

# WARRIOR'S PRIDE

A Monthly Supplement for White Wolf's  
Street Fighter: The Storytelling Game

Issue #1

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## This Issue's Credits:

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## November 1999: A Late Beginning

I had originally planned on releasing the first issue of **Warrior's Pride** on October 15<sup>th</sup>, but due to some chaotic events in my real life I was unable to reach this deadline. I offer my apologies for the delay. Things have calmed down very much since then, and I now have the time to fully devote to **Warrior's Pride**, so now it *will* be a monthly series. I would like to offer my thanks to Arkon, Chris Hoffmann, and Robert Pascuttini. Without their submissions, I would have let **Warrior's Pride** die out and I wouldn't be releasing it now, even though it is a month late. I know that there isn't much to it yet, but I hope that with time, **Warrior's Pride** will have more submissions, and more information to release each month. Again, I apologize for the delay, and I hope you enjoy what you find here.

**Dustin Wolfe**

## CONTENDERS: JASON WEIS

Jason Weis has led an easy-going life on the beaches of California. Women and entertainment were the focus of his time, and he was very well off, his parents being wealthy socialites. Jason occasionally had close calls with larger and stronger men who would have gladly pounded him into the ground, and because of this Jason took up Shotokan karate to defend himself. Jason found himself drawn to fighting, and soon entered several competitions, even winning a regional martial arts tournament, but he craved more. He craved to fight other fighters, true fighters who fought for the simple reason of fighting. Through his numerous contacts, both legal and otherwise, he discovered the Street Fighter Circuit, where the greatest fighters could be found. Leaving his life of ease behind him, Jason joined the circuit.

After his first few victories, Jason was approached by Ian Nelson of Red Raven Productions and offered a place in the Red Raven Stable. Seeing what the Red Raven Stable had to offer, Jason felt he would have to be a fool to decline, and he had never been a fool. He signed up with Red Raven, and currently enjoys everything the stable

has to offer, as well as a flirtatious relationship with Yuki Sanada of the team Chimu Sanada, a relationship that Yuki's brother Shinji does not approve of.

While serious about fighting, he believes that as long as he's young, he should have fun anytime it's possible. He's been told that he's too cocky and egotistical, but he's never noticed. He has a tendency to taunt his opponents before, during, and after fights, as well as some people that he just doesn't like.

**Appearance:** Jason is a slim yet muscular young man of twenty years of age, though he could easily pass for two or three years younger. He has short blonde hair and green eyes. In the ring, he wears a traditional Shotokan karate gi in the white color adopted by his fighting school. On the sleeves of his gi are the icons of his school, which are two dragons crossed over a fist. When not participating on the circuit, Jason dresses flashy and stylish, with very good taste.

**Quote:** *Hmmm? You want some more? No? I didn't think so.*

## Warrior's Pride Character Sheet

<b>Name:</b> Jason Weis	<b>Style:</b> Shotokan Karate	<b>Team:</b> None
<b>Player:</b>	<b>School:</b> Dueling Dragons	<b>Concept:</b> Overconfident Fighter
<b>Chronicle:</b>	<b>Stable:</b> Red Raven Productions	<b>Signature:</b> Backflips, then gives thumbs up and winks at spectators

### ATTRIBUTES

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

### ABILITIES

Talents	Skills	Knowledges
Alertness ●●●	Blind Fighting ●●●	Arena ●●
Searching ●●	Drive ●●●	Computer ●●●
Streetwise ●●●●	Stealth ●●	Style Lore ●
Subterfuge ●●	Survival ●●●	

Languages: English

### ADVANTAGES

Backgrounds	Techniques	SPECIAL MANEUVERS
Backing ●●	Punch ●●●●	Dragon Punch
Contacts ●●●	Kick ●●●	Flaming Dragon Punch
Manager ●●●	Block ●●●	Lunging Punch
Resources ●●●●	Grab ●●	Jump
	Athletics ●●●●	Throw
	Focus ●●	Ax Kick

**Backing:** Red Raven Productions  
**Contacts:** Family Contacts, Red Raven staff and clients  
**Manager:** Greg Williams of Red Raven Productions  
**Resources:** Wealthy Family

