



WARRIOR'S PRIDE

The Online Source for Street Fighter: The Storytelling Game

Logo Courtesy of J. Scott Pittman

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WELCOME TO WARRIOR'S PRIDE

July, 2000

The fourth issue of Warrior's Pride is finally finished. This is also the first issue of Warrior's Pride since I made the change from monthly to one issue every two months. Perhaps in the future Warrior's Pride will once again become monthly, but for now this will have to do.

Some of you, with the exception of readers of the text version, may notice that in the middle of the NPC listings for the **See Jane Run** scenario, that the format changes abruptly. This was a late decision, and it would have taken much more time for this issue to get out had I gone back to replace all of the NPC formats in this way.

While I am very grateful for all Warrior's Pride contributors, I would like to give special thanks to three Warrior's Pride contributors. The first is to J. Scott Pittman, who has again given a logo to Warrior's Pride, as well as a piece of art to illustrate Raiah Marchan. The second is to thank Chris Hoffmann, who has taken the job of formatting the text version. The last contributor to receive special thanks is Arkon. He has contributed time and time again. I would urge readers to comment on his Legends of the Circuit stories; without his contributions, Warrior's Pride would still be without a Fiction section.

Issue Overview

You will notice that in this issue, the Contenders and Non Player Character sections contain only one entry each. The **Contender** in this issue, Raiah Marchan, is the invention of J. Scott Pittman. In **Non Player Characters** you will find Doctor Armand Krispen, a genius in the field of Cybernetics and Robotics. In the next issue of Warrior's Pride will be a short adventure

with the Doctor playing a significant role, as well as being a good story in which to introduce Krispen and the mysterious organization he works for.

The **Articles** section has the most individual entries of any section in this issue. First up, is Gadget Corner, a look at some interesting pieces of equipment as presented by Arkon. Following that is the Heavy Metal article, a closer look at the Cyborg background. I have reworked it as I did the Animal Hybrid in last issue, and in Warrior's Pride #5 I plan to continue with Elementals. The Storyteller's Ultimate Campaign Creation Guide offers a random plot generator from Hong Kong Action Theatre. It seems as if Azathoth plans to continue bringing the Storyteller's Ultimate Campaign Creation Guide to the readers of Warrior's Pride, and it would be a welcome addition. Next is the Others, an article by Cliff Rice providing rules for playing supernatural characters. Ending the section is a variant style system by Josh Diemert and another installment of Legends of the Circuit.

Next we have the **Stories & Adventures** section, containing some Hook, Line, and Sinkers provided by Arkon. Also in this section is **See Jane Run**, a short scenario.

What's left? A special section with the **Live by the Sword** article - complete character guidelines for the upcoming Warrior's Pride Duelist Tournament, with weapons available in **Appendix I**. And, as always, new maneuvers can be found in another appendix.

As always, I hope that the information contained in this issue is of use to some players and storytellers of the Street Fighter game.

CONTENDERS: RAIAH MARCHAN

Submitted by J. Scott Pittman (joespitt@tsixroads.com)

Raiah is part of a hidden tribe of warrior-women in south Africa, similar to the Amazons. From the time she was a young child, she trained to become the greatest warrior of her tribe. She far surpassed any others.

A few years ago, a company owned by the criminal organization known as Shadooloo began a massive buying and stripping of the jungle where Raiah lived. A green falling star in the sky days before foretold of the evil to come. Raiah and her warriors defended the jungle fortress with great skill, but the weapons of the outsiders were too much. The few that remained escaped into the jungle, most to wander there for the rest of their lives.

raiah had other plans. From time to time, Raiah had come into contact with missionaries who had



taught her English. Using this, she entered the nearby village and disguised herself as one of them with old rags of clothing. There she began to discover that sometimes Shadooloo held fighting tournament for money, and that their leader, Bison, was involved with these fights. She knew what she must do.

Now, working with the Shadooloo, Raiah has become a fearsome warrior with a dark reputation. She robs, threatens and bullies for Shadooloo. It is known that she refuses to badly injure opponents, however. A figure known as Winston Wolfe has taken to teaching her, and he seems mighty indeed. Little does he or anyone know that as soon as she has the opportunity, Raiah plans to make Bison pay for his crimes against her tribe.

Warrior's Pride Character Sheet		
Name: Raiah Marchan Player: Chronicle:	Style: Capoeira School: The Golden Fortress Stable: None	Team: None, loose friends with Roland Ta'shire* Concept: Warrior Signature: Flips and tosses python on victim
ATTRIBUTES		
Physical	Social	Mental
Strength ●●●● Dexterity ●●●● Stamina ●●●●	Charisma ●● Manipulation ●●● Appearance ●	Perception ●●● Intelligence ●● Wits ●●●
ABILITIES		
Talents	Skills	Knowledges
Alertness ●● Intimidation ●●● Insight ●●	Blindfighting ●●● Leadership ●● Stealth ●● Survival ●●	Arena ● Medicine ● Mysteries ●●● Style Lore ●●
ADVANTAGES		SPECIAL MANEUVERS
Backgrounds	Techniques	
Animal Companion ●●● Manager ●●●●● Teacher (Sensei) ●●●●● Fame ●●●● Resources ●●●	Punch ●● Kick ●●●●● Block ●●●● Grab ●●●● Athletics ●●● Focus ●●●	Backflip Kick Backroll Throw Cartwheel Kick Double-Hit Kick Double-Hit Knee Drunken Monkey Roll Head Butt Knee Basher Jump Musical Accompaniment Throw
Renown Glory ●●●●●●●●●● Honor ●●●●●●●●	CHI (Controlled, Focused Rage) ●●●●	
Division: Freestyle Rank: 7	WILLPOWER ●●●●●	
Standing Wins 29 Losses 2 Draws 0 KOs 29	HEALTH ●●●●●●●●●● ●●●●●●●●	

*See the Dogs of War Homepage: <http://www.tsixroads.com/~joespitt/dogsofwar.htm>

NPC: DOCTOR ARMAND KRISPEN

Doctor Krispen was once highly respected for his work in the field of cybernetics and robotics. His designs were truly revolutionary, often changing the way the industry as a whole would grow. He was expected to create a design that was both effective enough and cheap enough to spread cybernetics to the general populace by replacing lost limbs.

Unfortunately, there was something more to Krispen's work. As the years went by, and Krispen continued to perfect his craft, he became the attention of two criminal organizations. The first was Shadooloo. They offered a great deal of money for him to join them, yet he felt this money was an insult when compared to how much his work alone was worth, much less what the brain behind such designs would be worth. When Shadooloo failed to gain his loyalty by using currency, they decided to try intimidation, Bison having sent in none other then Vega.

By the time Vega had arrived to gain Krispen's abilities, however, the Doctor had already made a deal with another criminal organization, who had agreed to pay the price for not only his hours of labor, but also for each and every piece of cybernetic

equipment that he would create. Despite Vega's skills, he was forced to retreat when faced with a fighting team of the mystery organization.

Since that time, little has been heard from the Doctor. The FBI, CIA, and Interpol are working to find his location, though it is only harder as they have no idea which criminal organization ultimately gained the Doctor's assistance.

Armand Krispen is a frail, old man. He has no hair on his head, and his body has been withered with age. Most often, he is wearing a lab coat and is in an area where he can work on his cybernetic pursuits. Krispen, while quite eccentric, is also very arrogant about his own intelligence and ability to create what he calls the "perfect cybernetic enhancement." Most people that know Krispen would say he has a right to be arrogant in that respect. He will not stand for anyone to insult his intelligence. While he will refuse to resort to hand to hand combat, he will not hesitate to make use of the pistol he keeps hidden in his lab coat. In addition, he is almost always protected by other means, which include automated guns, lasers, and occasionally robots and cyborgs.

Warrior's Pride NPC Sheet			
Name: ARMAND KRISPEN		Concept: ECCENTRIC CYBERNETISICT	
Boss: UNKNOWN			
Strength ●	Charisma ●●	Perception ●●●●	Honor 0
Dexterity ●●	Manipulation ●●●●	Intelligence ●●●●●	Glory 0
Stamina ●	Appearance ●●	Wits ●●●●	Rank NONE
Other Traits		Maneuvers and Powers	
Alertness ●●	Computer ●●●●	Speed	Damage
Insight ●●●	Cybernetics ●●●●●	.45 Pistol	Move
	Medicine ●●●●		
			.45 Clip holds 7 bullets.
		Block	6 (+2 SOAK) 0
		Move	5 - 5
Chi ●	Willpower ●		
Health ●●●			

ARTICLES: GADGET CORNER

Submitted by Arkon (ArkonDLoC@aol.com)

Mind Scrambler

Type: Advanced Electronics

Description: Frustrated by the resistance of certain Elementals he had taken prisoner, Bison ordered a team of scientists to find a way to temporarily neutralize an Elemental's powers. After three months with no progress, Bison executed the team leader to further motivate the others. Three weeks later they began testing the new device. They had realized that Elemental powers require concentration, so they created a device that prevented the mind from focusing. The result of their research could not only prevent Elementals from using their powers, but could keep ANYONE from even forming a coherent thought. At its highest settings it could literally destroy a person's mind.

