red Raven Productions  
**Contacts:** Red Raven staff and clients  
**Manager:** Greg Williams of Red Raven Productions  
**Resources:** Provided by Red Raven Productions

Jump  
 Throw  
 Fireball

<b>Renown</b> <b>Glory</b>	<b>CHI</b> ●●●●●●
<b>Honor</b> ●●	<b>WILLPOWER</b> ●●●●●
<b>Division:</b> Traditional <b>Rank:</b> 4	<b>HEALTH</b> ●●●●●●●●●● ●●
<b>Standing</b> Wins 21      Losses 5 Draws 0      KOs 21	

**Combos:**  
 Block - Dragon Punch,  
 Jumping Strong - Fireball -  
 Rekka Ken (dizzy)

## Warrior's Pride Character Sheet

<b>Name:</b> Yuki Sanada	<b>Style:</b> Kung Fu	<b>Team:</b> Chimu Sanada
<b>Player:</b>	<b>School:</b> Hideo Sanada	<b>Concept:</b> Cheerful girl
<b>Chronicle:</b>	<b>Stable:</b> Red Raven Productions	<b>Signature:</b> Giggles and bows

### ATTRIBUTES

<b>Physical</b>	<b>Social</b>	<b>Mental</b>
Strength •	Charisma •••	Perception •••
Dexterity •••	Manipulation •	Intelligence ••
Stamina ••	Appearance ••••	Wits ••

### ABILITIES

<b>Talents</b> Alertness •••• Insight • Searching •• Subterfuge •	<b>Skills</b> Blind Fighting ••• Stealth •••• Survival ••	<b>Knowledges</b> Arena •• Computer •• Linguistics • Mysteries ••• Style Lore •
---	--	--

**Languages:** Chinese Mandarin (native), English

### ADVANTAGES

<b>Backgrounds</b> Backing ••• Contacts ••• Manager ••• Resources ••	<b>Techniques</b> Punch •• Kick ••• Block •• Grab •• Athletics ••• Focus ••
--	---

**Backing:** Red Raven Productions  
**Contacts:** Red Raven staff and clients  
**Manager:** Greg Williams of Red Raven Productions  
**Resources:** Provided by Red Raven Productions

<p style="text-align: center;"><b>Renown</b> <b>Glory</b></p> <p style="text-align: center;"><b>Honor</b> •</p> <p><b>Division:</b> Traditional <b>Rank:</b> 2</p> <p style="text-align: center;"><b>Standing</b></p> <p>Wins 12                  Losses 4                  Draws 0                  KOs 2</p>	<p><b>CHI</b> •••••</p> <p><b>WILLPOWER</b> ••••</p> <p><b>HEALTH</b> ••••••••••</p>
--	--

### SPECIAL MANEUVERS

Ear Pop  
 Power Uppercut  
 Ax Kick  
 Jump  
 Air Throw  
 Back Roll Throw  
 Throw

**Combos:**  
 Block - Power Uppercut,  
 Block - Strong Punch - Back  
 Roll Throw (dizzy)

# STYLES: GUN GODS

Contributed by: Azathoth05 (Azathoth05@aol.com)

(The term Gun God was first mentioned on a web page I found many months ago, and have not been able to find since. If anyone knows whose page that was please email me and I'll make sure they get proper credit in the next issue. Everything else here is new, but I liked the term Gun Gods so much that I had to keep using it.)

Gun Gods are a new character class for the Street Fighter RPG. They are completely compatible with the Street Fighter Characters, but use different creation, technique, special maneuver, and reknown rules. Gun Gods are the legendary gunslingers of the cinema screen, characters like Clint Eastwood, Chow Yun Fat, and Golgo 13. They are incredibly dangerous with a firearm, and can pose a threat to even the toughest streetfighter, or become a worthy ally. What if Bison hires Chow Yun Fat to take out the Player Characters? Or you run a (semi-)historical campaign with Native American wrestlers vs. gunslinging marshalls? Some characters are just deadly with a gun, and to reflect this, we have a class of character known as the gun gods.

## Creating a Gun God

Like manager characters, Gun Gods are created in essentially the same way as a Street Fighter, but with a few modifications.

- Abilities preferred by this character class are Alertness, Intimidation, and Streetwise. If law enforcement personnel, Law, Investigation, and Security will be other necessary abilities. If an assassin, Subterfuge, Stealth, and Disguise or Demolitions will be chosen instead. None of the above abilities are mandatory, just very common with Gun Gods.
- Gun Gods receive the same number of dots for Attributes, Abilities, Techniques, and Special Maneuvers as normal Streetfighters. However, they receive 8 dots for Backgrounds(usually Allies, Contacts, and Backing), and start with only 8 health instead of the usual 10. Like Streetfighters they can also max at

20 health and can use freebie points to increase their initial health. Cyborg Gun Gods start with 10 health instead of the usual 12.

- Initial Chi is 1. Initial Willpower is 6. The freebie point pool is the usual 15 points.
- Gun Gods can purchase Special Maneuvers from the Gun God special maneuvers list. In addition, they can purchase street fighter maneuvers with an "any" cost, except from the focus list(only Gun God special focus maneuvers can be chosen). Maneuvers like Double Hit Kick and Buffalo Punch can be very useful when out of ammo or caught without a weapon.
- Gun Gods use Code and Reputation instead of Honor and Glory. See below for details.

Gun gods have a variety of techniques available to them in addition to the normal techniques. Instead of a generic Firearms technique, Gun gods have separate techniques for Handguns, Rifles, Shotguns, and Automatic Weapons (note that some weapons such as M-16's can be used with either the Rifle or Automatic Weapon technique, depending on how they are being fired). They can also use the Heavy Weapons technique the same as anyone else, but get no special bonuses for Heavy Weapons. The following extra bonuses apply to gun gods.

1. Gun gods double their technique when determining the range for aggravated damage.
2. When retrieving their guns after a dizzy, Gun Gods may block(normal blocks only) and still receive 1/2 their normal soak bonus while their other hand grabs for the gun. They cannot do this if they are picking up more than one weapon at once.
3. The other bonus of playing a gun god is that they get special maneuvers just like Street Fighters, but related to their guns. Like regular special moves, each is based off a related technique although some

special moves are general & apply to more than one technique. They can also purchase any Street Fighter techniques available in the general category by paying the any cost.

Remember that gun gods can only start with 3 dots in any gun technique, just like a regular character. however they can use freebie points to increase their techniques as normal.

**Special Gun God Merit-** Ambidextrous-costs 5 freebie points or 20 xp. Allows the character to use the twin gun ability with a lower penalty.

### Generic Thugs with Guns

While guns can threaten a street fighter in sufficient quantities, by themselves they shouldn't cause much of a threat. Any character who possesses the firearms skill can fire a gun by rolling DEX + Firearms Technique as described above. The damage inflicted is equal to the character's Firearm's technique + the weapon's damage modifier. The other technique available to thugs is Heavy Weapons, for use with rocket launchers and tripod, bipod, or vehicle mounted weapons. All of the other rules indicated above apply as well.

#### New Rules for using Firearms.

- It takes one turn to draw a firearm.
- Speed is determined with the Gunman's Wits + weapon modifier.
- The gunman must roll Dex + Firearms technique to hit his target. He must roll as many successes as his target's Athletics technique minus his firearm's technique (minimum 1 success required). Obviously, this makes very fast street fighters such as Chun Li much harder to hit. Grenades are thrown using DEX + Athletics. TNT is thrown as a grenade or placed and set off on a timer with the Demolitions skill. Rocket Launchers and Miniguns require the Heavy Weapons technique. If the target is not moving this round(Block, Move modifier of 0, chooses to stand still and punch, etc.) then only one

success is required to hit regardless of Athletics.

- It is much harder to dodge a bullet than a fireball. The target must be using Jump or another maneuver that specifically can dodge projectiles. He then makes a contested roll using DEX + Athletics vs. the gunman's DEX + Firearms Technique.
- Extra soak from Blocking or Block special techniques does not protect against firearms, but regular soak from Stamina does. Blocking soak can be used against explosive damage from normal grenades, stun grenades, rocket launchers, and TNT, but only if the character is not in the target hex.
- Guns fired with the firearms technique cause aggravated damage at a range up to the user's Firearm's Technique, and only cause normal damage beyond that range. Thus, Street Fighters who run from a hail of bullets will rarely get seriously injured, but those that dive headfirst into a group of armed thugs may not get out alive.
- It takes 1 action to reload a firearm. Ammo capacity is determined by the Storyteller based on the type of weapon. If a to-hit or damage roll fumbles, the gun is jammed and cannot be used again until the gunman takes a turn and rolls a successful INT + Firearms technique to clear the jam.
- When a gunman is dizzied he will drop his weapon, and must spend an action picking it up or drawing another. Keep track of where the gun fell, as a common tactic with street fighters is to dizzy a gunman and then throw him away from his weapon, or use a stunt card to kick the weapon under a car or somewhere else where it is difficult to retrieve.

#### New Damage ratings for weapons.

When a dragon punch can do three times as much damage as a hand grenade, you know the system needs a little revamping. Below is a revised weapons list for firearms. All basic firearm maneuvers have a Move of 0.