<b>Renown</b> <b>Glory</b> ●● <b>Honor</b> ●●	<b>CHI</b> ●●●  <b>WILLPOWER</b> ●●●●●  <b>HEALTH</b> ●●●●●●●●	Foot Sweep Power Uppercut Double-Hit Kick Back Roll Throw Knee Drop (Air Smash)  <b>Combos:</b> Block - Jab - Dragon Punch, Knee Drop - Flaming Dragon Punch
<b>Division:</b> Freestyle <b>Rank:</b> 4  <b>Standing</b> Wins 17                      Losses 5 Draws 2                      KOs 14		

## CONTENDERS: RIC SIMONS

Ric Simons was born in Belgium. He took in interest in fighting at an early age, particularly the Capoeira fighting style, and he began lessons. He sought out a master of the Capoeira fighting style, a man known only by the alias of Sakkin. Under Sakkin's tutelage, Simon met the only other student being trained by the master, a young Englishman named Michael Howard. Ric and Michael became quick friends, and trained hard for years to come. One day after the daily exercises and sparring, the two returned to find Sakkin and a man wearing a red mask in a battle. The man whom Sakkin was fighting was obviously another Capoeira master, and they were both using all their skills. In the end, Sakkin was killed by a secret technique neither of the young students knew of. Ric and Michael rushed to battle their master's killer, only to be defeated quite easily. For unknown reasons, the man left the two students unconscious instead of slaying them.

After that fateful day, Ric and Michael parted ways. Both had the same ideas however, and each decided to track down the masked man through their own means. Michael had decided to find a way to become more powerful and then defeat his enemy. Ric on the other hand joined Interpol, believing this to be a good way to

track the man down. Years later, Ric heard through Interpol contacts about a red-mask wearing man that could be his master's killer participating in the Street Fighter Circuit. In addition Ric discovered another man who matched Michael's description had joined the Street Fighter Circuit as well. Ric joined the Street Fighter Circuit and hopes to one day face both the masked man and Michael in battle. In the meantime, Ric enjoys fighting on the Street Fighter Circuit, but he is much more serious and dedicated when doing work for Interpol. He often uses contacts made in Interpol to aid him in finding the exact locations of Sakkin's killer and Michael, but he is aware of his other duties as an Interpol agent. Proud and confident of his abilities, but also respectful of other fighters and a graceful loser when the time comes.

**Appearance:** Ric stands about 5 feet, 9 inches tall. He has short brown hair along with brown eyes. While not too strong, Ric is nimble and known for his pain threshold. Normally, he wears very nice and expensive suits, but once in the ring he settles for a gray sleeveless shirt and loose black pants so as to not restrict his movement.

**Quote:** *You have potential, but not enough to defeat me!*



# CONTENDERS: REMINGTON DU LAC

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

Remington (Remmy) Du Lac knew what he wanted to do with his life since he was old enough to read, become a famous knight like his ancestors Lancelot and Galahad. Unfortunately, reality made its presence known and he was forced to turn to stories of the Knights of the Round Table, Renaissance Fairs, and fantasy role-playing games to live his dream. Eventually, he attended Cambridge and began studying for his Masters degree in Arthurian Lore, his childhood dream pushed to the back of his mind.

But dreams do not die as men do. Their flame may grow dim and cool, but can never truly be extinguished, merely waiting for the right time to blaze forth.

During an excavation of a collapsed and partially razed Franciscan Monastery, Remmy found accounts of Arthur's knights, led by Merlin, traveling "in to the hands of God", a range of mountains that borders what we now call Russia and China, the Himalayas. Nothing is said about why or how successful the journey was, but the route they took was quite detailed.

Intrigued, Remmy went on sabbatical and followed the same route the knights took fourteen hundred years ago. He arrived at a majestic temple, somehow overlooked by the anti-religious Chinese government, and was greeted by the monks there.

Remmy asked to visit their library, for barbarians from beyond 600 AD China would surely have been noteworthy enough to keep records of, but the monks refused, saying that the library was open only to the monks and their students. Remmy immediately asked to become their pupil and after much consultation, the monks agreed.

Remmy's days during the next two years were very full indeed. From sunrise to sunset, Remmy was taught the Tao, meditation, and Majestic Crow Kung Fu. After sunset, he was allowed a precious few hours to read in the library, reading how the monks repelled Mao's forces, when the order was founded, exactly what the heck a Ki-Rin was, but finding nothing about Arthur's expedition.