The device usually takes the form of an adhesive disc that is attached to back of the victim's neck (and can be planted with a Roll of Dex + Grab, Difficulty 8), but for long term use a collar version is used. The device channels soundwaves through the victim's spine and skull. If used at its higher power levels, the device can do permanent Brain Damage.

System: The disc form can be planted with a Dex + Grab Roll (Difficulty 9). Once the device is in place, the victim must roll Willpower vs. a Difficulty of his own Perception + the Device's power setting to use any Special Maneuver.

If the Scrambler is set at level five or higher, the victim cannot use Maneuvers with a Chi or Willpower cost, and must roll to use Basic Maneuvers, or continuous Maneuvers like Balance. At seven or higher, the victim is incapacitated. Prolonged exposure (more than a week) to the Scrambler's higher settings (7-10) may cause permanent Willpower/Perception loss, at the Storyteller's option.

Speed: -2

Damage: -

Move: -1

Collapsible Skates

Type: Moderately Complex Mechanism

Description: After losing his third pair of skates in as many days, "Gonzo" Bob Hellstrom realized that he had to find a better way to store them. In exchange for never seeing Gonzo again, a special effects technician created these devices. Soon after she created them, the inventor was given several offers by various companies.

The Collapsible Skates look like a pair of thick boots. In a matter of seconds, the user can unlatch compartments in the soles to slide out the wheels, which swing under the soles and snap together, before being locked in place by the user.

System: The wearer can convert the Collapsible Skates from boots to roller skates and back again in two rounds.

Variants: The initial devices were quickly followed by Roller Blade and Ice Skate versions.

Ghost Suit

Type: Experimental Electronics

Description: A camouflage uniform with an electronic wire mesh embedded, this device enables its wearer to become invisible; at a price. The technology was stolen from a secret army testing site by Shadoloo, which quickly began placing agents using the devices under strict guidelines. Several other organizations have acquired the technology.

When active, a Ghost Suit bends light around it, rendering the wearer invisible. The user pays a price for power though; the energy field created by the device causes the wearer's central nervous system to decay, resulting in madness and death.

System: Even inactive, most versions of this device grant +2 to all stealth rolls, due to their design as standard camouflage (assuming the wearer is using an appropriate camouflage pattern). In order to be effective the suit must cover the entire

body. Any damage to the suit decreases its effectiveness, as the damage may be plainly seen (this usually requires a sharp object or an energy attack, but at the Storyteller's option a blunt weapon may do). Anyone fighting the suit's wearer is effectively blind when the suit is active.

The cost of the power is quite high. The suit's energy field disrupts the central nervous system. After an hour of invisibility, the user begins to experience mild paranoia and increased aggressive tendencies. As time wears on, these feelings increase. After a day of exposure (cumulative, not necessarily a single use) the user loses a permanent point in any Mental Attribute, once this happens the user requires medical treatment (or Chi Kung Healing) or they will lose a Mental Attribute point every week as they descend deeper into a paranoid delusion (at the Storyteller's option, decreases could occur in a number of days equal to the user's Chi). If any Attribute is reduced to one, that Attribute will not decrease further, but if all Attributes are reduced to one and Medical treatment is not received before the next decrease, the user will die. Once decay has begun, every Round using the cloaking device takes three hours off the time before the next Attribute loss.

The suit's cloaking field generates ultraviolet radiation, while this has no medical effects (without an extremely prolonged exposure), it can be used to track the user.

Spring-Blade

Type: Complex Mechanism

Technique: Blades/Knives

Description: Used by some Fighters of ill-repute, Spring Blades are used to gain the advantage of surprise early in a fight. A sheath with a spring

mechanism is worn on the warrior's wrist. A small cord attached to a latch activates the device when pulled, the end of the cord is tied to either a finger or the shoulder (some models require both methods as a safety measure). The Blade can be worn on either side of the wrist. There is no difference between the two variants other than personal preference. Once activated, the blade takes several Rounds to set back in its sheath. This device has been outlawed in many countries as a concealed weapon.

System: This Weapon enables a Fighter to attack without taking the time to draw a weapon. Using the blade as a concealed weapon costs two Honor and two Glory. The blade can be used without revealing it until the very moment of the attack, but that costs an additional two honor and Glory.

The Weapon gives a +2 bonus to resist Disarm attempts, but is destroyed if the Disarming succeeds. This weapon can be used with a Basic Punch instead of the Blade Technique.

Variants: Some pranksters use a similar device that launches a stream of playing cards at the target. The attack does no damage, but targets must make a Dexterity check or be momentarily blinded. Reloading the 'card-shooter' only takes a few turns if a new deck is ready (if not they must pick up all the cards). Use of this variant costs one Honor and one Glory (two Honor if they don't cleanup the cards).

Speed: +3

Damage: +1

Move: +1

ARTICLES: HEAVY METAL

In the Street Fighter Player's Guide, we were introduced to new Unique Backgrounds. These included the Animal Hybrid, Cybernetics, and Elemental backgrounds. In the last issue of Warrior's Pride, I went into details of Animal Hybrids. In this issue, I will take on the Cybernetics background, and in Warrior's Pride #5, I hope to have an article for the Elemental background.

Attributes

As stated in the Player's Guide, Cybernetic characters are at a social disadvantage. It is still more difficult for a Cyborg character to increase social traits, and therefore, as in the original rules, Cyborgs have one fewer dots in Social Attributes to begin with, and it still costs six times the current rating. However, the character's Appearance can never be increased beyond four dots.

It is still easier for a Cyborg character to increase physical attributes; Cyborgs gain one additional dot to be put into a Physical Attribute. A Cyborg character wishing to increase her Physical Attributes beyond 5 is not the subject to the higher cost multiple used for purchasing superhuman traits.

Despite what it says about the Mental Attributes of a Cyborg (page 24 of the Player's Guide), a Cyborg character receives no bonuses for Mental Attributes. Simply because a fighter has cybernetic implants does not mean he is any more intelligent than another fighter. The only way to gain Mental bonuses is by choosing the Artificial Brain cybernetic option (see below).

Abilities

The Cyborg begins with one free dot in Interrogation and Computer abilities, and two free dots in the Intimidation ability. Because these are free, it's possible to have more than three dots in these abilities when creating the character. However, a Cyborg character does not receive a free dot in the Medicine ability.

Cyborgs cannot begin with more than two dots in Streetwise or Investigation, and increasing these Abilities via experience costs three times the current rating instead of the normal two.

Other Traits

The information on Honor and Health (the fighter begins with two boxes of "negative" honor) remains unchanged.

Cyborg characters do not automatically have 12 Health instead of 10, but may gain it by having a Cybernetic Torso.

A beginning Cyborg character must purchase at least two dots in Contacts. This ensures that the character had enough contacts to gain his cybernetic implants.

A Cyborg character may begin play without any dots in the Resources background. Only beginning Cyborg characters can have more the one dot more in the Cybernetics background than Resources. To gain any additional dots in Cybernetics however, the character must have at least enough dots in Resources to at least equal Cybernetics (example: A player wishes to raise his character's Cybernetics background from 3 to 4. First, he must have a Resources background of 3. At this point, the player has both Cybernetics and Resources at 3 dots, so he may increase the Cybernetics background to 4).

Cybernetic Quality

When using these rules, the Cybernetics background no longer represents how much of the fighter's body has been replaced with cybernetic implants. Instead, it represents the quality of those implants. With this comes a new threat to Cyborg characters: malfunction. This effect will only occur when the Cyborg is making an attack using a cybernetic maneuver. Each time an attack is made, roll two dice and read as percentile, consulting the notes below for the chance of malfunctioning. If the roll is lower than the chance to malfunction, the implant has malfunctioned.

One Dot: Poor quality. The implants are very easily spotted, and is often very clunky, with most wires exposed to the elements. This type of implant is very susceptible to malfunctioning, and is generally avoided. Chance to Malfunction: 50% in normal conditions; 60% in extreme cold or when under rain or snow.

Two Dots: Fair quality. The implants are still very noticeable, but are typically more

manageable and more sensitive parts and wires are covered, though a good percentage remains vulnerable. Chance to Malfunction: 45% in normal conditions; 55% in extreme cold or when under rain or snow.

Three Dots: Average quality. The implants are what have become the "industry standard" of cybernetics. While still difficult to conceal, the implants may be concealed much easier than the more encumbering poor and fair quality cybernetics. All sensitive equipment and most of the wiring has been covered, though a small amount remains uncovered to the elements. Chance to Malfunction: 30% in normal conditions; 40% in extreme cold or when under rain or snow.

Four Dots: Excellent quality. The design of the implants are impressive. Excellent quality implants are easily hidden under clothing, and make virtually no noise during operation. All parts and wiring is covered in a good manner. There is very little chance that such implants will malfunction. Chance to Malfunction: 10% in any condition.

Five Dots: Superior quality. The design is truly revolutionary. No noise may be heard upon operation, and all equipment and wiring is covered extremely well and are completely protected against the elements. There are a very rare few capable of making this quality of cybernetics. One of these rare few, Doctor Krispin, is detailed in the **NPC Section** of this issue. Excellent quality cybernetics will never malfunction. Chance to Malfunction: 0% in any condition.