Revised Weapons List			
Weapon	Speed	Damage	Notes
Light Pistol	+2	+3	Range is ½ a hex map
Medium Pistol	+1	+4	Range is 1 hex map
Heavy Pistol	+0	+5	Range is 1 hex map
Submachinegun	+1	+3	Range is ¾ hex map, makes three damage tests
Light Rifle	+0	+5	Range is 2 & ½ hex maps
Heavy Rifle	-2	+7	Range is 3 hex maps
Assault Rifle	-1	+5	Range is 2 hex maps, makes three damage tests
Blaster Pistol	+2	+4	Range is ¾ hex map
Blaster Rifle	+1	+6	Range is 2 hex maps
Shotgun-Slug	+1	+4	Range is ¾ hex map
Shotgun-Scatter	+1	+5	Damage is done to a cone shape starting one hex in front of the gunman and extending up to four hexes away. Damage is -1 for each hex away from 1 <sup>st</sup> target is. Make 2 damages for anyone hit.
Heavy Weapons (All Grenades and thrown weapons have a range of STR x2, all do aggravated damage)			
Heavy Weapon	Speed	Damage	Notes
Hand Grenade	+0	8	Fixed damage, 3 hex blast radius
Frag Grenade	+0	9	Fixed damage, 5 hex blast radius
Stun Grenade	+0	11	Damage is only used to determine dizzy, only 1 point is actually done if any is rolled. 3 hex blast radius.
Plasma Grenade	+0	9/6/3	Residual burn damage (see Acid Breath power), 2 hex blast radius. Residual damage is not aggravated.
Rocket Launcher	-4	16	Five hex radius, -1 damage for each hex away from the target hex. Range 2 hex maps.
TNT Bomb	-6	14	Thrown or placed. Blast radius 6 hexes, -1 damage for each hex away from target hex.
Mini-Gun	-3	+8	Damage is heavy weapons technique + damage modifier. Make three damage tests. Requires tripod or vehicle mount, or a STR of 6 or higher. Ideal weapon for killing Charlie. :)

### Reknown for Gun Gods

*"No women no children."*  
-The Professional

Just because a character uses a firearm, it does not make him inherently dishonorable. Keep in mind that Guile is a member of the US Air Force. He is likely proficient in many firearms, and as a jet pilot probably at some point attacked ground forces that had no chance to fight back in order to save the lives of his fellow soldiers on the ground. Cammy is also Special Forces personnel, no doubt trained in the use of many weapons. In fact, in one of the Street Fighter video games(Super Street Fighter II for the PC, Chun Li's alternate ending), Chun Li is shown with a gun and badge! A gun is also shown in her office in Pocket Fighter for the Playstation. What this means is that some

characters obviously can carry and use firearms without losing honor, but only in certain instances. The average Police Officer or soldier does not know a martial arts form. Neither do the Gun Gods. Guile no longer needs a weapon because his body now is the ultimate weapon. Cammy's a better assassin with her bare hands than with any handgun, and Chun Li may need that gun to apprehend criminals(Saying "Freeze" with your hands drawn back towards your chest(for a fireball) doesn't really have the same impact on crooks as a good old revolver, and her fireball is a bit lacking in range anyway.)

It is still dishonorable to use a firearm in a Street Fighting Tournament, but that doesn't keep Gun Gods from enetering and using other techniques. Many Gun Gods find the street fights a unique way to meet clients and make contacts, and many enter not to

win, but just to do well enough to be invited back next time. For this reason you can keep Honor and Glory for a Gun God who will be entering the street fights. Simply use the regular Honor and Glory chart but replace "Using a firearm" with "Using a firearm during a street fighting contest".

Gun Gods, however, also judge each other by a different system than the Honor and Glory of a Streetfighter. A Gun God is also judged by his Code and his Reputation. A gunfighter's code is what keeps him honorable. It's what makes others want to do business with him, and keeps him from being frowned upon. His Reputation is what makes him known for his gunfighting prowess. It may be a list of commendations if a police officer, a collection of legends and wild yarns if an old west gunslinger, or a calling card on his victims' bodies if an assassin. Like Glory, Reputation only grows

if someone lives to "tell the tale", or if the gunfighter leaves his mark or purposely takes credit for a professional hit. Golgo 13's calling card is the "impossible hit", the sniper shot that no one other than him could make and is impossible to prove in court simply because of how difficult it is. Others like to leave a rose with the empty shell casings in their hotel room, or some other vague clue as to their identity. For this reason many gunfighters have an alternate identity (like Duke Togo/Golgo 13) that they use for their "professional life". Until this identity is revealed or even subtly hinted at, no one will know the character's Code and Reputation.

Gun Gods start with 0 Honor and 0 Glory, and 3 points to divide between Code and Reputation. Code and Reputation can be used like Honor and Glory to restore Chi and Willpower. Refer to the Chart Below for Code and Reputation loses and gains.

<b>Gun God Code and Reputation Loses and Gains</b>		
<b>Event</b>	<b>Code</b>	<b>Reputation</b>
Completing an assignment (police investigation, assassination, successful bounty hunt, etc.)	+2	+2
Breaking a contract (or vow, or promise)	-2	-2
Defeating a much more powerful opponent	+2	+2
Defeating multiple opponents	+0	+1-3
Using a firearm against an unarmed opponent (or one unequal to the task, shooting Bison is okay)	-1	-2
Losing because you fought honorably	+1	+0
Surviving horrible wounds before triumphing	+0	+3
Harming an innocent (double if killed)	-3	-3
Harming an innocent woman or child	-1	-1
	Permanent	Permanent

# STYLES: ZANJI SHINJINKEN-RYU

## Adapted from: Ninjas & Superspies Revised

Zanji Shinjinken-Ryu is an ancient school of Samurai swordsmanship, and one of the early methods of training Bugei or warriors. One important difference between Zanji and other martial arts is that the form is designed to kill. Not wound, not injure, not knockout. A sword is an instrument of death and it is the main tool of the Zanji.

A master of the sword art will carefully evaluate any opponent. Standing motionless, he will wait until the exact moment when, without thought or direction, he can attack instantly. If attacked, the response will be to parry and counterattack instantly.

Acceptance by a teacher of Zanji usually means months of having to go through rejection, until the teacher is sure that the student is really motivated. Once accepted, the instruction is one-on-one, with constant discipline imposed and physical punishment used constantly as reinforcement. The student must change everything in every way, from his way of thinking to his way of moving, to the most minute habits of everyday life.

Zanji stylists have few special maneuvers available outside of the Sword special maneuvers. This is due to the constant training to master the use of a sword. Many of the special maneuvers available to the Zanji stylist cost more than usual.

In order to use the most advanced sword abilities provided by the Zanji style, the character must take the Background of Bushido. This is the measure of how closely the character follows the Bushido, or the Way of the Warrior. This is the code of the Samurai, prescribing honor and glory, devotion and loyalty, and the importance of truth, duty, bravery, personal sacrifice, compassion, and etiquette. Only a Zanji stylist with a Background of 4 or greater will be taught the most advanced techniques.

**Stance:** While different masters may teach different stances to use in combat, the most common stance is for the Zanji stylist to face his opponent with one foot forward and the

other back, arms extended and holding his sword in a two-handed grip.

### Zanji Shinjinken

#### Special Maneuvers

##### Punch:

Knife Hand Strike (4)  
Shikan-ken (4)  
Shuto (2)

##### Kick:

Ax Kick (4)  
Foot Sweep (1)  
Reverse Foot Sweep (1)

##### Block:

Deflecting Punch (1)  
Maka Wara (2)  
San He (3)

##### Grab:

Back Roll Throw (1)

##### Athletics:

Breakfall (1)  
Light Feet (4)  
Tumbling Attack (4)  
Wall Spring (1)

##### Focus:

Balance (4)  
Chi Kung Healing (3)  
Chi Push (5)  
Regeneration (2)  
Sakki (4)  
Stunning Shout (3)

##### Sword:

Crescent Slash (4)  
Double Crescent Slash (4)  
Earth Stab (3)  
Focused Arc Slash (1)  
Focused Crescent Slash (5)  
Focused Slash (2)  
Focused Thrust (2)  
Great Crescent Slash (5)  
Iai-Jutsu (3)  
Power Strike (1)  
Southern Cross (3)  
Spinabout Slash (3)  
Spinning Back Slash (1)

**Common Abilities:** Alertness, Insight, Instruction, Interrogation, Intimidation, Leadership, Security, Survival, Law, Medicine, Mysteries, Style Lore

**Schools:** Finding a modern master of Zanji is difficult but not impossible. They often live in secluded areas and are very secretive. Once a teacher is sought out he must then be absolutely sure of the seriousness and dedication of the prospective student before actually teaching the student.

**Members:** Only the very dedicated and serious of hopeful students will ever be

accepted, and each teacher will take only one student at any one time.

**Concepts:** Travelling swordsman, modern-day Samurai

**Initial Chi:** 3

**Initial Willpower:** 4

**Quote:** "It is easy to kill someone with a slash of a sword. It is hard to be impossible for others to cut down."

## Zanji Shinjinken Weapons

Zanji stylists use a variety of swords to their advantage, but the most common are short swords, broadswords, long swords, wooden bokken or shinai, wakizahi, katana, ninjato, and no-dachi. The weapon descriptions are given below. All of the following weapons use the Sword technique. These are by no means the limit of weapons that a Zanji stylist may use, they are simply those that are most likely to be used. Indeed, a Zanji Shinjinken swordsman will be likely to use any form of sword that he wishes.

<p><b>Bokken/Shinai</b> A bokken is a wooden katana, used in Kenjitsu practice. A shinai is a long bamboo sword used in the sport of Kendo. Since armor is usually worn while using these weapons, there is normally little chance of injury during practice with these weapons. However, even wooden swords can be deadly in the hands of a master. <b>Speed:</b> +1 <b>Damage:</b> +3 <b>Move:</b> +0</p>	<p><b>Ninjato</b> 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. <b>Speed:</b> +1 <b>Damage:</b> +2 <b>Move:</b> +1</p>
<p><b>Broadsword</b> This is a standard double-bladed straight sword found across the globe. <b>Speed:</b> -1 <b>Damage:</b> +4 <b>Move:</b> +0</p>	<p><b>No-Dachi</b> This is a huge oriental two-handed sword that is anywhere from five to six feet in length. <b>Speed:</b> -1 <b>Damage:</b> +6 <b>Move:</b> -1</p>
<p><b>Katana</b> 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. <b>Speed:</b> +1 <b>Damage:</b> +3 <b>Move:</b> +0</p>	<p><b>Short Sword</b> This is a standard shortsword that can be found throughout the world. They are light and typically range from about two to two and a half feet in length. <b>Speed:</b> +1 <b>Damage:</b> +1 <b>Move:</b> +0</p>
<p><b>Longsword</b> This is a longer version of the short sword, typically being from three to four feet in length. <b>Speed:</b> +0 <b>Damage:</b> +3 <b>Move:</b> +1</p>	<p><b>Wakizashi</b> This short blade is worn and used as a companion to the katana. <b>Speed:</b> +1 <b>Damage:</b> +2 <b>Move:</b> +0</p>

For those readers that do not have the **Contenders** book, enough rules are presented below to play a Zanji Shinjinken character. I've included only rules that would likely effect a Zanji stylist.

**Renown:** A Zanji Shinjinken character, or any character that uses a weapon suffers or benefits from certain actions that will change his glory and honor. These include:

- **Using a weapon against an unarmed opponent:** -2 honor, no change to glory. Characters that have animal companions fighting with them are not considered unarmed.
- **Choosing to fight weaponless against an armed opponent:** +1 honor and glory.
- **Fighting weaponless and defeating an armed opponent:** +0 honor and +2 glory.