After two years the head of the temple, Quan Tsu, told Remmy that it was time for him to begin his journey. He was as prepared for it as time would allow, but time was too short for additional training.

His journey would end in a conflict with a great evil, a force that would burn the world to ash unless he was there to stop it. Sadly, this evil had no name that was known to the monks and there was no guarantee that Remmy would be the victor.

After Remmy had packed and left for home, he looked back at the bombed out ruin that he had spent the last two years and saw seven crows, flying over the sunset.

Remmy knows that the coming conflict, and he knows it's coming, is at least partially physical. He's 'roughing it' as much as possible, trying to toughen himself for the trial ahead. He recently discovered the underground circuits (and some of them use swords, *real swords* not those knitting needles fencers use but the real-honest-to-goodness-plate-mail-can-openers). He has decided to enter a tournament and try to learn as much about fighting as possible from them.

Remmy sees the fight circuits as a way to learn how to fight better, and to gauge how well he can fight. His main goal is to find out more about this mysterious enemy of his and he is always looking for clues as to its identity. He has seen the corruption that Shadooloo has created in the circuits and has heard rumors about the many other evils it has supposedly done. Perhaps this is the enemy Quan meant.

## Arthurian Code of Chivalry:

*Always keep one's Word. Avoid Lies.  
Never kill or attack an unarmed foe.  
Never harm an innocent.  
Never torture, for any reason, whatsoever.  
Never kill for pleasure.  
Always help those in need.  
Respect authority, the Law, and Honour.  
Never betray a friend.*

Remington lives and breathes the code of chivalry. He rarely lies, and always keeps his word of honor, never harms an innocent, never uses torture, never kills for pleasure (indeed, so far he's never killed period), tries to help those in need and never betrays a friend. He considers a fellow martial artist armed and feels no moral qualms about attacking them honorably. He has seen too many unjust laws and too many abuses of authority to obey that part of the code, but will always work within the law when it is feasible.

**Appearance:** A tall, thin, young man about twenty years old. He has long shaggy dark black hair he keeps in a loose tail and light brown eyes. His fighting/casual outfit consists of a loose T-shirt with the code of Chivalry on the back and baggy black sweat pants. For formal occasions he wears a navy blue suit or a tuxedo. When not expecting a fight, he wears horn-rimmed glasses.

**Possessions:** One set of formal attire, two sets of casual outfits, a low-end laptop, and a illustrated manuscript on Majestic Crow he took from the ruins.

## Warrior's Pride Character Sheet

Name: Remington du Lac	Style: Majestic Crow Kung Fu	Team: None
Player:	School: Ki-Rin Rising	Concept: Arthurian Scholar
Chronicle:	Stable: None	Signature: Combo

### ATTRIBUTES

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

### ABILITIES

<b>Talents</b>	<b>Skills</b>	<b>Knowledges</b>
Alertness ●●	Drive ●	Computer ●●
Insight ●●	Leadership ●●	Linguistics ●●●
Instruction ●●●	Survival ●●	Mysteries ●●
		Style Lore ●●

Languages: French (Native), English, Russian, Chinese (Mandarin)

### ADVANTAGES

<b>Backgrounds</b>	<b>Techniques</b>
Fame ●	Punch ●●
Resources ●●●●●	Kick ●●●●●
	Athletics ●●●●●

Fame: World-wide among Arthurian Scholars  
Resources: Born wealthy nobility

**Renown  
Glory**

**Honor**  
●●●

Division: Freestyle  
Rank: 0

**Standing**

Wins 0                      Losses 0  
Draws 0                      KOs 0

**CHI**

●●●

**WILLPOWER**

●●●●

**HEALTH**

●●●●●●●●●●

### SPECIAL MANEUVERS

Jump  
Wall Spring  
Air Smash  
Triple Strike  
Double-Hit Kick

**Combos:** Short - Double-Hit Kick - Triple Strike

# TEAMS: THE BLOOD HAWKS

Street Fighting Team

**Stable:** Red Raven Productions

**Division:** Traditional

**Team Motto:** *Don't mess with the best!*

**History:** When Red Raven Productions first delved into the Street Fighter Circuit in early 1991, they decided that they would need a team to carry the Red Raven logo to generate interest among fighters who may be looking for a stable to join. To this end, several employees of Red Raven Productions went scouting matches to find likely candidates. They would eventually speak to several fighters. Most of the fighters were not interested, but four fighters did agree. Each of the fighters had previous experience in the United States military forces, and took up that form of attitude in the ring. Originally the Blood Hawks went by the name of the Red Ravens, but this name was dropped when Red Raven Productions gained Jason Weis and the team Chimu Sanada as clients and the former Red Ravens chose the name of the Blood Hawks. Recently, one of the members of the Blood Hawks, Hammer, was killed in a fight, completely by accident.