Effects of Malfunction

A character suffering from malfunction does not successfully make his maneuver. If that is the character's only implant of that type (a character with only one cybernetic arm, for example), then no more cybernetic maneuvers using that implant may be used on the following round. If it is one of a pair, then the other implant suffers a penalty. See the implant descriptions below for details.

Cybernetic Implants

To gain cybernetic implants, the character must pay a number of freebie points. The exact cost of the implant depends on the nature of the implant. Below is a list of allowable implants, and the cost in freebie points to gain them. A beginning Cyborg character is considered to have 15

additional freebie points which may only be spent on the following implants.

Additional Limbs: With additional limbs, the character either has an extra pair of arms or an extra pair of legs. The character will gain 1 additional dot to the Punch and Grab Techniques with additional arms, while he will gain 1 additional dot to the Kick and Athletics Techniques with additional legs. This implant can come into handy during malfunctions. A character suffers no penalty whatsoever if the malfunctioning part has additional limbs. For example, a character with additional arms and a cybernetic arm suffers no penalty if the cybernetic arm malfunctions, and the same is true in the case of legs. This implant may be taken twice: one for arms and once for legs.

Freebie Point Cost: 10

Animal Hybrid Implants: With these implants, the character gains an implant that works like a part of an animal hybrid. Wings, fangs, claws, and any other can be emulated in this way. This will allow the character to use the proper Animal Hybrid maneuvers. This implant may be taken multiple times. *Freebie Point Cost: 5 per implant.*

Cybernetic Arms: With this implant, either one or both arms have been replaced by cybernetic implants. This allows the use of certain new maneuvers. If the character has two cybernetic arms, then one malfunctioning imposes a -1 penalty to all Speed and Damage rolls made by the second on the following round. *Freebie Point Cost: 5 each.*

Cybernetic Head Implants: Head implants cover all or some of the character's head. It allows the use of certain new maneuvers and gives the character the ability to gain mental attributes easier (as stated in the Player's Guide, page 29). *Freebie Point Cost: 10*

Cybernetic Legs: With this implant, either one or both (player's choice) legs have been replaced by cybernetic implants. This allows the use of certain new maneuvers. If the character has two cybernetic legs, then one malfunctioning imposes a -1 penalty to all Speed and Damage rolls made by the second on the following round. *Freebie Point Cost: 5*

Cybernetic Torso: With this implant, the character gains 2 additional Health boxes

and one additional dot in Stamina. *Freebie*
Point Cost: 10

Cybernetic Maneuvers

Another new portion of Cybernetics that is addressed in this article are cybernetic maneuvers that are only available to Cyborgs. They work exactly like any other maneuver, with the only exception being that certain Cybernetic implants are required for certain maneuvers. For example, Palm Spike is only available to Cyborg characters with cybernetic arms.

Cybernetic Maneuvers

Cybernetic Arm:

Acid Spray
Palm Spike
Towline
Wrist Claws
Wrist Laser

Cybernetic Head Implant:

Laser Eye
Radar

Cybernetic Leg:

Leg Blades
Propelled Kick

ARTICLES: THE STORYTELLER'S ULTIMATE CAMPAIGN CREATION GUIDE

Submitted by Azathoth05 (Azathoth05@aol.com)

This new feature will be a handy Storyteller resource that will include all kinds of tips and tricks for creating a truly memorable role-playing experience. The first couple of installments will focus on creating compelling chronicles through proper pacing and a good plot. This 1st installment features a Random Plot Generator for Storytellers who like to run games on the fly. To use the Plot Generator, roll once for the central theme of the episode, and then choose one or two specific example of that theme in action in order to narrow down your plot. I've provided a list of examples for each theme and the places you can see them

used. After a theme is chosen, roll for a subplot. Subplots help round out the script by offering something the characters can concentrate on in their downtime, and also offers more opportunities for role-playing, while the main theme will more likely provide most of the combat opportunities. Some subplots are considered "sub-themes" and are rolled on the theme chart as a normal theme. These sub-themes should never overshadow the central theme. Most importantly, have fun. Add new examples or subplots, and toss the ones that don't work for you. Remember, **it's your chronicle, and you're in charge!**

Random Plot Generator (Adapted from Hong Kong Action Theatre)

Themes (roll 1d10)	
1-2	Revenge
3	Redemption
4-5	Conflict
6	Defense
7-8	Tournament
9-10	Quest

Revenge

- For betrayal
- For injustice
- For attack/injury (Sagat vs. Ryu for his scar)
- For school/tribe/clan (T. Hawk vs. Bison)
- For death of sensei/master (Ryu vs. Akuma)
- For family (Chun Li vs. Bison for her father)
- For friend (Guile vs. Bison for Charlie)

Redemption

- Get out of the business (but first the character must tie up some loose ends...)
- Atone for past sins (Rose vs. Bison)
- Regain lost honor (Rose vs. Bison)
- Regain self (Cammy's search for her true origin)

Conflict

- Vs. Rivals (Ken vs. Ryu, almost any combination of street fighters)
- Vs. Enemies (Players vs. Shadowloo)
- Vs. Authority (Players vs. police/Interpol, works well if framed for a crime they didn't commit or if playing undercover agents infiltrating Shadowloo)
- Vs. Self (Ryu and Ken overcoming Bison's mind control in the anime, Ryu turning down the power Akuma offers him)

Defense

Defend against crime	(Interpol agents)
Defend individual	(bodyguard)
Defend self	(A character hunted by and running from superior evil forces)
Defend location/town	(T Hawk defending his tribal lands)
Defend against corruption	(Ryu turning down the tempting power Bison and Akuma offer him, purging Interpol of Shadowloo infiltrators)

Tournament

Secret Tournament	(finding out about it is half the fun!)
Monastery Tournament	(often the winner is granted ancient techniques)
Life-or-Death Tournament	(villain runs tournament)
Illegal Tournament	(street fight, most common)
Official Sanctioned & Legal Tournament	(Ken when he first started fighting)

Quest

Quest for object	(the “armor of god” in Fatal Fury: The Motion Picture)
Quest for person	(the untold story of Blanka’s mom’s quest to find her son)
Quest for training	(Sakura following Ryu around, Ken and Ryu-SFV)
Quest for enlightenment	(Ryu seeking out Dhalsim to learn more Hado techniques-SFV)
Quest for glory	(Zangief out to prove Russia is still a power to be feared, E Honda out to prove that Sumo is a legitimate fighting style, Dan out to prove his school is competent)

Subplots (roll 1d10/2 for the # of subplots, and then roll or choose from the list below)

- 1) Significant NPC involved in plot
- 2) Character falls in love (usually with someone related to the villains or something equally inconvenient)
- 3) Supposed villain turns out to be innocent, third party is true villain
- 4) Characters are being used by third party
- 5) Character having relationship problems
- 6) Character is dying! (Ninja Scroll/Wind Ninja Chronicles)
- 7) “The clock is ticking.”-time is a factor
- 8) One or more characters work for villain
- 9) Third party attempting to interfere with characters
- 10) Characters initially adversaries
- 11) Character is “retired”-sworn never to fight again (Terry Bogard, Fatal Fury II)
- 12) Character needs additional training to succeed
- 13-20) Roll on the Themes table for a sub-theme.

Note: The Themes are also very useful for establishing NPC motivations, especially when you have a stack of NPCs hanging around for a tournament and you have to determine very quickly why one of them is there and what made him or her sign up.

ARTICLES: THE OTHERS

Submitted by Cliff Rice (shinzite@yahoo.com)

Some storytellers may want to include supernatural creatures to do this simply take a stock character and assign him some moves that best define his powers. For example a vampire might have drain chi or the leach power from the players guide or a ghost might have a reversed ghost form. You could use the animal hybrid rules to make a were creature, white wolf creates games around these but they don't mesh well with street fighter so use this simple system instead. If someone wants to create one as a character you can handle it one of two ways. One you can say no! Or two you can make them take A Merit that reflects their special powers. These merits are Expensive. The free moves are only gained if the character has the pre requisites of the move. Keep in mind that in my game I don't use special backgrounds these rules reflect that. I will present some rule variants to include backgrounds. I have omitted things like social interactions And the like so you may fill those blanks yourself.

Vampire: (10-point merit)

Your character is one of the blood sucking night stalkers and gains certain benefits from such.

- Your character may buy any physical attribute to a 6 at 4 x current level and up to 9 at x 6 current level.
- You gain the merit "fangs" and may use any move which requires them if you buy it.
- You gain the Maneuver: Life leach which is basically like leach except for the fact that it gives 2 chi points for every health point stolen. You must have the focus for it though. (focus 3)
- You may learn other moves regardless of style. These are: levitate: 3, Flight: 3, Regenerate: 1
- You suffer one health level of damage per turn from the rays of the sun. This damage should be marked down as aggravated.
- On the story tellers option you may exhibit other classic weaknesses. Such as no reflection, Repelled by crosses. Dislike of garlic.

As A Background (Each point costs 2 background points.) You may replace this background as focus for learning the below maneuvers.

- 1 You now have fangs.
- 2 You may buy one attribute to a 9 as per the rules above.
- 3 You may buy 2 attributes up to a 9 as per the rules above. And may use the life leach move.

- 4 You may learn the maneuvers of levitate, flight, and regeneration. But take the listed sun damage.
- 5 You may buy any physical attribute up to a 9 as the rules above. But suffer from frenzies. Use the modified rules below but replace health with chi.