- **Fighting weaponless and losing against an armed opponent:** +1 honor and +0 glory.
- **Disarming an opponent:** +0 honor and +1 glory.
- **Allowing a disarmed opponent to retrieve her weapon:** +1 honor and +0 glory.

#### **Other attacks while using weapons:**

- *Punches:* If using one-handed weapons, the swordsman may alternate between weapon and open-hand attacks. If using two-handed weapons, then she may not Punch.
- *Kicks:* Weapon-wielding Street Fighters are not generally prohibited from kicks, although more acrobatic kicks may be restricted. Use common sense: attempting a Backflip Kick while holding a spear is not very practical - even for a Street Fighter.
- *Blocks:* Armed Street Fighters may block with a free hand or their weapon, and most blocks are not restricted by weapons use.
- *Grabs:* Street Fighters cannot attempt Grab maneuvers while holding a weapon.

#### **The Sword Technique:**

These long-bladed instruments come in an unbelievable variety of shapes and sizes, and can be one-handed or two-handed weapons. While they are not balanced for throwing, the Storyteller may elect to allow a Street Fighter to throw her sword by spending one Willpower point.

#### **Weapon Attacks:**

These are the basic attack maneuvers. The first three correspond with the Jab, Strong, and Fierce Punch Maneuvers in unarmed combat. The fourth, Berserk Attack, is an all-out, do-or-die attack, usually used in desperation or rage. Players should use this

Maneuver only when the Story calls for it - as the climactic blow of a major duel, for example. If used successfully, this Maneuver should have a dramatic effect (such as smashing through the target's blocking weapon or pinning the target to the wall behind them, etc.), and will gain the character one point of temporary Glory. Characters who routinely go Berserk run the risk of being perceived as unstable and dangerous.

- **Jab Strike:** +2 Speed, -1 Damage, +0 Move
- **Strong Strike:** +0 Speed, +1 Damage, +0 Move
- **Fierce Strike:** -1 Speed, +3 Damage, -1 Move
- **Berserk Attack:** -2 speed, +4 Damage, -3 Move, 1 Willpower Cost

#### **Other Basic Weapon Maneuvers:**

**Parry:** Parrying with weapons is similar to the unarmed Block Maneuver. When a character Parries, he adds the +4 Speed Modifier to his Dexterity, and adds his Weapons Technique to his Stamina for the purpose of calculating the Soak. When Parrying with a weapon, a character can add +2 Speed to her next maneuver (the following turn) if she uses the weapon. Parries, like Blocks, can be used to avoid some Knockdowns and as Abort Maneuvers.

**Disarm:** Disarms only work against armed opponents, knocking the weapon out of the target's hand and away. The combatant rolls his Strength + appropriate Disarm Technique - Weapon, Punch, or Kick. Successes rolled determine distance in hexes while the direction the weapon flies is the player's choice.

- **Parry:** +4 Speed, 0 Damage, 0 Move
- **Disarm:** -1 Speed, 0 Damage, -2 Move

## NPCs: THU, THE EMERALD DRAGON

Contributed By: Steve Karstensen ([skarsten@sprynet.com](mailto:skarsten@sprynet.com))

Sagat has never been much more than a loner, and upon his acceptance into Shadoloo's fold has steadfastly refused to take on any new students. Bison's brainwashing has been primary among the reasons for this; in an effort to turn Sagat into the ultimate killing machine, Bison has elevated Sagat's original mindset of rock-hard discipline and high standards into a thing that almost no student can hope to survive. Thus, all those whom come to Sagat for his teachings are either deemed too weak and turned away, or end up crippled through his merciless and brutal training methods, which have become even more vicious than Vega's practice of tossing recruits into bull pastures.

At least, that's how the story goes.

Recently a woman has appeared on the circuit showing much of the same vicious and unfeeling efficiency as the man whom she says taught her. That man is, of course, Sagat. The fact that Sagat has not come to track her down and silence her bragging only lends credibility to this story, and her fighting skill is undeniable: she made Rank Six in less than two months after fighting some of the best local fighters in Bangkok's fight circuit, which is one of the most demanding and brutal in the world.

Little is known about the Emerald Dragon, as she calls herself. What little is known, however, tells a great deal.

Thu was born in Sagat's hometown, and was always a headstrong girl, according to the few remaining people who admit knowing her at that age. Ever frustrated by the female roles she was expected to adhere to, Thu managed to lie and steal enough money to bribe the coach of her school's kickboxing team to let her try out. She was soundly beaten by one of the team's second stringers, and would have been laughed off the mat if, moments after her loss, she hadn't leaped to her feet and attacked the victorious student from behind.

Six months later, when she was released on parole, she was trying to scrape together a living in Bangkok's red-light district when she ran into a scarred mountain of a man whom the entire nation regarded as a hero: Sagat. He offered her more money than she could imagine, to do more things than she could imagine. She refused, and instead demanded that he teach her to fight. Sagat laughed in her face, but her right

hook caught him so totally off-guard that it shocked him into reconsidering over the course of the next few weeks while she recovered in the hospital. When she could walk again, Sagat tracked her down and told her to be at his arena the next morning to begin her training.

Thu's first official fight was at the Tournament of the Celestials, a fairly high-class tournament in Hong Kong that bestowed an official title upon its winners, allowing them to enter the ranks of Dragon. (Several years prior, it is said, Chow Yen earned her title of Dragon Princess at this fight.) Thu won, and ever since has been known as the Emerald Dragon. Her next fight was on the underground circuit, arranged by Sagat. She has arranged most of her own battles since then, seeking out the toughest Thailand has to offer, and beating them all within an inch of their lives. It was only a matter of time before Shadoloo came knocking, and Thu gladly joined its

ranks, eager to make a name for herself as one of the Bosses, hopefully taking her mentor's place next to Vega and Balrog as one of Bison's right-hand enforcers. Thu has recently taken up rank within the high-Ranking team Sudden Impact. The other members of the team outrank her by three to four levels, but she still holds her own.

**Roleplaying Thu:** You are violent in the extreme. Paranoid, remorseless, and unfeeling are words that have also been used to describe you; the inhumanly high standards Sagat has held you to has driven all semblance of femininity from your body and left behind only a vicious fighting machine. You tend to strike before your opponents even know you're a threat, both in and out of the ring. As a member of Shadoloo, you know the depths to which other members of your organization will sink. As a result, you view all people you deal with as a potential threat, including Sagat, whom you feel will eliminate you if you become too powerful for him to be comfortable with. You are, however, a good actress, and can play the weak and helpless female if it will meet your needs.

**Appearance:** Thu is a pretty Thai woman of average build and slightly above-average height (about 5'6). She wears her hair long, and dresses in a silken green outfit reminiscent of a karate gi in the ring, with an

ornate dragon logo emblazoned on the back. She wears hand- and foot-wraps like her mentor, and anyone who has had the (unfortunate) opportunity to see her without it has noted that her body is nearly as

hard and battered as that of Sagat himself. Out of the ring she dresses in middle-class clothing; jeans, dress shirts, and a denim jacket are her favorite attire.

Warrior's Pride NPC Sheet						
<b>Name:</b> THU, THE EMERALD DRAGON		<b>Style:</b> MUAY THAI		<b>Boss:</b> SAGAT/SHADOLOO		
<b>Strength</b> ●●●●●		<b>Charisma</b> ●●●●●		<b>Perception</b> ●●●●●		
<b>Dexterity</b> ●●●●●		<b>Manipulation</b> ●●●●●		<b>Intelligence</b> ●●●●●		
<b>Stamina</b> ●●●●●●		<b>Appearance</b> ●●●●●		<b>Wits</b> ●●●●●		
				<b>Honor</b> 2		
				<b>Glory</b> 4		
				<b>Rank</b> 6		
Other Traits		Maneuvers and Powers				
<b>Punch</b> ●●●●●		<b>Maneuver</b>	<b>Speed</b>	<b>Damage</b>	<b>Move</b>	<b>Notes</b>
<b>Kick</b> ●●●●●		Movement	7	-	7	
<b>Block</b> ●●●●●		Jump	7	-	3	
<b>Athletics</b> ●●●●●		Block	8	-	0	+5 to Soak
<b>Focus</b> ●●●		Jab	6	9	4	
Drive ●●●		Strong	4	11	4	
Interrogation ●●●●●		Fierce	3	13	3	
Intimidation ●●●●●		Short	5	10	4	
Style Lore ●●●●●		Forward	4	12	3	
Blind Fighting ●●●●●		Roundhouse	2	14	3	
Alertness ●●●●●		Tiger				
Mysteries ●●		Knee	7	12	4	1 Willpower
Medicine ●●		Wounded				Victim suffers -2 to Move of all maneuvers/ -2 to Speed of all Kick maneuvers for 2 turns.
Leadership ●●●●●		Knee	2	13	3	
Survival ●●●●●		Power				Aerial Opponents are Knocked Down
		Uppercut	3	13	1	
<b>Chi</b> ●●●●●		Kippup	-	-	-	-1 Speed after Knockdown
<b>Willpower</b> ●●●●●●●●●●		Ducking				Crouching
<b>Health</b> ●●●●●●●●●●		Fierce	3	14	0	Maneuver
●●●●●●		Dragon				1 Willpower; Can avoid projectiles; Knocks down aerial opponents, knocks grounded opponents back 1 hex.
<b>Combos:</b>		Punch	4	16	2	
Tiger Knee - Wounded Knee -		Zen No	-	-	-	Choose 3 Cards, act last with any of the 3 cards.
Roundhouse (dizzy)		Mind				
Wounded Knee - Dragon		Fireball	2	9	0	1 Chi; 8 Hex Range
Punch (dizzy)		Foot Sweep	2	13	2	Knockdown; Crouching
Strong - Ducking Fierce -		Double-Hit				Hits twice; Aerial or Crouching victims hit once.
Ducking Fierce (dizzy)		Kick	2	11	3	

## FICTION: LEGENDS OF THE CIRCUIT

Contributed by ArkonDLoC (ArkonDLoC@aol.com)

In the first Issue of Warrior's Pride I wrote a bit about the stories told on the Street Fighter Circuit. This is another one of the countless stories that is told on the Circuit. This one has just returned to the Circuit after being told for a year and forgotten for six (it seems to show up every seven years).

Currently, this story is being told by Judo stylist Sandra Miles to her little brother Eric. Sandy returned home later than expected, almost 3 hours after Eric's bedtime. Eric, having heroically stayed awake all that time, refused to go to sleep unless he was told a bedtime story (a scary one). After a piggyback ride up the stairs our story begins.