The leader of the Blood Hawks is Richard Redfield, a former army sergeant. After developing Post-Traumatic Stress Disorder during combat, Redfield decided to retire from the army instead of taking a desk job. He then became a drifter and loner, finding no home at any one place. After a few years of moving from place to place he wandered into a small warehouse in New Mexico where he heard he could see a fight. What he saw was definitely more than he expected. A young man was fighting against what seemed to be a human and a wolf mixed together. He would later learn that the strange fighter was a hybrid who called himself Timber. During the fight, Timber had lost control and didn't stop fighting after he had won the match. Timber began wading through the spectators, wounding several of them. Redfield took action, and wined up knocking the enraged beast out. After this incident, Redfield began

street fighting. A few more years passed while he was in the ring and he was eventually approached by a representative of Red Raven Productions about joining a fighting group. After reading over his contract, he agreed.

A man by the name of John Ross would be next to join the Blood Hawks. He had spent a few years in the Special Forces, and had taken part in several secret operations, nearly all of which had been successful. Nearly a year ago, the United States government found out about several suspected members of a group of smugglers participating in street fights. Ross was ordered to become a street fighter in order to keep an eye on the smugglers. To this point, he has done an excellent job. He has also begun to like taking part in street fights and testing his own physical prowess. One day after a particularly tiring fight, he was approached by a representative of Red Raven Productions. While he couldn't make this decision on his own he did like the idea, and after speaking to his commanding officer, he was allowed to join the team. Currently he is awaiting the day that he can finally take on the smugglers in a street fight.

Steven Harper was the last man to become a member of the Blood Hawks, shortly after George "Hammer" Hannes. Early in his life, Harper took classes in a typical Ninjitsu studio. While he doesn't have the advantages of a true ninja heritage, he has become an excellent fighter in his own right. He would later have a short stint in the Air Force followed by a few years as a mercenary. Eventually he became tired of taking mercenary jobs and he became a street fighter. While he was by no means the best fighter there ever was, he soon picked up the attention of Red Raven Productions and joined the new team being formed by that Stable. He currently fights for the same reason he always has, simply to test and hone his own skills

## Blood Hawk Members

Alias	Real Name	Style	Rank	Notes
Hawk One	Richard Redfield	Special Forces	6	Team Leader
Desert Fox	John Ross	Special Forces	5	
Raptor	Steven Harper	Ninjitsu	5	
Hammer	George Hannes	Sanbo	3	Deceased

## Warrior's Pride Character Sheet

<b>Name:</b> Richard "Hawk One" Redfield <b>Player:</b> <b>Chronicle:</b>	<b>Style:</b> Special Forces Training <b>School:</b> U.S. Army <b>Stable:</b> Red Raven Productions	<b>Team:</b> Blood Hawks <b>Concept:</b> Former Army Sargent <b>Signature:</b> Strict Military Attitude
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### ATTRIBUTES

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

### ABILITIES

Talents	Skills	Knowledges
Alertness ●●	Blind Fighting ●●●	Arena ●●
Instruction ●●●	Leadership ●●●●●	Linguistics ●
Interrogation ●●●●	Stealth ●●	Style Lore ●●
Intimidation ●●●	Survival ●●●	
Subterfuge ●●		

**Languages:** English, Arabic

### ADVANTAGES

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

**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>Glory</b> ●●●● <b>Honor</b> ●●●	<b>CHI</b> ●  <b>WILLPOWER</b> ●●●●●●●●  <b>HEALTH</b> ●●●●●●●●●● ●●●●
<b>Division:</b> Traditional <b>Rank:</b> 6  <b>Standing</b> Wins 32                  Losses 4 Draws 1                  KOs 24	