Were (Thing) (15 point merit)

You can change into a bipedal humanoid version of an animal and in that form. You also reduce all social pools by the rank of this background while in the animal shape. It should be noted that all benefits from this background may only be used in your were thing form.

- You gain a total of plus 6 to spread around your physical attributes while in your Hybrid shape. These should be spread around logically. Although you can not use social traits in this form (Unless you can find someone who is into bestiality) you still can use them for intimidation.
- You gain the benefits of the claws and fangs merits and may learn all moves associated with those merits. At the story tellers option you may also gain other animal features such as wings saying you were a were bat or bird.
- You suffer from frenzies as if you were an animal hybrid although you should roll wits instead of chi.
- Silver (Or some other substance.) causes horrible damage to you may not add your stamina to soak damage from this source.
- You gain the maneuver of: Regeneration free if you have the focus for it.
- You may learn certain other moves regardless of style Stunning shout: 3, Improved regeneration: 4, Tough skin: 3

As a background (3 per point)

You can replace this background for a technique for those moves you gain from having it.

- 1 +2 to spread around your Physical attributes. Have one animal feature.
- 2 +3 to spread around your physical attributes. Gain the regeneration move. Suffer frenzies.
- 3 +4 to spread around your physical attributes. Have two animal features. Gain a substance weakness
- 4 +5 to spread around your physical attributes. You may buy Stunning shout, Improved regeneration, Tough skin for the above costs.
- 5 +6 to spread around your Physical attributes. Gain 3 animal features.

Ghosts (7 point merit)

You are a spirit and are composed of spirit stuff. This incurs certain benefits.

- You are constantly in ghost form. But may learn a special maneuver to turn solid.
- You gain the levitate maneuver for free assuming you have the focus for it.
- You may learn certain other moves regardless of style these are Yoga teleport: 4, Flight: 3, Solidify: 5 (Reversed ghost form), Shrouded moon. 3

As a background (1 per point)

Replace the focus requirements with you gain from this background with this background. You also gain an amount of extra soak equal to your background rating from non-chi based attacks. But the damage you cause is similarly reduced. Unless you solidify in which case you take and receive damage normally.

At the story tellers option you may not suffer the adverse affects of special non-focus based moves such as being knocked back or down.

- 1 No change
- 2 May learn shrouded moon.
- 3 Gain levitates.
- 4 May learn flight
- 5 May learn yoga teleport and solidify.

For those readers who may not have the **Street Fighter Player's Guide**, I have provided some details. When an animal hybrid or were thing loses half her health, a check must be made against her current Wits. 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 frenzy, the hybrid can expend one Willpower to make another Wits roll to recover from the frenzy. Remember that only 1 Willpower can be spent a turn.

Magic:

Magic should be handled as a style. this style has every focus maneuver in it though there are probably maneuvers that only magicians can learn. You pay one power point less for focus maneuvers (Minimum of one.) All other moves are The ANY type for +1 power point Max of 5. You must place at least 4 points in Focus and must have mental as your primary attribute section. Chi: (Mana) 5, Will: 2

Incorporating the supernatural into your campaign

Perhaps this is the single most complex choice to make perhaps they came threw some dimensional rift (such as the temple of eternity from a previous issue.) or maybe they have always been there hiding from the humanity that hates them. Or perhaps they are pulling the strings of humans for countless eons. In any case it is up to the storyteller to decide weather he wants this sort of thing in his game be careful these creatures are very powerful and may unbalance a game.

ARTICLES: VARIANT STYLE SYSTEM

Contributed by Josh Diemert (BoomerGold@rocketmail.com)

Each style receives Bonus Technique points based upon that particular style's training methods. For example, Boxers are trained to hit hard, evade/deflect blows, and move quickly; thus Boxing gets a +1 Technique point bonus to Punch, Block, and Athletics. At the opposite end of the spectrum, Tai Chi Chuan is more defensive in nature, with an emphasis on inner strength and circular motion (deflecting an opponent's strike or "helping" them move where you want them to be), so Tai Chi get a +1 to Block, Grab and Focus. See how it works?

Three styles, Kung Fu, Silat, and Jeet Kune Do, are allowed to put those plusses

into any 3 Techniques, rather than in specific ones. Why? Because Kung Fu and Silat have so many different substyles, it's hard to define any specific training. As for Jeet Kune Do, it can be considered a type of "Anything Goes" martial art, tailored to a specific individual. You still can only add a single +1 to any Technique. Street Fighters still get their 8 Technique points to spend, and you still can't start off with more than 3 dots in any technique unless you spend Freebie Points. This variant system merely allows you to create a more "well-rounded" fighter.

Here, then, are the 25 Styles from the main books, and their modifiers

Bonus Techniques by Style	
Aikido	+1 to Block, Grab, Focus
Baraqah	+1 to Punch, Grab, Focus
Boxing	+1 to Punch, Block, Athletics
Capoeria	+1 to Kick, Block, Athletics
Jeet Kune Do	+1 to any three
Jiu Jitsu	+1 to Block, Grab, Athletics
Kabaddi	+1 to Punch, Kick, Focus
Kung Fu	+1 to any three
Ler Drit	+1 to Punch, Athletics, Focus
Lua	+1 to Grab, Athletics, Focus
Muay Thai	+1 to Punch, Kick, Block
Native Wrestling	+1 to Grab, Athletics, Focus
Ninjitsu	+1 to Punch, Kick, Focus
Pankration	+1 to Punch, Block, Grab
Sanbo	+1 to Block, Grab, Athletics
Savate	+1 to Kick, Block, Athletics
Shotokan Karate	+1 to Punch, Kick, Focus
Silat	+1 to any three
Spanish Ninjitsu	+1 to Punch, Kick, Athletics
Special Forces	+1 to Punch, Kick, Grab
Sumo Wrestling	+1 to Block, Grab, Athletics
Tai Chi Chuan	+1 to Block, Grab, Focus
Western Kickboxing	+1 to Punch, Kick, Athletics
Wrestling	+1 to Block, Grab, Athletics
Wu Shu	+1 to Kick, Athletics, Focus

FICTION: LEGENDS OF THE CIRCUIT

Contributed by ArkonDLoC (ArkonDLoC@aol.com)

Gather ye around and I shall tell you a tale, for I am the keeper of lore. And YOU, Dearest Reader have a seat around my fire. Those of you who read my stories (and I don't know if anyone does, no one ever writes me ::sniff::) may have noticed that I don a mask as I tell each story; I felt it was an amusing touch, and it has given me some ideas as well as furthering the point of these articles: these are the stories told by Street Fighters as they recover from their matches, or return home, or get bored. Dearest Reader, I have a question to ask you: Shall I continue as I have done? Or do you wish me to cast aside the masks, and tell the story in my own voice? Give me you

answer, for if I am to continue, I need your counsel, and I need you to be my Muse.

Our story today is being told by William O'Connell, a Boxer whose team was traveling by foot to a tournament in Syracuse, North Dakota. They have established a makeshift camp for the night, less than twenty feet from a hiking trail they will find in the morning. They are some miles away from their destination, their compass is scattered at the base of a cliff, and if the wind remains steady their map should be in Canada by dawn. They are sitting by a campfire as they try to forget the twist of luck that brought them here.

The Mistress of the Hunt

"Once, as my brother was looking for some competition, his car ran out near a small town in Ireland. Well, as you know, he's always one to look to the positive. He spent the night buying drinks in the pub (but not a drop for himself). When he couldn't find anyone that wanted to go ten rounds with him, he started looking for a ghastly tale to put in his next book. He got an old trooper to fill him in on a bit of local lore.

"The old timer told him that back in his youth, a girl of the village got lost in the woods. Now, the girl's father was a drunken lout with an evil temper. Her mother died in an accident some years ago, and the half the village thought the accident was getting caught by her husband's temper, and many a prayer was voiced that the same thing hadn't happened to the girl. They looked for the lass for a week 'fore they found her, snoozing in a hollow tree with a pair of wolves and a litter of pups.

"They was trying to think of a way to get the girl out without waking the wolves, when the wolves all get up and walk away, one just pausing long enough to toss a glance at the searchers. Well, while the searchers are all spooked, the girl wakes up and asks if it's time to go back. They took her back to the village, and soon everyone's thinking she's a bit fey-touched.

"She won't tell anyone what happened to her, just says her 'Real Daddy' wanted to she her. You can imagine how the drunken lout her mother was married to takes that! He can't hit her though, cause the whole village is watching him like a hawk, when that man died not a tear was shed.

"Well, her talk continued for a year before the man couldn't take it anymore. In the middle of a storm, when the village priest has the pair over for supper she says what a good hunter her real father is. The lout smacks her right in front of the priest. Well the priest hits the bastard just as a pair of wolves leap through the window. One wolf just about takes the man's arm off when he tries to hit the priest. The other walks up the girl and lets her on its back just like a horse.

"Both the wolves take off through the window, with the girl. Well the lout runs home for a gun and takes off after them. The priest and some of the men go off to make sure nothing happens to the girl. They found the guy, an arrow had struck him in the chest, hard enough to pin him to an oak.