### The Battle of a Lifetime

"Are you sure you want a scary story, Eric?"

"Yes! I want the scariest story you know!"

"OK, squirt. Just remember: you asked for it.

"About a year ago there were two Street Fighters, a girl and a guy. They were ... very good friends. One day the guy says he's going to the fight of a lifetime, but he has to go alone. The next time girl sees him he's... he's dead."

"D-did a Monster get him?"

"... Yes. A monster got him, and it -- it ate his heart. The girl ran off to find whatever killed him. She started to hunt it down, like a detective."

"Was she as good as Batman?"

"No, not at first, but she got better. She followed the monster all over the world, heard more stories like what happened to her friend. Eventually she followed it all the way back to where her friend died. While she was there, someone called her.

"They said 'I know you've been hunting me, do you really want to fight?' Well, after chasing this thing for a year she's not going to give up now. She got mad and told the Monster that she's going to kill it. The Monster just laughed and said 'Well if you're so eager to die here's where you can find me!' The next day the girl met the Monster face-to-face."

"Was it a big Monster?"

"It was as big as Zangief, and it had a head like a tiger's. It was covered in fur and had nasty claws. When it saw the girl it pulled out a knife like none she had ever seen before. It said 'This is yours, if you can break my power' and with that the Monster drove the knife into a rock and said 'but if you can't I'll eat your heart.'"

"Did they fight?"

"All the grown-ups in the world couldn't have stopped the fight at that point."

"Not even DAD?"

"Not even Dad. They fought for what seemed like hours, and the girl was losing."

"But she was a STREET FIGHTER! They never lose!"

"Sometimes they do.... This Monster had razor sharp claws, and it could make people see things that weren't there, or make them not see things that were. It was also a very good Fighter, better than the girl.

After a while she fell down and they both knew one more hit would finish her. As she got up she looked right at the knife, and she remembered what the Monster said: 'If you can break my power.' She pulled the knife out of the rock and turned to see the Monster. When she saw it leaping at her, she ducked under it and drove the knife up, into the Monster's heart. It gave a great cry and turned to dust."

"Was it dead?"

"I wouldn't be telling you this story if the hero didn't win, now would I?"

"I guess not."

"Now go to sleep, twerp. Tomorrow we're going to the zoo."



# ADVENTURES: HOOK, LINE, AND SINKERS

## Conscience Crisis

Contributed by Azathoth05

Adventure idea for one or more Gun Gods or Street Fighters posing as (or actually playing) Shadowlaw assassins or assassins for hire

**Hook:** The PC's are hired to assassinate Raphael Farnsworth, an old money Senator with a lot of pull. Their conscience should keep them from doing the deed, but their superiors and/or a contract demand it. If they attempt the hit, they will see Raphael meeting his daughter for lunch and playing with his grandson. Dock Honor and Code if they attempt the hit at this point for endangering innocents.

**Line:** They return to their superiors only to find them (or a contact man, if their superiors are important NPC's) dying. All they get is a "watch your back... they're after you next..." before the man expires.

**Sinker:** Farnsworth is not so innocent after all, and has many ties to the criminal underworld, and that is why they wanted him

terminated. If Shadowlaw hired the PC's, then he is their enemy, otherwise he works for Shadowlaw and they represent a local crime organization. Either way he has heard about the contract on his life and decided to kill his enemies before they kill him. He hired a couple of Gun Gods and Street Fighters to find and kill his assassins and has a couple on hand as bodyguards as well. He has retreated to his rural estate and no longer leaves his home and will not do so until his assassins have all been found and destroyed. Now, placed in a kill or be killed situation, the PC's may have no choice but to take his life. Farnsworth is utterly ruthless and will even use his own grandson as a shield/hostage if he needs to. Farnsworth has a low firearms technique and a pistol and by himself should not pose much of a threat to a competent PC, but will keep running while his bodyguards cover him.

# THE WORLD: THE TEMPLE OF ETERNITY

## A Legendary Location for your PC's to visit by [Azathoth05@aol.com](mailto:Azathoth05@aol.com)

### What the PC's Know or Might Hear:

- The Temple of Eternity is an old stone monastery rumored to be hidden deep in the snow-covered mountains of Tibet.
- The Temple Monks are masters of the disciplines of the mind, and will teach whoever can find their hidden temple.
- The Temple is located at a place of great power, and sometimes things creep in from other worlds. It is not known if the monks are there to keep these things at bay, or if they receive their powers by summoning and communing with these beings.
- Legends say that some of these creatures are the mythological creatures of earth's past, the demons, lycanthropes, and succubi that preyed on humans in ancient times.
- It is rumored that a guide can be found in a small village in the mountains who knows the way to the temple. He is not a native Tibetan.

### The Truth:

- The Temple of Eternity is indeed an old stone monastery hidden deep in the snow covered Tibetan mountains. It exists simultaneously in more than one universe.
- The Temple acts as a dimensional gate that connects to the Darkstalkers universe. Sometimes when a creature enters the Temple, they may leave and find themselves on another world. Upon leaving the monastery, everything will probably look the same. Once past the ice and snow of the mountains, however, one may start to realize that they are no longer on the same earth.
- The Temple of Eternity is protected by a trio of powerful monks. Because the Temple acts as a gate between worlds, the monks try to stem the flow of travelers. They allow the innocent or the curious to pass through the gate unharmed, but sometimes an evil creature from the other side will try to slip through using subterfuge or force. The monks repel these threats and may call upon their guests to help keep a

particular creature from entering our world. To these guests great secrets are often shared as reward for risking their lives in defense of their world.

- The monks welcome peaceful visitors and lost travelers, but punish betrayal and subterfuge brutally. They are masters of powers of the mind and have been known to take students who show exceptional promise (Focus of three or higher and at least three dots in all mental attributes) as their disciples. The best of these students usually wind up replacing the monks as the next generation of gatekeepers. Others are sent into the world to explore mysteries and protect the world from supernatural menaces.
- Often just discovering the monastery is proof of a warrior's drive and resolve, as the path is exceedingly dangerous. Only one route leads to the monastery, and only one guide knows of it.

### Benefits of Studying at the Monastery

Training at the monastery is a private and informal thing. Those chosen by the monks to become their disciples are taken behind closed doors and not seen again for many years. Others are free to roam the grounds and practice and study where they wish. There are many places to relax in the monastery, including a rock garden, a room piled high with poetry collections from many cultures, and the mountain itself. The monks are very friendly and helpful, and will assist those trying to perfect focus techniques by dropping a helpful hint here or there or simply walking in, gently adjusting a warrior's stance, and moving on. All focus maneuvers only cost 3 xp per dot if learned at the temple, and increasing dots in focus over five only has a 4 xp modifier. The monks have no knowledge of non-focus techniques except for Block, and only know the Block Special Maneuvers of Maka Wara and San He, which they can teach but at normal cost. Also, they can even teach Focus Maneuvers that normally can't be learned by a style! Typically only one maneuver is taught, at the highest point cost (it still gets the reduced rate of 3xp per point

though). Often the monks will only teach these maneuvers to those who aid them in fighting off supernatural trespassers. Alternately, the characters may be asked to venture back into the world to track down one or more creatures who have escaped. If successful, they will be taught one or more maneuvers (paid for with xp) based on the strength and number of opponents brought down. This is a good way to reward a more active, "monster hunting" group of players while providing a steady flow of xp into the game.

At the GM's discretion, this could also be a good time to give a character an elemental background. One of the monks could sense his ties to nature, and nurture his elemental development, helping him to understand his new abilities. Although there are only three monks and each only has one elemental tie, it would not prevent a character from gaining a tie to the fourth element, although he would get no other benefits of training from the monks.

### **Traveling to the Monastery**

Only one guide can lead travelers to the monastery. While most locals hush at the mention of the Temple, a few will lead the curious in the right direction if given enough money. The guide's name is John Horne, an Englishman, and he hangs out in a pub in a small town at the base of the mountains. His price is very cheap, a few coins and a round of drinks for the pub will get you where you want to go. The true trial begins halfway through the seven day journey through the mountains. The way is very difficult, with steep cliffs and falling rocks discouraging most travelers. Those hardy enough to make the trip will find it difficult to wait for John, and he will not wait for the weak or injured.

Once they reach a summit at the end of the third day, John will turn on them, saying they must prove they are worthy to continue. With that, he will transform into a werewolf and attack the travelers viciously. If defeated, he will congratulate them and lead them the rest of the way with no further tricks. If he defeats the travelers, he will leave them to their fate, and a nearby succubus will soon come to feed off them for the rest of their natural lives. They can only hope to find the temple before she catches them.

John himself will not enter the monastery, or even go near it. After five days of travel he will say that it is 2 days journey northeast, and point towards the peak on which it rests. This gives the Storyteller the option of letting the characters deal with a harsh journey on their own, or letting them deal with a harsh journey and an angry Yeti on their own. If they are an experienced group or beat John too easily, sick the Yeti on them. It's cruel but fun.

### **Using Special Powers on the Mountain**

Certain abilities will make a character's trek through the mountains easier, and certain abilities will hinder her. Climbing rolls are made with Athletics, although certain situations may require a roll of Str, Dex, or Per. Extendable limbs will make climbing easier and may save a falling character's life. Breakfall suddenly seems like a great maneuver. Yoga Teleport could allow one to gain elevation quickly, as could Levitation when combined with a good strong climbing line(so you're not blown away by the heavy winds). Flight (elemental) and flight/glide(Animal Hybrid) are useless because of the high winds. Shockwave, Stunning Shout, and Thunderclap will all cause an avalanche, which Yoga Flame or Ice Blast would be useful in blocking. If buried, Ghost Form would be a quick and easy way to escape.

Of course Elementals will have the easiest time of it. Elemental Stride could allow Earth and Air Elementals to quickly locate the monastery(Air will spot it's location after a few hours of searching and the Earth Elemental can sense the stone structure). Water Elementals (at the Storyteller's discretion) can travel through the snow at 1/2 element traveling speed(after all, it's still H2O, just a bit less fluid). And Fire Elementals can burn their way out of any avalanche or snow drift, as well as keep the character's warm at night with a campfire. One should always be cautious using fire powers (or the water power Drain) as they may loosen the integrity of a snow drift and cause an avalanche. Drench can be used to turn snow to ice, and Balance and Lightness can be used to walk safely on snowbanks without falling through or leaving footprints. Wall can be used to help slow or stop a small avalanche, and Weight is a great way

to cause one, or make someone sink deep into the snow.