### SPECIAL MANEUVERS

Ducking Fierce  
 Haymaker  
 Power Uppercut  
 Hyper Fist  
 Knife Hand Strike  
 Spinning Backfist  
 Double-Hit Kick  
 Double Dread Kick  
 Face Slam  
 Disengage  
 Dislocate Limb  
 Pin  
 Improved Pin  
 Jump

**Combos:**  
 Knife Hand Strike - Hyper Fist,  
 Spinning Backfist - Power Uppercut

## Warrior's Pride Character Sheet

<b>Name:</b> John "Desert Fox" Ross <b>Player:</b> <b>Chronicle:</b>	<b>Style:</b> Special Forces Training <b>School:</b> Unknown <b>Stable:</b> Red Raven Productions	<b>Team:</b> Blood Hawks <b>Concept:</b> Special Forces Soldier <b>Signature:</b> Raises fist in victory
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### ATTRIBUTES

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

### ABILITIES

Talents	Skills	Knowledges
Alertness ●●	Leadership ●●	Arena ●●
Interrogation ●●	Stealth ●●	Style Lore ●●
Intimidation ●●●	Survival ●●●●	
Subterfuge ●●●		

### ADVANTAGES

Backgrounds	Techniques	SPECIAL MANEUVERS
Backing ●●●	Punch ●●●	Spinning Back Fist Flying Knee Thrust Foot Sweep Spinning Foot Sweep Wounded Knee Eye Rake
Contacts ●●●●	Kick ●●●	
Manager ●●●	Block ●●	
Resources ●●	Grab ●●	

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

**Combos:**  
 Spinning Back Fist - Flying Knee Thrust

<b>Renown</b> <b>Glory</b> ●●● <b>Honor</b> ●●	<b>CHI</b> ●  <b>WILLPOWER</b> ●●●●●●●●  <b>HEALTH</b> ●●●●●●●●●● ●●	<b>Division:</b> Traditional <b>Rank:</b> 6  <b>Standing</b> Wins 30            Losses 2 Draws 0            KOs 28
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## Warrior's Pride Character Sheet

<b>Name:</b> Steven "Raptor" Harper	<b>Style:</b> Ninjitsu	<b>Team:</b> Blood Hawks
<b>Player:</b>	<b>School:</b> Unknown	<b>Concept:</b> Militant Ninja
<b>Chronicle:</b>	<b>Stable:</b> Red Raven Productions	<b>Signature:</b> Silent demeanor

### ATTRIBUTES

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

### ABILITIES

<b>Talents</b>	<b>Skills</b>	<b>Knowledges</b>
Alertness ●●●●	Blind Fighting ●●●●	Arena ●●●
Interrogation ●●●	Disguise ●●●	Mysteries ●●●
Subterfuge ●●●●	Stealth ●●●●	Style Lore ●●●
	Survival ●●●	

### ADVANTAGES

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

### SPECIAL MANEUVERS

Boshi-ken  
 Rekka Ken  
 Shikan-ken  
 Shuto  
 Backflip Kick  
 Jump  
 Throw  
 Back Roll Throw  
 Speed of the Mongoose

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

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

**Division:** Traditional  
**Rank:** 6

**HEALTH**  
 ●●●●●●●●

**Standing**

Wins 37	Losses 4
Draws 0	KOs 31

**Combos:**  
 Jab - Shuto - Boshi-ken,  
 Shuto - Fierce Punch - Backflip Kick

# STABLES: RED RAVEN PRODUCTIONS

**Headquarters:** Manhattan, New York, USA

**Manager:** Greg Williams

**Facilities:** Red Raven Productions building, Manhattan

**Staff:** David "Panther" Cooper, Physical Trainer (Instruction ●●●●)

Rick Jameson, tutor (Instruction ●●●)

Kyle Kennedy, lawyer (Law ●●●)

Lisa Jurgens, mentor (Teach ●●●)

Dr. Emily Brown, ringside doctor (Wits ●●●, Medicine ●●●)

Charles Lang, publicist (Publicist ●●●)

**Independents:** Jason Weis, Black Wolf, Kain, Leon Foster, Yoko Nishikawa

**Teams:** The Blood Hawks, Chimu Sanada, Hostile Intentions

**Stable History:** Red Raven Productions was founded in February of 1991. The first client that they had was the Panther, David Cooper, and he was followed shortly by the team now known as the Blood Hawks. To this day, Red Raven Productions now has over a dozen single competition clients, and three teams as clients. The Red Raven Productions building is located on Manhattan, and has practically anything the fighter will need for training.