"No one ever saw the girl again, but one of the men who found her father's body swears to this day he saw her on the back of a horse. He saw her sitting with a man wearing a helmet with antlers bound to it- as if they was growing out of the man's head. He says the man's eyes had a green glow. A pack of wolves surrounded the rider, as if they were his hunting dogs. The guy caught one glimpse; then the group was gone, wolves and all, not a single foot print marked that they had ever been there."

STORIES/ADVENTURES: HOOK, LINE, SINKERS

Whispers in the Night

Contributed by Arkon
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A story for more cerebral groups, this has great potential if a PC or important NPC is hiding something.

Hook: A friend of the PCs (or one of the PCs themselves) is troubled by strange events, and is beginning to question his own sanity.

Line: The Victim is hearing voices, and strange things are happening (if your Chronicle has featured Mysticism in the past make it look like a haunting).

Sinker: The Victim has a dark secret, and someone hurt by it is trying to drive him mad. The antagonist is extremely clever, and will seek to avoid combat. The voices can be done by small transmitters (a gadgeteer villain), or the 'Send Thoughts' Maneuver (a mystic villain). For a sadistic twist, the PCs are too late, the Victim goes insane.

Another consideration is what did the Victim do? If the victim broke any laws, the tormentor may threaten to reveal the crime, or may simply resort to it if he fails. Of course, there is one way to silence him...unless he has the proof in a safety-deposit box (opened upon the client's death).

The Bog Monster of Terror Swamp

Contributed by Arkon
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Hook: A small town has been gripped by monster fever. By night strange noises and senseless vandalism occurs, by day the local merchants make huge profits on bog monster memorabilia and "monster hunting" gear.

Line: The "monster" is really an unemployed special effects technician hired by a group of local merchants to save the

town's economy with the stories of the monster.

Sinker: The tourism is a needed boost to the town's economy, but amateur researchers and would-be monster hunters are devastating the local environment. To make matters worse, a mutilated body is found, the PC's find evidence that the murder was done by a human, but only the original conspirators believe them. The PCs must find the real killer (and motive) before the hunters go on a drunken rampage through the swamp, shooting at anything that moves (most likely each other).

Double Edged

Contributed by Arkon
(ArkonDLoC@aol.com)

Have your PC been neglecting an ally's emotional needs? Here's the cure. For better effect, make things hard on the NPC in a couple of previous stories.

Hook: The PCs finally have a lead on an enemy that has eluded them for a long time, but time is of the essence. Next to that, almost as a background detail, the NPC receives news that a beloved friend (or family member) has died.

Line: While the PCs are following their lead, like the action heroes they are, the NPC is left alone in misery. (If your PCs ignore the lead to tend to their friend give them a substantial reward).

Sinker: The PCs have a chance to deal with their adversary once and for all, but it would mean leaving their friend in an emotionally vulnerable state. Give them an intense, satisfying battle with their enemy if they go, only to return to their friend in the wake of an attempt at suicide. Depending on the needs of your story, the NPC could have succeeded (hope that battle was worth it), failed, or stopped by a mysterious stranger (who becomes a rival for the NPC's attentions, may or may not be evil).

STORIES/ADVENTURES: SEE JANE RUN

Contributed by Jens-Arthur Leirbakk (leirbakk@pvv.ntnu.no)

See Jane Run is a short scenario for *Street Fighter: The Storytelling Game*. It is usable both for beginning *Street Fighters* and for experienced *Street Fighters*, although the goal of the scenario differs slightly with whether the characters are beginners or more experienced. It can be used in any larger city, as the descriptions of the actual geography of wherever the fighters are, is very anonymous. As long as there can be biker gangs, little scared girls, and a fairly rustic bar & grill, you're home free.

For beginning fighters, *See Jane Run* offers an opportunity to get to know a few of the boys that have been in the Circuit for a while, as well as offering an opportunity to get a "home base" of sorts in *Drunken Elk Bar & Grill*. While experienced fighters will be able to take on the tougher opponents in this scenario without help, they will get the opportunity to get an "in" with an already established group of fighters, and may gain fairly powerful allies they will likely have a use for later. One can never get too many friends – and good enemies are also nice.

This scenario will introduce the ex-fighter lead bar *Drunken Elk Bar & Grill*. Obviously, like all good bars, it also has a fighting ring more or less plugged into the *Street Fighting Circuit*. Furthermore, it will introduce a small number of fighters of ranks 6 or less, detailed further in the NPC section of this scenario. These fighters are fighters very likely to do matches at the *Drunken Elk Bar & Grill*. Some of them might also be available as backup in this scenario, should the player characters get themselves in too deep this time.

Furthermore, this scenario will include a small number of goons, thugs, and other unsavory people that make for good workouts. Most of these will be unranked goons, but two of them deserve special mention. *Tim* and *Tom* are the de facto warlords of this chapter of the *Blood Devils*, a loosely organized gang with more than a passing resemblance to *Hell's Angels*. The

Blood Devils may or may not be tied in with *Shadooloo*, as the Storyteller deems fit.

See Jane Run – a short overview of the scenario

The player characters encounter Jane in a traffic jam, where she dives into their vehicle in order to try and evade the thugs that are after her. She did take something that wasn't, strictly speaking, hers, but will the player characters just accept that a 13-year old sweet li'l girl did something so heinous that she'll have to risk mutilation, death, or worse at the hands of a bunch of steroid-eating goons? Jane'll beg the characters to take her to the bar *Drunken Elk Bar & Grill*, where she's confident that she'll have someone that can help getting her out of the mess she's currently in.

Obviously, the ride over there presents some difficulties. The goons have gotten some reinforcements, and now make their second try at getting their filthy hands on Jane. Preferably, the rest of the player characters should have been included by now, but an introduction of the player characters shouldn't be forced by the Storyteller – another opportunity will present itself.

Providing that the obstacles in the path of the player characters are cleared with some good, ol' fashioned fisticuffs, the player characters should find themselves at the *Drunken Elk Bar & Grill*. Some quick introductions later, a declaration of war is handed the *Drunken Elk Bar & Grill* through the time-honored letter tied around the archetypal brick through the window. Something which is sure to piss *Running Elk*, the owner of the bar, off to an astounding degree. Some time later, *Tim* and *Tom* will make their entrance, possibly accompanied by *Mean Mark* and *Typhoid Carl* if the Storyteller decides to up the ante somewhat.

After this, some wrapping up is needed, and the next section suggests some further adventure hooks and ways of using the

NPCs presented in the scenario. An encounter for use if Jane is caught by the bad guys is also furnished, just in case.

Except for the notes on the NPCs, I suggest that you just read through this scenario a couple of times, and if you decide to use it, you just place these notes somewhere else and *wing it*. It's more fun that way. Also, I haven't exactly written this scenario as if this is "the word" or something like that. It's more a scenario idea than a fully fleshed scenario, actually. If you've ever read *Dungeon Magazine*, you'll have read the *Side Treks*. This is perhaps more like a *Side Trek* than a scenario, actually. Anyway, I hope that you'll be able to use this scenario as it is intended – a short scenario dealing with some stolen merchandise, a girl running scared, and some nasty, nasty goons.

Oh well, enough existential angst. Bring 'em on!

A surprise passenger

Setup:

There the characters are (all of them or only a couple of them, depending on the Storyteller), minding their own business. Now, although all roads are paved, this road dust thing isn't a thing of the past. Now, there's even a traffic jam, and they've been stuck there for the last fifteen minutes or so. If it wasn't for that tournament, it just wouldn't be worth it. Hey – who's that little girl that just jumped into the car? She looks to be twelve if she is a day, and she's crying and begging you to help her. Aww... never could resist some girl's tears. And why is that goon tearing off your side mirror?

The characters are located in a fairly major traffic jam. Jane has been running from the goons for a fair while now, and is getting really desperate. The Blood Devil thugs (about two per player character – less if they're inexperienced and more if it would be more fun, and one lieutenant, who's special-goon-in-charge) are hot on her heels, but didn't see what car she jumped into.

Now, a few [Alertness+Perception] rolls or something similar will uncover a few things. For one, characters with high Alertness

might have noticed a little girl running like her life depended on it, and that she made eye contact with the character that spotted her, jumping into the back seat and doing her "scared girl needing help" routine. You know the kind – crying, begging incoherently, "they're after me", "please don't let them get me", and so on.

Also, an observant character might spot a few goons that are moving purposefully on foot through the traffic jam, pausing to check every car that is in their way. They are only a few cars away, and is getting closer every second. The player characters haven't got much time if they're to do something about them. A character with the Streetwise talent might roll [Streetwise+Perception] to see if he recognizes the goons as Blood Devils. If he does, he knows that Blood Devils are bad, bad men that would probably sell their own mothers (*again*) if it would net them any profit. If he doesn't recognize them – well, the Blood Devils don't exactly look like the Salvation Army, either.

Ways Out:

There are a few ways out of this situation. Obviously, one can't get anywhere with the car, what with the traffic jam and whatnot. Combat – some of that crazy kung fu shit – might be what the doctor ordered. In that case, get some of those little Matchbox cars (I know you have some) or something else that can be used as cars, and line them up nicely on the hex field, leaving about a hex or so free between each row. Strew the goons out some hexes away, depending on when the player characters make their play.