### Notable NPC's

**The Monks:** The Monks all have mental attributes and a focus rating of at least 6, as well as all focus maneuvers. Each of them represents an element as well. As if this didn't make them powerful enough, they can spend 1 turn to tap energy from the mountain to recover 5 Chi. The point is, don't attack them. If someone is foolish enough to do so, the typical response is a psychic vise to drain all willpower followed by repeating and improved fireballs (now that the target has no willpower to abort to a jump, he's an easy target.) After he is defeated, he will be left outside for the Yeti to feast on. However, this shouldn't be necessary, as the monks are extremely friendly and willing to teach anyone with a good heart.

**John Horne:** A werewolf from the Darkstalkers universe, he is the first line of defense against an invasion from earth, and the last against an invasion from the other side. He and the monks share a mutual respect but do not associate. As the only guide to the temple, he keeps tabs on all travelers and is very capable of dishing out heavy punishment on his opponents. The stats included for John are actually just a beginning character Animal Hybrid, using the optional rule of using technique points to purchase the special backgrounds. Oddly enough, for a starting character, he is still incredibly powerful. If there are a lot of PC's or if they are very experienced, he'll need to be buffed up a bit to remain a challenge. For added effect, treat 1 point of damage from each successful bite or claw attack as aggravated damage. This will make the characters especially fearful if the Yeti or Succubus come a calling and they aren't fully healed.

Warrior's Pride NPC Sheet					
<b>Name:</b> JOHN HORNE		<b>Concept:</b> WEREWOLF		<b>Style:</b> JUI-JITSU	
<b>Strength</b> ●●●●		<b>Charisma</b> ●	<b>Perception</b> ●●●		<b>Honor</b>
<b>Dexterity</b> ●●●●●		<b>Manipulation</b> ●●	<b>Intelligence</b> ●●		<b>Glory</b>
<b>Stamina</b> ●●●●		<b>Appearance</b> ●	<b>Wits</b> ●●		<b>Rank</b>
<b>Other Traits</b>			<b>Maneuvers and Powers</b>		
Grab ●●●			<b>Maneuver</b>	<b>Speed</b>	<b>Damage</b>
Athletics ●●●			Movement	9	-
Animal Hybrid (Werewolf) ●●●			Jump	9	-
Intimidation ●●●			Claw	5	9
Survival ●●●			Bite	7	8
Stealth ●●●			Throw	4	9
Mysteries ●●●			Pounce	5	9
Alertness ●●●			Head Bite	7	10
Subterfuge ●●●			Tearing Bite	7	11
			Breakfall	-	-
<b>Chi</b> ●●●		<b>Willpower</b> ●●●●●			
<b>Health</b> ●●●●●●●●●●					

As an animal hybrid, John suffers from frenzy. For those readers who may not have the **Street Fighter Player's Guide**, I have provided some details. When an animal hybrid loses half her health, a check must be made against her current Chi. She must score at least one success, otherwise she will lose control. Each time the character takes half of her remaining Health in damage she must make a test to keep control. The effects of the berserk frenzy are:

- The fighter may not use any combos.
- The fighter must attack, whether the opponent is unconscious, fallen, or pleading for mercy.
- The hybrid has +2 Speed on all attacks while frenzied.
- The hybrid cannot use abilities such as Wall Climbing or Flight.
- The hybrid cannot use Special Maneuvers.
- The hybrid cannot be dizzied.
- One temporary Honor point is lost for each round the fighter is frenzied. If temporary Honor drops below zero, the character loses one permanent Honor point.
- On the second or subsequent turns of a frenzy, the hybrid can expend one Willpower to make another Chi roll to recover from the frenzy. Remember that only 1 Willpower can be spent a turn.

**Naya:** Naya is a succubus, also from the Darkstalker's universe, who lives in a cabin in the mountains. Although more experienced than John, she is not quite as powerful, and is content to feed on those too weak to defeat him. John doesn't associate with Naya but he knows she lives in the area, which is why he uses that site to challenge travelers. She checks the area every few hours, and if she sees signs of a fight she will hunt down the wounded fighters and capture them. Her victims will wake in the cabin warm and comfortable but too weak to move. All Physical stats are temporarily reduced to 1, health is halved, and the victim seems groggy and confused, but complacent. Her constant feeding will keep her captives too weak to escape, nor would they want to, for the feeding of a

succubus is a pleasant experience that soon becomes addicting. If an ally comes to find them and can best John in combat, he will reveal the location of the succubus's lair. Even then a victim must win a contested Willpower roll vs. her Cha + App or else cling to her and beg to stay. At any given time she normally has about four travelers in her cabin. When she grows tired of one or there is little life force left to feed on, she releases them to the wilderness, occasionally to freeze to death in a snow bank, but sometimes John will rescue them and bring them back to town, warning them to never return. Naya is not inherently evil, but is on the run and doesn't know what else to do. She is scared of the monks but would be accepted by them if she ever went to the monastery.

Warrior's Pride NPC Sheet					
<b>Name:</b> NAYA		<b>Concept:</b> SUCCUBUS		<b>Style:</b> SUCCUBUS COMBAT	
<b>Strength</b> ●●		<b>Charisma</b> ●●●		<b>Perception</b> ●	
<b>Dexterity</b> ●●		<b>Manipulation</b> ●●●		<b>Intelligence</b> ●●●●	
<b>Stamina</b> ●●●●		<b>Appearance</b> ●●●●●		<b>Wits</b> ●●●	
<b>Honor</b>		<b>Glory</b>		<b>Rank</b>	
<b>Other Traits</b>			<b>Maneuvers and Powers</b>		
Block ●			<b>Maneuver</b>	<b>Speed</b>	<b>Damage</b>
Grab ●			Movement	5	-
Punch ●			Jump	5	-
Athletics ●●●			Block	6	-
Focus ●●●●●			Jab	4	2
Intimidation ●●●			Strong	2	4
Survival ●●●			Fierce	1	6
Stealth ●●●			Fireball	1	11
Mysteries ●●●			Improved	2	13
Alertness ●●●			Fireball		
Subterfuge ●●●			Flying	1	11
			Fireball		
<b>Chi</b>		<b>Willpower</b>		<b>Special:</b> Succubus Life Drain: see description above. Cannot be used in Combat.	
●●●●●●●●		●●●●			
<b>Health</b>					
●●●●●●●●●●					

**The Yeti:** The Yeti is an enigma. He hangs around the monastery and protects his friends the monks from strangers, but never enters that sacred place. The Yeti is a huge creature, and can be both tremendously kind and gentle and fierce and terrifying if angered. He is incredibly stealthy in the snow and is very difficult to spot-A Perception + Alertness roll has target numbers of 8 or higher in a contested roll vs. the creature's Stealth + Camouflage. He will attack anyone approaching the monastery,

and is extremely hard to bring down. If the characters aren't up to taking on the big lug, either don't use him, or have one of the monks interrupt the fight, yelling something at the Yeti in a strange, unknown language and watching him stomp away.

**Notes:** Does not Frenzy. Has the Elemental Skin power active constantly(-2 damage from punches and kicks, can't be thrown or knocked down). Has chameleon at level 5 in the snow only.

Warrior's Pride NPC Sheet							
<b>Name:</b> YETI		<b>Concept:</b> YETI		<b>Style:</b> YETI WRESTLING			
<b>Strength</b> ●●●●●	<b>Charisma</b> ●●	<b>Perception</b> ●●●	<b>Honor</b>				
<b>Dexterity</b> ●●●	<b>Manipulation</b> ●●	<b>Intelligence</b> ●●	<b>Glory</b>				
<b>Stamina</b> ●●●●●	<b>Appearance</b> ●	<b>Wits</b> ●●	<b>Rank</b>				
<b>Other Traits</b>			<b>Maneuvers and Powers</b>				
Grab ●●●●			<b>Maneuver</b>	<b>Speed</b>	<b>Damage</b>	<b>Move</b>	<b>Notes</b>
Athletics ●●●			Movement	6	-	6	
Animal Hybrid (Yeti) ●●●●●			Claw	2	13	3	
Earth Elemental ●●●●●			Bite	4	12	2	
Intimidation ●●●●			Throw	1	12	1	Throws opponent 6 hexes away & causes knockdown
Survival ●●●●			Head Bite	4	13	1	Sustained Hold
Stealth ●●●●			Stomach				
Mysteries ●●●●			Pump	3	14	1	Sustained Hold
Alertness ●●●			Grappling				
			Defense	6	-	2	+4 soak vs. Grabs
<b>Chi</b> ●●●●●		<b>Willpower</b> ●●●●●●●●					
<b>Health</b> ●●●●●●●●●● ●●●●●●●●							

### **Using Temple of Eternity in Your Chronicle:**

Remember, the journey is its own reward. Drop hints for a while before letting the characters know that the Temple is anything more than just a myth. Have one of their contacts know someone who knows someone who said it was real, or another fighter mention that they fought someone who claimed to have learned his techniques there. Perhaps they have a supernatural encounter and the monster's trail leads back to Tibet and ends there? There are many

ways to get the characters interested in finding the temple, just make sure that discovering its existence is as much fun as the trip up the mountain. Does their plane get hijacked by terrorists? Is their journey interrupted to stop a Shadowlaw plot? Even when they arrive, the trek through the mountains has enough danger to keep the players in suspense. Just whatever you do, don't go too easy on them. After all, the Temple's supposed to be hard to find and even harder to get to. And as always, above all else, enjoy!



# APPENDIX: MANEUVERS & ABILITIES

This issue of **Warrior's Pride** features a total of thirty new maneuvers, most of which are for the Gun God and Zanji Shinjinken styles also introduced in this issue. In addition, there is also a new talent and a new background. One thing I would like to bring up is the Overhead Punch maneuver. Do to a coincidence, I created this maneuver just days before a discussion about Crouching maneuvers came to the Streetfighter list. As you can see, the Overhead Punch takes into consideration a Crouching Block, and the maneuver itself is

based off of one of Ryu's attacks from Streetfighter Alpha 3. Use the maneuver however best works for you, or don't use the maneuver at all. In addition, here is a note from Azathoth05, creator of the various gun maneuvers: *No gun special maneuvers can ever be part of a combo, and damage from firearms never combines to dizzy(although a single shot is often enough to dizzy an opponent-typically the first sniper shot will dizzy an opponent while the second finishes the target off).*

## New Maneuvers & Abilities

### PUNCH

#### Overhead Punch

**Prerequisites:** Punch 2

**Power Points:** Boxing, Ler Drit, Native American Wrestling, Sanbo, Wrestling 2; Kung Fu, Majestic Crow, Shotokan Karate 3; Any 4

The fighter raises his fist above his head before bringing it down in an arc at his opponent.