While David Cooper has retired from street fighting, he continues to be active at Red Raven Productions. Instead of fighting for the stable however, Cooper instead acts as the head physical trainer in the Red Raven Productions building. He had a Ranking of 6 at the time of his retirement and knocked out over 87% of his opponents. Cooper likes to be referred to as Panther, the same name he used in the ring. Cooper is African American and has brown eyes. He is bald and very muscular, but at the same time quite agile. Normally he can be found wearing expensive business suits, but when training he usually wears his black and purple karate gi, which has the symbol of a panther on the back.

Rick Jameson was hired to be the head tutor of Red Raven Productions. A young and energetic graduate of Harvard, Jameson has a style that's all his own and he gets along with most of the

Red Raven clients with the exception of Jason Weis. The two could best be described as rivals as their views on most things are completely different. Rick was born in Detroit, Michigan, and is quickly adapting to life in Manhattan. He currently has an off-again on-again relationship with the Red Raven Productions mentor, Lisa Jurgens.

When the law comes knocking on Red Raven's door, the man to answer is Kyle Kennedy. He is paid a very good fee for watching over Red Raven Productions' best interests in the eyes of the law. Kyle graduated from Yale, and is currently the head of the Kennedy & Associates Law Firm. Kennedy knows how to twist the word of the law just enough to make it work in his favor in nearly any case. He is ver talented, although getting him or any other lawyer to admit that would be nigh impossible.

Lisa Jurgens has been hired by Red Raven Productions as the fighters' head mentor. At twenty-five years of age, Lisa doesn't mind the unnoticed (and often difficult) job of teaching street fighters proper etiquette. Two other notable employees of Red Raven Productions are Dr. Emily Brown and Charles Lang. Dr. Brown is responsible for keeping Red Raven's clients in good health, while Charles Lang is the head of public relations. Lang also often scouts for potential new clients.

Warrior's Pride NPC Sheet			
<b>Name:</b> GREG WILLIAMS <b>Concept:</b> MANAGER <b>Stable:</b> RED RAVEN PRODUCTIONS			
<b>Strength</b> ●●	<b>Charisma</b> ●●●●	<b>Perception</b> ●●●	<b>Honor</b> 1
<b>Dexterity</b> ●●	<b>Manipulation</b> ●●●	<b>Intelligence</b> ●●●	<b>Glory</b> 3
<b>Stamina</b> ●●●	<b>Appearance</b> ●●	<b>Wits</b> ●●●●	<b>Rank</b> NONE
<b>Other Traits</b>		<b>Maneuvers and Powers</b>	
<b>Punch</b> ●●	<b>Arena</b> ●●●	<b>Speed</b>	<b>Damage</b>
<b>Kick</b> ●	<b>Bookie</b> ●●●		<b>Move</b>
<b>Athletics</b> ●●		<b>Punch:</b>	
	<b>Contacts</b> ●●●	Jab	4 3 2
<b>Alertness</b> ●●●	<b>Fame</b> ●●	Strong	2 5 2
<b>Insight</b> ●●	<b>Resources</b> ●●●	Fierce	1 7 1
<b>Streetwise</b> ●●●●		<b>Kick:</b>	
<b>Drive</b> ●●●		Short	3 3 2
<b>Computer</b> ●●		Forward	2 5 1
<b>Investigation</b> ●●		R.House	0 7 1
<b>Style Lore</b> ●●●		<b>Grab</b>	2 - 1
<b>Publicist</b> ●●		<b>Block</b>	6 (+2 SOAK) 0
<b>Manage</b> ●●●		<b>Move</b>	5 0 5
<b>Chi</b>	<b>Willpower</b>		
●	●●		
<b>Health</b>			
●●●●●			

## Manager - Greg Williams

Greg Williams went to a little-known business school and had always hoped to manage a professional sports team, but found that no one was looking, or that they simply wouldn't accept him due to his limited experience and less than impressive education. Down on his luck, Williams began to work the stock market, and had soon accumulated quite a bit of money. He used this money to begin a small office simply called "Williams Managing Studios." In the beginning, his new business was a failure until one night he happened upon a street fight. He also noticed the managers who were cheering on their fighters. This intrigued him, and he spoke to one of the

fighter's managers to get some information. This was the beginning of the now popular Red Raven Productions.