The cars should prove interesting – either as vantage points where one can make jumping attacks, or as obstacles to hide behind and whatnot. Obviously, the cars didn't get there on their own – people inside the cars might make stupid or unpredictable things as well, such as opening car doors right where someone's running, honking horns, shouting names, or get their windshields smashed in and used as hostage. Possibilities are endless.

Hiding Jane in the car might be a good idea. If it is done well, let them have that little victory. There's enough combat to

come later – plenty of opportunities to stomp those pesky player characters. What? Aren't you vengeful? What kind of Storyteller **are** you? Anyways, let there be a few tense moments, with a Jane quietly whimpering, tough goons staring in the side window, and player characters acting unconcerned. Some mouthing off and some [Alertness+Perception] rolls versus [Stealth+Wits] (or something like that) of the character trying to hide Jane might also be appropriate.

In the end, no matter how this fares, the traffic jam resolves itself, and something resembling normal flow of traffic resumes. The player characters may now deal with the little girl in their car.

Jane's Plea:

Jane (she'll tell them that that's what her name is) begs the player characters to get her to a place called *Drunken Elk Bar & Grill*. Somebody there'll be able to help her. "Joe," she says mumbling to herself, "I'm sorry. I promised I wouldn't do bad things again – but it was so easy". She is, of course, referring to what she stole.

If the characters are heartless enough to start interrogating her (which would be [Interrogation+Manipulation] or something equally appropriate), she'll break down and admit to stealing a small Psion data assistant – a palmtop computer. It was just lying there on a trash can, and she just took it, and then somebody yelled, and all those men came after her, and she's been running since that.

Highway Robbery, that's what it is

Setup:

It sounded like that all you guys had to do was to give this little girl a ride over to some bar with some strange name or other. But no!, everything has to be complicated these days. More to the point, there's got to be at least a dozen bikes bearing down on you, with nasty evil goons on them trying to really ruin your already sucky day. Some days you just don't know why you bother getting up. And what's that? A shotgun. Great. They'll try and ruin your car as well, now.

On a fairly lonely stretch of road – at least there's little other traffic to worry about – the goons (with reinforcements) make their play. Their goal is to try and blow away the tires of the car, so that the car has to stop, and then they plan to take Jane by force. Again. How they knew that this car was the car where Jane was? Don't worry about it. Oh, and whether they believe the player characters if they say something like that they threw the Psion palmtop away – need you ask? Now, it's personal, and *somebody's* gonna get stomped. They were just lucky last time.

Ways Out:

The player characters have really only two standard options (discounting extreme creativity and strange Focus powers). Either they try to run away (making [Drive+Wits] instrumental), or they stand and fight. Or they first try to run away, fail miserably, and then stand and fight.

Obviously, there aren't a *dozen* of the goons – unless, of course, the player characters have picked up reinforcements along the way as well. This battle should be tougher than the first battle, and the Blood Devils have upped the ante – they're now using weapons. Chains, switchblades, lead pipes, whatever. A suggested level of opposition would again be about two thugs per player character, as well as two (or more) Blood Devil lieutenants.

Aftermath:

After the fight – or, for that matter, successful evasion of the Blood Devils – the characters will have to fix their car. Then, barring any further problems (such as police officers and other obstructions a Storyteller might think is a good idea), it's a fairly short drive to the *Drunken Elk Bar & Grill*.

The Drunken Elk Bar & Grill

Setup:

Right. The Drunken Elk Bar & Grill. Sounds like a real classy joint, and the beyond tacky neon sign just reinforces that. A handful of bikes are outside, as well as some kind of foreign sports car – Alfa Romeo or some such. Inside, it's almost

cozy. If it wasn't for the country & western music that's on the music box. Not real loud, but enough to grate on a man's nerves.

The *Drunken Elk Bar & Grill* seems like a fairly archetypal "wilderness" bar. Though somewhat tacky on the outside – a neon sign with the head of an elk swilling neon beer – the *Drunken Elk Bar & Grill* is clean but rustic on the inside. A two-story ceiling makes the room appear much, much larger than it really is – and will allow people with special jumping powers to largely utilize them.

Only a few patrons are currently here – a collection of bikers (none of which are Blood Devils, or, indeed, affiliated with anyone but themselves and the road), one particularly fat and bearded biker (*Bobo*), and one guy in a suit, standing nonchalantly at the counter (*Severn*). A large Native American stands behind the counter (*Joe Running Elk*, 'sir' if he's mad at you), but will jump over the counter when Jane makes her appearance.

Initially he'll think the player characters had something to do with this ("if you've harmed Jane, I'll...", "what do you want?" and "who are you gooning for?"), but Jane'll quickly set things right ("No, these are the people who *helped* me", "they're right good at fighting", and "I'm sorry but I did something bad again"). If she hasn't done so already, she'll explain things to Joe while sitting on top of the counter, Joe busying himself with what the player characters will have to drink ("So, what'll it be?" "It's on the house. You know that.") and listening to the story.

Jane'll explain what she did (regardless of whether the player characters already have bullied the truth out of her), and Joe'll acknowledge that it was stupid what she did – but hardly "stealing". Then, she'll admit that she might have understood that it was meant for someone else, as there was a name scrawled on a note that was attached to the Psion. It looked strange, like it was written in another language. If someone thinks to give her a piece of paper and a pen, she'll scrawl something that might look like *kanji* – Japanese writing. Obviously, she doesn't reproduce the note well enough that

someone can read what it was, but it'll clearly be kanji.

Bobo will identify the bikers as "Blood Devils. Bad lot if there ever was one. Rode with them ten years ago or sum'thing like that. They're not nice." Some of the other bikers will look vaguely worried, hurriedly finish their meal, and ride on before anything else happens. *Bobo*'ll introduce himself.

Good ol' brick through the window:

When the discussion of what the Psion is (someone might demand to see the computer, rolling [Computer+Intelligence] to try and activate it, finding it password protected and understanding that they'll have to use more time on it to get past the password protection) has died down a bit, a brick will come flying through one of the front windows. This will obviously piss Joe off to no end. A note is tied to the brick, saying "Give us the girl. You have two hours."

Basically, it's an ultimatum. The gist of it is, if they haven't gotten the girl in two hours – *they'll come and get her*. Joe promises that he'll bust some heads for this – his front window, them scaring Jane, and more generally, that the white man came to North America. He seems to be working up some righteous anger.

This is when *Severn* introduces himself. ("A rumpus? How delightful. May I offer my services?") **He'll also suggest for the players that they should get hold of the other player characters** ("Do you know anyone else that know how to handle themselves in a rumpus?"). *Bobo*'ll also announce that he intends to break a few heads together with Joe – though a white man and whatnot. Joe'll look apologetic, and *Bobo*'ll smile wide. He understands. Jane'll be told to go hide, and not come out again until Joe says it's okay. She'll look none too happy about it, but she'll do what she's told.

There are a significant number of Blood Devil thugs outside now, together with a few lieutenants. They're not really doing anything – they seem to be waiting. If the characters decide to make a preemptive strike (*Severn* and *Bobo*'ll advise against it, while Joe wants to be busting some heads

now), Tim and Tom will arrive on their trike as things are heating up. If the Storyteller decides that the opposition needs some boosting, Mean Mark and Typhoid Carl are included as possible reinforcements, arriving on their huge bikes some time later.

Struggle!

This should be the main confrontation in this scenario, with heaps and heaps of thugs, a few "named" characters (to borrow a convention from *Feng Shui!*), and general chaos and mayhem. The NPCs should be used as an excuse for keeping the main throng of thugs away from the player characters – they should worry about Tim and Tom, possibly a couple of thugs, and if the Storyteller decides it, possibly Mean Mark and Typhoid Carl.

If possible, include the Alfa Romeo on the hex map, as well as a smattering of bikes. Inside, there should be a few chairs and tables, to break over people's heads, and to conveniently fall on. The bar counter should have a few people dragged along it, breaking glasses and bottles with the unfortunate's head. A little breakables and props never killed anyone. Anyone important, that is.

When this is finished, hopefully the player characters are victorious. If they are, go to *tying up loose ends*. If not, Jane'll come out of hiding to save Joe from serious hurt, and will be taken away. Joe'll insist on going after her – either prepare that as the next scenario, or use the encounter outlined in *run Jane – oh no!*

Run Jane – Oh No! or, what happens if Jane is caught?

Obviously, things can go wrong. If they do, either let them (I prefer to do exactly that), or provide a cop-out encounter. This is the cop-out.

If Jane's caught by the Blood Devils, she'll be taken to one of their hideouts and await questioning there. After a few [Investigation+Manipulation] or similar tests by the player characters, they'll be able to discover where she's being held captive – and probably mount some sort of rescue operation.

The Blood Devil hideout is a one-story house located in Suburbia, USA. Neatly kept lawns, tall trees, and white-painted houses dominate this neighborhood. This is also the case with the Blood Devil hideout, though the lawn is perhaps not quite as neatly kept, and the two-car garage is filled with bikes instead of cars. Inside, there'll be ten or so thugs, a couple of lieutenants, and probably Tim and Tom as well.

On the side of the good guys, the player characters might find themselves reinforced by Joe, Bobo, and/or Severn, depending on whether they told anyone at the *Drunken Elk Bar & Grill* about Jane's abduction if it happened *before* they arrived, and if they lost the fight at the *Drunken Elk Bar & Grill*, it depends on whether any of the three helpers are fit enough to fight (that they didn't suffer excessive Aggravated Damage or something like that).