**System:** This move is an overhead strike that will hit crouching opponents. If the Speed of the punch is fast enough, it can interrupt opponents performing crouching maneuvers. The Overhead Punch also ignores crouching blocks.

**Cost:** None.

**Speed:** -2

**Damage:** +0

**Move:** -2

### KICK

#### Hop Kick

**Prerequisites:** Kick 2, Athletics 1

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

The fighter performs a low, quick hopping kick at his opponent.

**System:** The Hop Kick is just high enough to avoid crouching maneuvers. This can be done the same way a Jump can be used to avoid projectiles.

**Cost:** None

**Speed:** +1

**Damage:** +0

**Move:** +1

#### Reverse Foot Sweep

**Prerequisites:** Kick 2, Foot Sweep

**Power Points:** Aikido, Baraqah, Jeet Kune Do, Jiu Jitsu, Pankration, Shotokan Karate, Special Forces, Sumo, Tai Chi Chuan, Thai Kickboxing, Zanji Shinjinken 1, Any 2

A foot sweep used against opponents coming from behind. This maneuver is useful when a character is outnumbered, as he can continue to battle one opponent while protecting himself from another.

**System:** This maneuver may only be used against a fighter behind the character.

**Cost:** None

**Speed:** +2

**Damage:** -3

**Move:** -1

### FOCUS

#### Animal Control

**Prerequisites:** Focus 3

**Power Points:** Animal Hybrid 1; Any 3

Using this ability allows a fighter to actually gain control of an animal. Animal hybrids find this ability easier for them to learn, but it comes at a limitation.

**System:** The fighter may attempt to take control of any animal within a distance of the

fighter's Wits + Focus technique. The fighter does not need to know the exact location of the animal, nor must he see the animal, he must only know of the animal's presence. Then the fighter must make a Focus test with a bonus equal to his Wits against the animal's Intelligence + Wits.

Animal Hybrids can automatically take control of a related animal as long as the animal is within a number of hexes equal to the hybrid's Wits + Focus technique. By "related" it is meant to be an animal of a type related to the animal hybrid. For example, a house cat hybrid can automatically take control of other felines, both large and small. However, animal hybrids with the Animal Control maneuver may only use this on related animals; the cat hybrid in the example above could not control an ape or wolf.

If attempted in combat against an opponent's animal who is trained to perform special animal maneuvers, then the controlling fighter becomes instantly aware of these and may use them; once control is lost, the fighter loses the knowledge of how to make the animal perform the maneuvers. Control can be lost if 1) the controlling fighter releases the animal, 2) the controlling fighter is dizzied or knocked out, or 3) the animal and controlling fighter are separated by a range of hexes longer than the controller's Wits + Focus technique.

**Cost:** 1 Chi per turn in combat, 1 Chi per hour out of combat.

**Speed:** -2

**Damage:** None

**Move:** None (on turn attempting to control only, after that movement occurs normally).

## Zen Aim

**Prerequisites:** Focus 3, Applicable Weapon 3

**Power Points:** Gun God 4

The Gun God focuses to sense a weak spot in his opponent. The Gun God's Focus is subtracted from the target's stamina before calculating damage. This maneuver cannot be combined with any other, and can only be used with single shots (no twin guns, weapons set on autofire, explosives, or shotguns firing fletcherette rounds).

**Cost:** 1 Chi

**Speed:** -4

**Damage:** +0

**Move:** None

## AUTOMATIC WEAPONS

### Aerial Suppressing Fire

**Prerequisites:** Suppressing Fire, Automatic Weapons 3

**Power Points:** Gun God 2

Similar to Suppressing Fire, but the concept is to keep jumping characters on the ground. The Gun god fires over the head of the target, keeping him ducking. Any jumping maneuvers performed by the targeted character will be hit. Also, any standing maneuvers performed in the hex adjacent to the Gun god by the targeted character will be hit. Any crouching maneuvers can proceed as normal. Usually this will prompt the character to default to a Block just to keep from being hit. Any character hit by the gunfire must make two damage tests at the following modifiers. Unlike suppressing fire, this maneuver targets a character and not an area. Automatic shotguns work the same as other automatic weapons when using this maneuver. Ammo is not used up so quickly as with suppressing fire. Most magazines can use this maneuver twice before being depleted. This is a good defensive maneuver against opponents who often take to the air.

**Cost:** 1 Willpower

**Speed:** +0

**Damage:** +0

**Move:** None

### Suppressing Fire

**Prerequisites:** Automatic Weapons 3

**Power Points:** Gun God 4

This maneuver is used to keep an opponent pinned down behind cover or make opponents in the open scatter. The intent isn't to actually hit anyone, it's just to herd your targets where you want them. When using this attack, the Gun god chooses an area of the map three hexes long by three hexes deep within his line of fire, and fills that area full of lead. Opponents located in these hexes must beat the Gun god in a resisted roll using the target's willpower and the Gun god's automatic weapons technique. If they fail, they must immediately use a move action (losing whatever action they had planned for the round) and move directly

away from the line of fire, in whatever direction the attacker chooses, using their full movement. If the opponent wins the resisted roll, he can still default to a jump or use any other applicable aerial maneuver he had planned and attempt to dodge the bullets with the Gun God getting to roll only his technique, not his DEX + technique as normal(remember, he is not specifically targeting the character, just the 9 hex area). Just make sure the maneuver moves him outside the hail of bullets, or else he'll take damage upon landing. Alternately, he can brave the hail of bullets, taking damage as indicated below for each hex of bullets he moves through, and continuing to use whatever maneuver he had planned. Characters in cover must stay in cover if they fail the resisted roll and do nothing else this round. If they win they may proceed as above, taking damage as soon as they pop out from behind the cover. If a character interrupts the suppressing fire, he may still be hit by the bullets if he finds himself in the area of effect at the end of his movement, although he can wait to interrupt till he knows which hexes were chosen and will only be hit once. If fast enough, this maneuver is a great way to stop those annoying Cartwheel Kicks and similar maneuvers, but setting up a wall of lead between you and your opponents. This maneuver quickly depletes ammo, often requiring that the next action be used to reload the weapon. Characters using this maneuver with automatic shotguns instead fill an area with fletchettes starting from the three hexes in front of the character and extending four hexes out in a large cone shape. Anyone hit by the automatic shotgun suffers two damage tests.

**Cost:** 1 Willpower

**Speed:** +0

**Damage:** +1

**Move:** None

### **MISCELLANEOUS GUN**

**Note:** *Some miscellaneous maneuvers have a requirement of "Applicable weapon x", where x is a number. This means that the character must have that many dots in a weapon before purchasing the move, but that the move can be used with any weapon in which the character has the appropriate number of technique points, as long as the*

*weapon can be used with the technique.*

*Example: John with Handgun 4, Shotgun 2, and Automatic Weapons 1 can use his Sliding Shot Maneuver with a handgun or shotgun, but wouldn't be able to hit anything if he tried it with an automatic weapon.*

### **Crippling Shot**

**Prerequisites:** Applicable weapon 4

**Power Points:** Gun God 4

This special shot focuses on winging the target, usually by hitting him in the arm or leg. This shot must be made with a single bullet(no bursts, explosives, or shotgun fletchettes) and cannot be combined with any other maneuver. The shot does less damage since it doesn't target a vital area, but the effects last until the damage from the bullet heals. The exact effects vary depending on whether the arm or leg is shot. If shot in the leg, all maneuvers are at -2 move until the leg heals, and all kick maneuvers are at -2 speed. If shot in the arm, all grabs are at -3 Strength(for calculating damage & throwing distance) for grab maneuvers, and all punches with that arm are at -3 Strength and -2 Speed and all blocks are at -1 soak. Any weapon held in the hand will be dropped, and while the arm can help brace a two handed weapon, damage from a 2 handed melee weapon is reduced by 2. Firearms cannot be fired accurately with a crippled arm. Using the off hand incurs a -2 dice penalty for to-hit and damage rolls, unless the character is ambidextrous. Another crippled arm results in no weapons being held or used effectively, no block technique, and all punches at -3 strength and -2 speed. Grabs are impossible(the arms are too weak). Shooting the other leg reduces movement to 1 and prevents kicks from being used. Future shots have no effect other than increasing healing time for the arm or leg. Targets outside of aggravated damage range take damage but suffer none of the other effects of the maneuver(consider it a graze).

**Cost:** 1 Willpower

**Speed:** -2

**Damage:** -4

**Move:** None

### **Jumping Shot**

**Prerequisites:** Moving shot, Jump, Applicable Weapon 2

**Power Points:** Gun God 2

Another variation of the Moving Shot, the Jumping Shot is an aerial maneuver & can be used to dodge projectiles. This technique may be used with any weapon and the twin guns special ability, but not the quickdraw ability. Unlike other aerial maneuvers, this maneuver can also strike crouching opponents, since the attack does not depend on physical contact. The same penalties apply as with the moving shot(see above).

**Cost:** 1 Willpower

**Speed:** +2

**Damage:** -2

**Move:** +0

## Moving Shot

**Prerequisites:** Applicable Weapon 1

**Power Points:** Gun God 1

Gun Gods rarely stand still while firing. They often run forward, guns blazing. A Gun God using Moving Shot can move as normal while firing, but has a penalty of -1 die on his to-hit roll for every hex he moves. In addition, the damage is decreased by 2 dice. This maneuver can be used with both quickdraw and twin guns. When used with twin guns, the damage and to-hit penalties are applied after the penalties from twin guns are calculated. This technique may be used with any weapon.

**Cost:** None

**Speed:** +0

**Damage:** -2

**Move:** +0

## Sliding Shot

**Prerequisites:** Moving shot, Applicable Weapon 2

**Power Points:** Gun God 2

The sliding shot is a variation of the Moving shot technique, except here a character is sliding either feet first or head first along the ground. This Manuver is very quick but doesn't cover as much ground. It can be used to dodge aerial maneuvers(it's considered a crouching maneuver). Instead of sliding, another variation is to roll along the ground while shooting(same game mechanics, just looks different). As with Moving shot, the character receives a -1 die on his to-hit roll for every hex he moves(see

rules above). This move can be used with the twin guns and quickdraw special maneuvers. Unlike Moving Shot and Jumping Shot, it may not be combined with Heavy Weapons such as Rocket Launchers or Miniguns, but can be used with Grenades.