**Appearance:** Greg is a man in his early thirties. He is a short and stocky man who always dresses in costly business suits. He has bushy black hair, brown eyes, and a thick black mustache.

**Playing Greg Williams:** Greg is usually a light-hearted man, always making jokes despite the situation, good or bad. When it comes down to strict business however, it is as if he is a completely different man, being totally professional.

# ARTICLES: SANSHOU (Continuous Fighting): Full Contact Wu Shu

Contributed by: Robert Pascuttini ([Rpascuttini@hotmail.com](mailto:Rpascuttini@hotmail.com))

During the cultural revolution in China during the late 1960's, Martial Art sparring competitions were outlawed. It wasn't till later in the late 1970's that tournaments once again appeared in China.

A new style of competition was required to show Wu Shu's extensive range of fighting techniques. China wanted to show that Wu Shu was more than just punching and kicking. The "full-contact" tournaments outside of China did not allow many of the throwing and ground fighting techniques common to Chinese martial arts.

China has had a history of full-contact fighting, both government-sanctioned and "underground" tournaments. The bouts were staged on a high raised platform called a "lei tai". If you were able to leap onto the platform, you were eligible to compete, but fighters wore little or no gear and with no weight classifications, injuries were many.

In 1979, the unsanctioned competitions were named "sanda" by the government and protective gear was beginning to be introduced. Rules began to be drafted and injuries became less.

By 1980, the name was changed to "Sanshou" and the first government sanctioned matches

took place in Beijing, Wuhan and Shanghai. The rules have constantly been refined since then. Certain moves like elbow techniques were permitted, then disallowed and have been reintroduced again at the international level. Even protective gear was in debate. At one time the fighters complained they couldn't move because of all the protective gear.

Now by the 1990's, the guidelines have begun to settle, but are still discussed and amended at the international level and a prescribed set of equipment has been settled on.

Unlike point sparring, Sanshou does not stop each time a fighter scores a point. The match continues uninterrupted unless a fighter is knocked out of the ring or can not continue fighting, but points are still kept track of.

The Sanshou fighting system is extremely adequate for any Wu Shu or Kung Fu Street Fighter as a tournament system and is only one system of many the characters might encounter with such variations in styles over the world. It is given that many Traditionalist division street fighters will be seen there.

The following rules apply to a street fighter in a Sanshou tournament:

- The fight is for one round and lasts for two minutes or 14 turns.
- The matches continue uninterrupted for that time unless the competitor is knocked out of the ring or he/she cannot continue.
- Kicks and punches are full contact, except to the head.
- Throws, leg sweeps, wrestling and joint locks are permitted.
- Elbow or knee strikes are not permitted.
- Attacks to the groin, throat, neck, and back of head are also considered fouls.
- Spinning fists and repeated strikes to the head are not allowed (So head strikes are allowed).
- Protective gear includes headgear, mouth guard, chest protector, groin protection, knee and shin guards and padded foot protection. Boxing gloves are put on the hands.
- No weapons.
- Points are scored as followed:
  - 3 points** - Forcing the opponent down with a leg sweep.
  - 2 points** - causing opponent to fall through use of valid defensive technique.
    - successful kicks to opponent's body.
    - opponent receives a warning.
  - 1 point** - successful hand strike to opponent's head or body (may only strike opponent's head once during any combination of techniques).
    - Being last fighter to fall if both are being knocked down simultaneously.

The gloves and kicking equipment will reduce the attacking fighter's damage by 2 dice and at the same time offer and added 1 to the soak score. The head gear will also offer only 1 dice worth of soak. The body guard will offer 2 dice worth of protection. Since most moves are generic and hit the body in general the player may declare where he is attacking or the following chart may be rolled on. The above should not be considered rules for armour and would offer no protection to gunfire is used.

<b>Location</b>	<b>Random</b>
Head	1
Arms/Hands	2-3
Chest/Torso	4-7
Vitals	8
Legs/Feet	9-10

You can assume that if a person rolls "vitals" in the above category then he has hit his opponent in the groin or in such an area an will be a foul. It should be noted as well that certain moves such as wounded knee will not affect an opponent because of the padding.