Jane will be kept locked down in the basement, and will of course be scared, but will other than that be (largely) unharmed. A couple of weeks should take care of the bruises on her arm, at any rate.

Tying up loose ends – rewards to the just and unjust alike

Experience:

My suggestion is that the characters participating in this scenario should be rewarded 3-6 experience points, based on how well they did in the scenario. Being there is 1 xp, saving Jane (the main goal) is 2 xp, and befriending Joe, Bobo, or Severn should be 1 xp per NPC befriended, given to the player character that befriended them. Furthermore, defeating Tim and Tom should be 1 xp, defeating Mean Mark and/or Typhoid Carl might be as much as 2 xp, depending on how it was done.

Honor:

Not interrogating Jane, but allowing her to tell her story on her own, should be +2 temporary Honor. Doing one's best to limit the damage to the *Drunken Elk Bar & Grill* might be worth another temporary Honor, and restraining oneself while fighting thugs

(i.e., knocking them out, not putting them into intensive care) should be another temporary Honor.

Other:

Joe Running Elk is a former Street Fighter, and now runs the occasional fight in a back room of *Drunken Elk Bar & Grill*. The Storyteller might decide that one particular player character that hit it off especially well with Joe might be awarded the opportunity to buy the Arena background, representing the back room of the *Drunken Elk Bar & Grill*. Bobo and Severn are also Street Fighters, both active, and might become allies later, depending on how they and the player characters hit it off.

Though both are currently leaving town – at least for a little while – the player characters are likely to meet either one (or both) again some time. Good NPCs don't die, they just change names.

Adventure hooks:

The most obvious adventure hook would be the Psion palmtop. What does it contain? Names on people associated with Shadoloo? Instructions on how to do a drop of money so that a Japanese businessman will get to see his daughter again? The name and address of a famous Judo master? A report from a traitor inside a famous Karate Dojo, or perhaps a *keiretsu* (corporation) of some power? The possibilities are endless.

Furthermore, don't underestimate Tim and Tom. If they're not killed (and they shouldn't be – I dock players *massively* if they intentionally kill someone), they might take the story higher up the food chain of the Blood Devils (for instance, to Mean Mark and Typhoid Carl), making the characters hunted by the Blood Devils for messing with things they shouldn't have.

Severn and Bobo are now known to the player characters, and both are Street

Fighters of some renown. If the player characters need help, they might get it from Severn or Bobo. Obviously, this is a two-way street, so if either Severn or Bobo needs some help, they might decide to call the player characters.

Finding the note scribbled in Japanese, and seeing what that may lead to, is also a possibility that shouldn't be discounted. Jane might find it in one of her pockets – she might have thought she threw it away – or a part of it might be found in the battery room of the Psion. Also, the information actually on the Psion palmtop might not be important – anything might be *inside* it.

Later on, the *Drunken Elk Bar & Grill* might host a tournament, and the player characters might go visit there again – perhaps they're specially invited?

The Goon Squad – NPCs encountered in See Jane Run

Jane Elk

Jane is, basically, a thirteen-year old little girl that seems to be spending much of her time running away from things. Already charming and beautiful, she's the cause for a lot of broken hearts already – and she's only likely to grow more beautiful. She usually dresses in denim – a denim jacket with the arms ripped off and a sequined heart on the back, and ripped jeans as well – and she usually wears running shoes. She's also a fast runner, and something of a track star at school. Trouble doesn't go looking for her – it seems to pretty much know where she is. More or less adopted by Joe (though not officially), she usually says she's Jane Elk.

Warrior's Pride NPC Sheet			
Name: JANE ELK Style: RUNNING (And usually away.)			
Strength ●	Charisma ●●●	Perception ●●●	Honor 0
Dexterity ●●●	Manipulation ●●●	Intelligence ●●	Glory 0
Stamina ●●	Appearance ●●●	Wits ●●●	Rank NONE
Other Traits		Maneuvers and Powers	
Kick ●	Subterfuge ●●	Speed	Damage
Athletics ●●●	Stealth ●●	Move	
Alertness ●●	Mysteries ●	Kicks	
Streetwise ●●●		Short	4 2 3
Chi ●●●	Willpower ●●	Forward	3 4 2
		Roundhouse	1 6 2
		Block	5 (+2 SOAK) 0
Health ●●●●●●●		Move	6 - 6

Blood Devil Thugs

This is the basic writeup for the Blood Devil thugs. The "Weapon" technique is for simulating the weapons that they bring – mostly bats, chains, and knives. In short, the

difference is that the thugs are a bit faster and do a bit more damage with their weapons than with their hands.

Warrior's Pride NPC Sheet			
Name: BLOOD DEVIL THUGS Style: VERY LITTLE			
Strength ●●	Charisma ●●	Perception ●●	Honor 0
Dexterity ●●●	Manipulation ●●	Intelligence ●●	Glory 0
Stamina ●●	Appearance ●	Wits ●●	Rank NONE
Other Traits		Maneuvers and Powers	
Punch ●●	Drive ●●●	Speed	Damage
Grab ●●	Intimidation ●●	Move	
Athletics ●●	Security ●	Punch:	
Weapon ●●	Stealth ●	Jab	4 3 2
	Streetwise ●●	Strong	2 5 2
		Fierce	1 7 1
Chi ●●●	Willpower ●●	Kick:	
		Short	3 3 2
Health ●●●●●●●		Forward	2 5 1
		R.House	0 7 1
		Grab	2 (+2 to Soak) 1
		Block	5 (+2 to Soak) 0
		Move	5 0 5

Blood Devil Lieutenants

Basically an "improved" version of the thugs, the lieutenants have been around the block a few times, and are hardened criminals.

Warrior's Pride NPC Sheet			
Name: BLOOD DEVIL LIETENANTS		Style: SLIM TO NONE	
Strength ●●	Charisma ●●	Perception ●●	Honor 0
Dexterity ●●●	Manipulation ●●	Intelligence ●●	Glory 0
Stamina ●●●	Appearance ●	Wits ●●●	Rank NONE
Other Traits		Maneuvers and Powers	
Punch ●●	Drive ●●●	Speed	Damage
Grab ●●	Intimidation ●●	Move	
Athletics ●●●	Security ●●	Punch:	
Weapon ●●	Stealth ●●	Jab	4 3 2
	Streetwise ●●●	Strong	2 5 2
		Fierce	1 7 1
		Kick:	
		Short	3 3 2
		Forward	2 5 1
		R.House	0 7 1
		Brain Cracker	3 6 1
		Power Uppercut	2 7 1
Chi	Willpower ●●●	Health ●●●●●●	

Tim and Tom

Tim and Tom were never quite like other children. For one, they're identical twins, so you feel like you had double vision whenever you looked at them. For another, they were (and are) evil. Not bash-you-in-the-face kind of evil, but toaster-in-the-bathtub kind of evil. Didn't take them long to be the most feared team of bullies in school. After that, it was the usual: training in a kickboxing studio to become even better at beating up people, getting noticed by someone with a lot more backing than the little duo, and being put in charge of the local chapter of Blood Devils. Their trademark trike (that both sit on) soon became a common and feared sight whenever the Blood Devils go.

Whether they're backed by Shadoloo or not is up to the Storyteller to decide. And, they're rank 4 Street Fighters – and not very nice. They are basically the same character, duplicated. Therefore, only one set of statistics are given, but two Health bars. Dressed in camouflage combat fatigues and wearing their hair very short, their distinguishing feature is the t-shirts they wear: One is marked "Tim" and the other one "Tom".

Fighting tactics: They'll try and sneak up on an unsuspecting character by utilizing their extended team combos. This means that in a multiple-opponent fight, they'll usually alternate between pounding a particular character, in order to use their extended team combos. If one character is particularly tough, or the twins are getting desperate, they'll use their instant team combos against that character, and then pound him while he's dizzy. Furthermore, rule that the two twins always will know who the other one will hit, and with what maneuver. Their coordination is unsurpassed.

Warrior's Pride NPC Sheet			
Name: TIM AND TOM		Style: WESTERN KICKBOXING	
Concept: Identical evil twins with eerie coordination			
Strength ●●●	Charisma ●●●	Perception ●●	Honor Not Much
Dexterity ●●●●	Manipulation ●●●	Intelligence ●●	Glory 4
Stamina ●●●●	Appearance ●●	Wits ●●●	Rank NONE
Other Traits		Maneuvers and Powers	
Punch ●●	Blind Fighting ●●●	Speed	Damage
Kick ●●●●	Drive ●●	Move	
Grab ●●	Intimidation ●●●●	Punch:	
Block ●●●	Mysteries ●●	Jab	6 4 3
Athletics ●●●	Stealth ●●●	Strong	4 6 3
Backing ●●●	Streetwise ●●●	Fierce	3 8 2
Resources ●●	Subterfuge ●●●	Kick:	
		Short	5 7 3
		Forward	4 9 2
		R.House	2 11 2
		Jump	7 - 3
		Block	8 (+3 to Soak) -
		Movement	7 - 6
		Grab	4 5 1
		Double-Hit Knee	4 7 1
		Elbow Smash	6 7 1
		Knee Basher	3 11 1
Backing - Organized Crime		Flying Knee Thrust	5 9 4
Individual Combos: Block to Knee Basher Flying Knee Thrust to Double-Hit Knee (Dizzy) Instant Team Combos: Double-Hit Knee (Tim) and Flying Knee Thrust (Tom) Jumping Forward Kick (Tim) and Jumping Strong Punch (Tom) Extended Team Combos: Flying Knee Thrust (Tim) to Short Kick (Tom) to Knee Basher (Tim) Flying Knee Thrust (Tom) to Flying Knee Thrust (Tim) to Double-Hit Knee (Tom)			
Chi ●●●●	Willpower ●●●●●●	Health ●●●●●●●●●● (Tim) ●●●●●●●●●● (Tom)	

Mean Mark

"Mean" Mark. The name just seemed to fit. Ousted from a black ops platoon that didn't exist when the Defense cuts went through four years ago, he then started roving the streets looking for people to hurt. He soon came to the attention of the powers that be – in the criminal scene. His Street Fights are nasty, as is the man himself. As a rank 5 character, he wears his nickname as a badge. Mean Mark. And you'd better remember it.