**Cost:**

**Speed:** +1

**Damage:** -2

**Move:** -1

## HANDGUN

### Pistol Whip

**Prerequisites:** Handgun 1

**Power Points:** Gun God 1

This is a physical attack used by clubbing an opponent with the handle of a pistol. The damage inflicted is used only for the purpose of seeing if the target is dizzied. Damage is calculated as strength + 2 (club weapon modifier) + 3(manuever modifier). If successful, the attack itself only inflicts 1 damage regardless of the amount rolled. This attack is used purely to stun the opponent, and damage is bashing not aggravated. This manuevever can also be used with small automatic weapons such as machine pistols or submachine guns.

**Cost:** None

**Speed:** +2

**Damage:** +3

**Move:** -2

### Quickdraw

**Prerequisites:** Handgun 3, Dex 4

**Power Points:** Gun God 3

By using this maneuver a character may draw and fire a handgun in the same turn. This gives the character an obvious advantage in a gunfight as everyone else must use an action to draw their weapons. It also provides a +3 speed bonus for the first combat turn only, just in case it's not armed opposition you face and you have to beat a street fighter to the punch. Because the shot is rushed, a -2 to hit modifier is applied. This manuver can be combined with twin guns. Normally no movement is allowed unless combined with moving shot, sliding shot, or jumping shot, in which case use

the move and damage modifiers from moving/sliding/jumping shot and the speed modifier from Quickdraw. If using one of those three maneuvers be sure to add the -2 to hit penalty from Quickdraw to the regular -1 penalty to hit per hex traveled.

**Cost:** 1 Willpower  
**Speed:** +3 first turn only  
**Damage:** +0  
**Move:** +0

## Twin Guns

**Prerequisites:** Handgun 3, Automatic Weapons (Submachineguns or machine pistols only) 4

**Power Points:** Gun God 4

**Rules:** As any John Woo fan knows, two guns are better than one. With this skill a character armed with two handguns can divide his technique in half(round down) in order to make two attacks per action, one for each gun. This applies to everything-hit rolls, damage rolls, aggravated range, etc. If this character possesses the Ambidextrous Merit, then the technique is not halved, but is simply reduced by one for each of the two shots. These two shots can be used against a single target, or multiple targets.

Ex. John has a handgun skill of 4 and is being attacked by some punks in the park. He chooses to even up the odds by pulling both guns and firing at the closest two. The punks each have Athletics 2 and Stamina 2. Because he is not ambidextrous John has to divide his Handgun technique in half. He rolls 6 dice (four for his DEX and two for 1/2 his Handgun Technique). His reduced technique of 2 is still enough to cancel out the thugs' measly Athletics of 2, so he only needs 1 success for each, which he gets easily. Now he rolls to damage. His handguns have a +4 modifier + 1/2 his technique = 8 damage to each thug. Minus their soak of 2, John rolls 4 dice for each thug and gets 3 hits on one and 3 on another. Both are dizzied, and, because the damage is aggravated at this range, the GM rules that they are knocked out from the shock. The rest of the gang, having watched the display, flees into the park rather than face John's fury. Players with a mathematical mind will notice that while this technique is great for mowing

down hoards of lesser villains, targets with a decent athletics or stamina will require more concentration to hit.

This effect can be used at any time and can be combined with most other handgun or submachinegun maneuvers.

## RIFLE

### Rifle Butt

**Prerequisites:** Rifle 1, Shotgun 1

**Power Points:** Gun God 1

The same as a pistol whip, but using the butt of a rifle. Like the Pistol Whip, use STR +2 +3 damage to dizzy, but only inflicts one point of bashing damage if successful. Can also be used with shotguns or larger automatic weapons such as assault rifles. May only be used with heavy rifles or heavy weapons(bipod or tripod mounted machine guns, etc.) if the character's strength is greater than or equal to the damage modifier of the weapon -3.

**Speed:** -1  
**Damage:** +3  
**Move:** -2

### Sniper

**Prerequisites:** Rifle 4

**Power Points:** Gun God 5

This maneuver provides two very important effects. The first is that all damage from a sniper attack is aggravated damage, regardless of range. The second is that for every turn spent aiming prior to firing the weapon, the sniper gains a +1 to his damage, up to the limit of his rifle technique(for npc snipers who have been lying in wait for a while simply double their rifle technique when calculating damage). So Golgo 13, with his Rifle skill of 8, aiming for 8 consecutive rounds before firing, would roll 23 dice for damage! That's 8(for his rifle technique of 8) + 8(1 for each turn of aiming,max 8) + 7(the rifle's damage modifier). Obviously this is a very powerful attack and should be used with caution. If the character is struck(whether wounded or not) or distracted, the action is aborted and he must start from scratch. This maneuver costs 1 Willpower at the time the bullet is fired. It can also cost one honor if not used carefully. For instance, in the original Golgo 13 video game, Duke is in a helicopter trying

to sniper a sniper in order to save the target. That would cost no honor. In the sequel to that game, he stands defiantly and aims while a Soviet combat chopper fires at him, in order to sniper the pilot and bring the craft crashing down. That also would cost no honor, as the Soviets had the definite advantage. A basic rule of thumb is that if you or someone else is not in direct peril, and it is just a premeditated murder, you lose the honor. Good uses of this skill might be to take out the tires of a truck so that your street fighting comrades can rescue the kidnap victim being transported within.

Speed is usually irrevellent but is basically as follows. As long as the character was aiming on a previous turn, he can fire at his acquired target at any time during the current round and beat any initiative. If interrupted, he loses the action and may not do anything till the next round. If a character simply wishes to not aim and spend the willpower just to make the damage aggravated he can do that as well. If that is the character's intention then he attacks with a -3 speed penalty and cannot hit a target less than 6 hexes away. (Ex-Golgo 13 doesn't like the 30mm gun on the Soviet chopper and really doesn't want to wait 8 rounds to shoot with a full bonus. He fires right away, for his usual 15 dice of damage. Odds are he'll still knock out the pilot and cause the chopper to crash. Oh, and one more thing. If the target is unaware of the sniper and cannot beat the sniper's stealth w/ an awareness roll, then the target cannot dodge the bullet. However, if the target is other wise engaged, say in combat, and is already moving quickly/dodging, he is automatically unaware but still gets to roll to dodge with a 3 dice penalty(reflecting that it's harder to hit a moving target).

**Cost:** 1 Willpower

**Speed:** special

**Damage:** +0

**Move:** None

## **SWORD**

**Special Note:** a great source for weapon maneuvers can be found at the **Street Fighter: Dogs of War homepage** which can be found at

<http://www.tsixroads.com/~joespitt/StreetFighter.htm>

## **Arc Slash**

**Prerequisites:** Sword 1

**Power Points:** Any 1

This is a simple and basic sword maneuver, in which the swordsman swings his sword in a long and powerful arc the extends from the ground to above his head.

**System:** If the Arc Slash is used to interrupt an opponent's Aerial Maneuver, the Arc Slash will also cause a Knockdown (if it scores damage), knocking the opponent out of the sky before he can land his own move.

**Cost:** None

**Speed:** -1

**Damage:** +3

**Move:** One

## **Crescent Slash**

**Prerequisites:** Sword 4, Jump, Arc Slash

**Power Points:** Zanji Shinjinken 4; Aikido, Kung Fu, Ninjitsu, Tai Chi Chaun, Wu Shu 5

This maneuver is very similiar in appearance to the Dragon Punch, and it works in very much the same manner. Aside from some more subtle differences, the main difference between the maneuver is the addition of a powerful sword strike.

**System:** The Crescent Slash is a leaping slash that counts as an Aerial Maneuver. The swordsman chooses any one ground or aerial opponent within his Move range to suffer the Crescent Slash's wrath. Opponents in the middle of Aerial Maneuvers suffer a Knockdown if the Crescent Slash scores damage against them (as if it wouldn't!). Grounded opponents are simply knocked back one hex from the force of the blow.

The force of the slash carries the swordsman high into the air. The Crescent Slash can be used like the Athletics special move Jump to avoid incoming projectile attacks; however, if it is used to interrupt and leap over a projectile attack, the Crescent Slash cannot be used against the opponent firing the projectile attack.

**Cost:** 1 Willpower

**Speed:** +0

**Damage:** +6

**Move:** -2

## **Double Crescent Slash**

**Prerequisites:** Sword 5, Crescent Slash

**Power Points:** Zanji Shinjinken 4; Aikido, Kung Fu, Ninjitsu, Tai Chi Chaun, Wu Shu 5

This maneuver is based off of the normal Crescent Slash. The swordsman performs a Crescent Slash, but he makes an additional downward strike to attack his opponent who is still falling to the ground.

**System:** The Double Crescent Slash operates exactly as the Crescent Slash, except that the victim of a Double Crescent Slash must suffer two damage tests, with the second having a +3 modifier.

**Cost:** 1 Willpower

**Speed:** -1

**Damage:** +6/+3

**Move:** -2

## Earth Stab

**Prerequisites:** Sword 4, Focus 2, Bushido 4

**Power Points:** Zanji Shinjinken 3

Often, a Zanji stylist is taught to channel his chi through his sword and to use that energy to attack and defend. One way that a swordsman may channel his chi is to stab his sword into the ground beneath him and cause the very ground to shake, similar in effect to the Shockwave maneuver used by other fighters.

**System:** The character chooses a straight hex-line down which to send the Earth Stab. The Earth Stab extends for a number of hexes equal to the character's Sword technique, beginning with the hex adjacent to the character.

Anyone standing in one of the affected hexes (characters in the middle of Aerial Maneuvers are not affected) suffers damage and is Knocked Down. Note that Earth Stab knocks everyone down, even if an opponent was blocking or didn't suffer any damage from the maneuver.

**Cost:** 1 Chi

**Speed:** +0

**Damage:** +0

**Move:** None

## Focused Arc Slash

**Prerequisites:** Sword 1, Focus 1, Bushido 4, Focused Slash

**Power Points:** Zanji Shinjinken 1

This is a simple attack, and one studied by swordsmen just learning to channel their chi. A normal arc slash is performed, yet the blade is engulfed in a colored light. Many say the color of the light can tell much of the fighter's nature.

**System:** Focused Arc Slash works just as Arc Slash, but with the below modifiers.

**Cost:** 1 Chi

**Speed:** -1

**Damage:** +6

**Move:** One

## Focused Crescent Slash

**Prerequisites:** Sword 5, Focus 4, Bushido 4, Crescent Slash, Focused Slash

**Power Points:** Zanji Shinjinken 5

The swordsman channels Chi Energy into his sword as he uses a Crescent Slash.