If one of the fighters is not knocked out at the end of the fight

The Sanshou match can be altered to interesting effects for the Street Fighter role playing game. Alternate ideas include:

- The characters not wearing protection. This will appeal to most players as they see the street fighter matches as no holds barred. But still keeping certain moves out of the match still.
- The idea of jumping on to the stage may be kept as well to add a sense if traditionalism. The players must make a Athletics + Dexterity roll (difficulty 6). The stage is at about chest level usually. A character with Jump and Athletics of two or higher will succeed automatically, while a person with 1 or less athletics must still make the roll.
- Since the fighting is mostly traditionalist in nature, chi based maneuvers, might be excluded. But moves that require willpower, such as Lightning Leg and Dragon punch may still be allowed.
- If characters are fighting a higher level of Sanshou they may be allowed to do elbow techniques.

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**Source Material:** Wu Shu Team Canada Selection  
and Canadian Martial Arts Open  
Competition Booklet

## ARTICLES: LEGENDS OF THE CIRCUIT

Contributed by: Arkon ([ArkonDLoC@aol.com](mailto:ArkonDLoC@aol.com))

The Street Fighter Circuit, like any other society, has its own customs and stories. Often, these stories are simple variations of local urban legends, but some are unique to the circuit. Like urban legends many of these stories are false or exaggerated so far as to have no resemblance to whatever real events inspired them. For some "real" Urban Legends check out the Urban Legends Reference Pages at <http://www.snopes.com/>.

Most of the Circuit's Legends deal with new maneuvers (many fighters would love to have a penny for every story of a unbeatable move they've heard). More believable are stories of fighters who practice unknown

styles, or perform strange victory celebrations (the most common are about fighters who rip off pieces of their opponent's clothing to take as trophies). Often the context of the story (and teller) can say more about a story's validity than hours of research.

What follows is an example of one of the rarer stories on the Circuit. The storyteller is Shotokan stylist Taka Ichiro. Ichiro and his team are a bit down at the time, they just got back from a severe beating. Their talk has shifted to Spanish Ninjitsu, and its founder, Vega. This is something of a sensitive subject to Ichiro (who has had quite a bit of sake).

### Vega's Sensei

*"Vega did not create a new style. His Spanish Ninjitsu is nothing but corrupted secrets he has stolen from true Warriors. I... I've heard he was a Matador who studied some Spanish kicking style. It didn't satisfy his lust for power, only one style could do that.*

*"Somehow, he met up with an old man calling himself 'Maku Dorobo'. Dorobo was looking for a man like Vega- young, strong, fast, hungry for knowledge and - most of all - naive. Dorobo was a man without honor, a Ninja who had betrayed his clan and so was marked for rightful death. With a little training Vega could become his protector. He had seriously underestimated the Yaro.*

*"Vega learned all the maneuvers Dorobo taught him, and all the tricks he had used to impress Vega with. With the old uragirimono's knowledge, Vega was able to deal with the first assassins. As things escalated Vega began training young fools in the basic secrets of both styles. He had them dress like him to confuse his enemies, it let them ride Vega's growing reputation to victories.*

*"In time Vega and Dorobo won, they had exterminated an old and honorable Clan - only a couple of ninja survived. Dorobo was in for a surprise though- now that He had all the old man's secrets, and no longer needed to know where the Clan's temples were, the old man's puppet had no more use for him. Vega gave the traitor the death he deserved. Not one of Vega's students knows even half of his secrets. He learned from his Master's mistakes."*

## IN CLOSING

I hope that everyone enjoyed the premiere of **Warrior's Pride**. I hope that this is good enough to keep making it, because even though I had the delay, I enjoyed putting it all together.

Comments or suggestions for **Warrior's Pride** should be sent to me at [lancer1@webzone.net](mailto:lancer1@webzone.net) with a subject heading of **Warrior's Pride Comments**. If you would like to submit an article, fighter, style, maneuver, stories, fiction, or absolutely anything to be added into the next issue of **Warrior's Pride**, send the submission to me at the above address. If possible I would prefer for any submissions to be sent as attachments, *not* within the e-mail's text body, but if that is not possible then typing the submission in the body of the message is acceptable. Please use the subject heading of **Warrior's Pride Submission**.