**System:** The Focused Crescent Slash is identical to the regular Crescent Slash, with the following exceptions: Any opponent hit with the Focused Crescent Slash suffers a Knockdown, regardless of whether the opponent is on the ground or in the air. If the Focused Crescent Slash is used on an opponent standing in a hex adjacent to the fighter (the fighter using the Crescent Slash does not have to move in order to be next to the opponent), the Focused Crescent Slash will hit twice! The player gets to roll two damage tests for her character's punch.

**Cost:** 1 Chi, 1 Willpower

**Speed:** -1

**Damage:** +6

**Move:** -2

## Focused Slash

**Prerequisites:** Sword 1, Focus 1, Bushido 4

**Power Points:** Zanji Shinjinken 2

The swordsman can engulf his blade with chi energy for brief periods of time, causing her foes additional damage. The blade surges with energy for a moment before she strikes her opponent and then dies down once the blow has landed.

**System:** Add the Damage modifier below to any basic Weapon Maneuver. The player must select a basic Sword Maneuver and play the Focused Slash with it. The Focused Slash does not affect the Speed or Move of the maneuver, only the Damage.

**Cost:** 1 Chi

**Speed:** See above.

**Damage:** +3

**Move:** See above.

## Focused Thrust

**Prerequisites:** Sword 2, Focus 2, Bushido 4, Focused Slash

**Power Points:** Zanji Shinjinken 2

The swordsman channels his chi into the blade of his sword as he uses a thrusting attack.

**System:** An opponent struck by a Focused Thrust must make a resisted Strength test to see if they are also knocked back a number of hexes equal to the attacking character's Strength. An opponent knocked back by the Focused Thrust also suffers a Knockdown.

**Cost:** 1 Chi, 1 Willpower

**Speed:** -1

**Damage:** +3

**Move:** +1

## Great Crescent Slash

**Prerequisites:** Sword 5, Focus 3, Bushido 4, Crescent Slash

**Power Points:** Zanji Shinjinken 5

The Great Crescent Slash is a more advanced form of the Crescent Slash, and the two are very similar in most respects. However, during the Great Crescent Slash the swordsman begins by moving forward with a low slash that eventually rises into the Crescent Slash. During the movements, the swordsman is followed by a shadow form of himself.

**System:** To execute this maneuver, the swordsman must be able to move forward one hex. An opponent in this hex must suffer from the initial sword slash with a +3 damage modifier. Even if the slash does no damage and even if the slash is blocked, the victim must make a resisted Strength test to see if they are also knocked back one hex. If not, then the victim is safe from the Crescent Slash which begins in this hex. If the victim is knocked back he must suffer from the Crescent Slash, which is followed by another Crescent Slash from the swordsman's shadow form. This move will cause a knockdown. The Great Crescent Slash may not be used to avoid projectiles as a jump.

**Cost:** 1 Chi, 1 Willpower

**Speed:** -2

**Damage:** +3/+6

**Move:** -1

## lai-Jutsu

**Prerequisites:** Sword 1, Athletics 3

**Power Points:** Zanji Shinjinken 3; Aikido, Kung Fu, Ninjitsu, Tai Chi Chaun, Wu Shu 4

lai-Jutsu is the sword-drawing art. A swordsman who is familiar with lai-Jutsu learns how to draw his sword swiftly while still maintaining control. Many excellent swordsmen use lai-Jutsu by placing their sword back in its sheath when the attack is over.

**System:** A character with lai-Jutsu gains a Speed bonus equal to his Sword technique when drawing his sword. For example, a character with a Sword technique of 3 would gain a Speed modifier of +3. This only applies to when the sword is drawn only. lai-Jutsu may only be used with one of the basic weapon attacks (Jab Strike, Fierce Strike, Strong Strike, or Beserk Strike). A character who replaces his sword in its sheath again receives the Speed modifier the next time an attack is made with lai-Jutsu.

**Cost:** 1 Willpower

**Speed:** See above

**Damage:** See above

**Move:** +0

## Power Strike

**Prerequisites:** Sword 2

**Power Points:** Zanji Shinjinken 1; Aikido, Kung Fu, Ninjitsu, Tai Chi Chaun, Wu Shu 2

The swordsman holds his sword in a two-handed grip as he raises his sword above his head before striking down powerfully at his target.

**System:** Use the modifiers below

**Cost:** None

**Speed:** -2

**Damage:** +5

**Move:** One

## Spinabout Slash

**Prerequisites:** Sword 3

**Power Points:** Zanji Shinjinken 3; Aikido, Kung Fu, Ninjitsu, Tai Chi Chaun, Wu Shu 4

The swordsman spins around, attacking those around him and then giving a final strike to the opponent directly ahead of him.

**System:** This attack first targets anyone in the five hexes to the right, left, and behind the character with a +2 to Damage before the attack is made on the opponent directly in front of the fighter, which is made with a +3 to damage.

**Cost:** 1 Willpower

**Speed:** -2

**Damage:** +2/+3



**Move:** None

## Spinning Back Slash

**Prerequisites:** Sword 2

**Power Points:** Zanji Shinjiken 1; Aikido, Kung Fu, Ninjitsu, Tai Chi Chaun, Wu Shu 2

This maneuver gets its power from the rotation of the fighter's body. To deliver the Spinning Back Slash, the fighter steps forward with her rear foot, pivoting 180 degrees backward to strike with an outstretched back slash. The move is powerful and allows the fighter to advance on an opponent as she delivers the strike.

**System:** Use the modifiers below.

**Cost:** None

**Speed:** -1

**Damage:** +2

**Move:** +1

## Southern Cross

**Prerequisites:** Sword 3, Athletics 3

**Power Points:** Zanji Shinjiken 3; Aikido, Kung Fu, Ninjitsu, Tai Chi Chaun, Wu Shu 4

The swordsman performs a forward flip towards his opponent, bringing his sword down powerfully.

**System:** A character struck by the Southern Cross must make a resisted strength test to avoid being knocked back one hex, even if the character blocked the attack.

**Cost:** 1 Willpower

**Speed:** -1

**Damage:** +3

**Move:** -1

## TALENTS

### Cryptography

While a fighter who sticks to the tournaments may have no need to have any skill in recognizing and designing, as well as cracking, secret codes, some others may have a use for it. Perhaps the fighter works for a government as a spy, and uses her skill to decode enemy transmissions and messages, or perhaps it is as simple as the fighter having developed a talent for cryptography through cryptograms printed in the local newspaper.

- **Novice:** You fiddle around with some simple cryptograms you should you find them in a book of puzzles or in the

newspapers, though some of the tougher ones still confuse you.

- **Practiced:** You can easily decode most of the common cryptograms you can find.
- **Competent:** You can decode many cryptograms, including those that are more difficult than most of the ones you can find in a newspaper or puzzle book.
- **Expert:** You have decoded all but a rare few of cryptograms that have come your way. Police, private detectives, and even government organizations offer you jobs.
- **Master:** You've never seen a code that you can't crack. Most cryptograms you see you can successfully decode within a half hour, and even the most difficult and well thought out codes can be cracked within a few hours.

Possessed by: Police Detectives, Private Detectives, Government Agents.

## BACKGROUNDS

### Bushido

The Bushido background determines just how closely a character follows the Code of Bushido. While this background is by no means exclusive to Zanji Shinjiken stylists, that is the only style that can gain the special Sword attacks. Effects of Honor on a character with the Bushido background should be considered carefully.

- You have little more than a passing knowledge.
- You realize the importance of the Code, but some points still elude you.
- You realize the special meanings of loyalty, duty, and etiquette. You strive to follow the code to the best of your ability.
- You rigorously follow the Code. You know of the importance of each of the seven principles. You will help those in need and punish the wicked.
- You are a modern-day samurai. The Code of Bushido is your food, your drink, and your sleep. You have great potential, and feel that it is your destiny to one day become a master and pass your skills on to the next generation of swordsmen.

## IN CLOSING

Well, that's all for this issue of **Warrior's Pride**. I hope that everyone reading found at least something useful. Next issue will have more maneuvers available to a larger amount of styles, instead of this issue, in which most of the maneuvers were made with the two particular styles in mind. Next issue I'll include the final team in the Red Raven Productions stable, Hostile Intent, as well as a few of the stable's independent fighters and important NPCs. Once all of Red Raven Productions has been detailed, I'll add a new stable, but if anyone wants to send in their own stable in that time, feel free. I enjoy putting together **Warrior's Pride** and hope that there will continue to be enough support for me to continue making it, so please send in your submissions.

Questions, Comments, or Suggestions should be sent to me at

[lancer1@webzone.net](mailto:lancer1@webzone.net) with the subject **Warrior's Pride**. I am particularly interested if you find anything that I have personally added useful. You can always tell if something is my own creation by the fact that there is no "**Contributed By**" subtitle on the section.

Submissions of any kind relating to Street Fighter should be sent to me at [lancer1@webzone.net](mailto:lancer1@webzone.net) with the subject **Warrior's Pride Submission**.

This monthly e-magazine will first be posted at the Vault of the **Street Fighter RPG Mailing List** and is available in .doc and .txt formats. If you somehow stumbled onto this magazine and aren't a member of the **Street Fighter RPG Mailing List**, then you should find it in the Links below and definitely sign up for it.

### Links

Chris Hoffmann's Street Fighter Alpha Conversions (<http://members.xoom.com/staredown>)  
Street Fighter Central (<http://home.sprynet.com/~skarsten/>)  
Street Fighter: The Dogs of War (<http://www.tsixroads.com/~joespitt/StreetFighter.htm>)  
Street Fighter Ultra (<http://www.mecha.com/~conkle/sfighter/>)

### Disclaimer

Capcom, Street Fighter and the World Warriors are Trademarks of Capcom Co., Ltd. All characters mentioned from the Street Fighter series of games are © of Capcom Co., Ltd.

White Wolf and the Storyteller system, along with all related terms and phrases, are registered trademarks of White Wolf Publishing, Inc.

Authors hold no affiliation with Capcom Co. Ltd. or White Wolf Publishing, Inc. and do not challenge those companies' trademarks or copyrights.

All submissions remain the property of their respective creators.

The characters and events described in this document are fictional, and any resemblance between characters and any person, living or dead, is purely coincidental.

The mention of, or reference to any company or product in this document is not a challenge to the trademark or copyright concerned.