Clad in black leathers, Mean Mark prefers to wear mirrored wraparound shades and a five o'clock shadow. Walking around with a perpetual sneer on his face, he doesn't exactly make

people trust him. Add that to his immense upper body – a product of near-fanatical physical conditioning and a wee bit of steroids – and we've got Mean Mark.

Warrior's Pride NPC Sheet			
Name: MEAN MARK Style: SPECIAL FORCES			
Concept: Ex-soldier that likes to hurt people. Badly.			
Strength ●●●●●	Charisma ●●●	Perception ●●	Honor Zilch
Dexterity ●●●	Manipulation ●●	Intelligence ●●	Glory 5
Stamina ●●●●●	Appearance ●	Wits ●●●	Rank NONE
Other Traits		Maneuvers and Powers	
Punch ●●●●	Alertness ●●●	Speed	Damage
Kick ●●	Arena ●●		Move
Grab ●●●	Demolitions ●●●	Punch:	
Block ●●●●	Disguise ●	Jab	5 8 3
Athletics ●●●	Drive ●●	Strong	3 10 3
Firearms ●●	Interrogation ●●●	Fierce	2 12 2
	Intimidation ●●●●	Kick:	
Backing ●●●	Medicine ●●	Short	4 7 3
Contacts ●●●	Security ●●●	Forward	3 9 2
Resources ●●●	Stealth ●●	R.House	1 11 2
	Subterfuge ●●	Block	7 (+4 to Soak) -
		Movement	6 - 6
		Handstand Kick	2 11 1
		Neck Choke	2 11 1
		Spinning Backfist	2 11 4
		Spinning Knuckle	2 10 6
		Suplex	3 10 1
Backing - Organized Crime		Thigh Press	2 12 1
Contacts - US Army			
Combos: Block to Neck Choke Block to Spinning Knuckle Movement to Spinning Backfist Spinning Knuckle to Spinning Backfist to Handstand Kick Strong Punch to Suplex to Neck Choke			
Chi ●●	Willpower ●●●●●●	Health ●●●●●●●●●●	

Typhoid Carl

Typhoid Carl is a sick man. Literally. The trenchcoat can't hide his gaunt body, the sunglasses can't hide the unwholesome, purple blotches on his face. His voice rasps when he talks, and he coughs often. Sometimes there's blood on his lips after a particularly fierce cough – Carl doesn't care. Where he received his training, nobody knows. What is known, however, is that he is a savage fighter with strange powers at his beck and call. A rank 6 in Freestyle Street Fighting, Typhoid Carl is a serious opponent. Very, very serious. And, as his current level of proficiency shows, he's probably affiliated with Shadoloo. Some speculate that he may even be able to call on the services of a few of the beings known as Revenants.

Warrior's Pride NPC Sheet			
Name: TYPHOID CARL Style: LER DRIT			
Concept: Mysterious but diseased baddie with dark and wondrous powers			
Strength ●●	Charisma ●●●●	Perception ●●●●	Honor Hah
Dexterity ●●●●	Manipulation ●	Intelligence ●●●●●●	Glory 6
Stamina ●●●●●	Appearance ●	Wits ●●●●●	Rank NONE
Other Traits		Maneuvers and Powers	
Punch ●●●	Arena ●●	Speed	Damage
Kick ●	Computer ●●●	Move	
Block ●●●●	Drive ●●	Punch:	
Athletics ●●●●	Insight ●●●	Jab	6 4 4
Focus ●●●●●	Intimidation ●●●	Strong	4 6 4
Allies ●●●	Leadership ●●●	Fierce	3 8 3
Backing ●●●●	Medicine ●●●	Kick:	
Contacts ●●●	Mysteries ●●●●	Short	5 3 4
Sensei ●●●●	Stealth ●●	Forward	4 5 3
	Survival ●●●	R.House	2 7 3
		Block	8 (+4 to Soak) -
		Movement	7 - 7
		Jump	7 - 4
		Acid Breath	3 14/11/8 3
		Flying Body Spear	4 9 5
		Flying Punch	2 8 9
		Psychic Vice	5 11 0
		Regeneration	5 - -
Allies - Revenants			
Backing - Organized Crime			
Contacts - Organized Crime			
Combos: Block to Acid Breath to Acid Breath (dizzy) Block to Flying Body Spear to Psychic Vice Flying Punch to Psychic Vice to Acid Breath Psychic Vice to Acid Breath			
Chi ●●●●●●●●	Willpower ●●●●●●	Health ●●●●●●●●●●	

Joe Running Elk

Joe Running Elk used to be a Street Fighter. Then he sort of lost heart, and retired to his own bar, Drunken Elk Bar & Grill. Nowadays, he likes to keep somewhat in touch by sometimes arranging street fights. He is starting to gain confidence again after Jane's appearance, and he's currently planning how to officially adopt her. Although unable to say so, he can't stand the thought of something happening to her, and will go through hell or high water to avoid getting her hurt – or to get the ones responsible for her getting hurt.

Joe Running Elk is usually dressed in his normal working clothes – a white shirt with an open collar, a pair of black jeans, and a leather apron. The apron's there so that he won't spill water on himself while washing the glasses behind the counter. At 6' evens, he's tall and fairly muscular, though it was his stamina and amazing agility that won him fights. Formerly ranked 6 in the Freestyle division, he is a force to be reckoned with.

Warrior's Pride NPC Sheet			
Name: JOE RUNNING ELK Style: NATIVE AMERICAN WRESTLING			
Concept: Retired Street Fighter with a soft spot for cute little girls.			
Strength ●●●●●	Charisma ●●●	Perception ●●●	Honor 3
Dexterity ●●●●●	Manipulation ●	Intelligence ●●●	Glory 4
Stamina ●●●●●	Appearance ●●	Wits ●●●●	Rank NONE
Other Traits		Maneuvers and Powers	
Punch ●●●	Arena ●●●	Speed	Damage
Grab ●●●	Cooking ●●●	Move	
Block ●●●●	Drive ●●	Punch:	
Athletics ●●●●●	Insight ●●●●	Jab	7 6 5
Focus ●●	Instruction ●●	Strong	5 8 5
	Intimidation ●●●●	Fierce	4 10 4
Allies ●●●	Medicine ●●●	Grab	5 7 1
Arena ●●●	Mysteries ●●	Block	9 (+4 to Soak) -
Resources ●●●	Stealth ●●	Jump	8 - 5
	Style Lore ●●	Movement	8 - 8
	Survival ●●●●●	Bear Hug	4 10 1
		Buffalo Punch	3 12 1
		Diving Hawk	5 14 7
		Pile Driver	3 11 1
		Thunderstrike	5 14 4
Combos: Block to Buffalo Punch Block to Thunderstrike Diving Hawk to Strong Punch to Bear Hug (dizzy) Strong Punch to Pile Driver to Thunderstrike			
Chi ●●●●●	Willpower ●●●●●	Health ●●●●●●●●●●●●●●	

Bobo the Biker

An archetypal biker if there ever was one, Bobo must be in his late fifties now. An actual Vietnam vet, he couldn't shake the habit of fighting when he came back. After some scuffles, he finally joined the Street Fighting Circuit, so that he could fight it off when the urge to bust heads came on him. Though he looks something like a bear, what with a great, shaggy beard, a beer gut to end all beer guts, and thinning hair, he has a heart of gold under the gruff exterior. Ranked 4 in the Freestyle division, Bobo can be a good friend to have in a scuffle.

Bobo is usually clad in a leather vest, a black t-shirt with some Grateful Dead promo, a pair of pale blue jeans, and high leather boots. He's seldom seen without his red bandanna and black shades, and is even more rarely seen without his bike, a chopper customized Harley Davidson Softtail '87.

Warrior's Pride NPC Sheet					
Name: BOBO THE BIKER Style: SPECIAL FORCES					
Concept: Old 'Nam vet with a few more fights in him.					
Strength ●●●●	Charisma ●●	Perception ●●●	Honor	2	
Dexterity ●●●	Manipulation ●●	Intelligence ●●	Glory	3	
Stamina ●●●●	Appearance ●●	Wits ●●	Rank	4	
Other Traits		Maneuvers and Powers			
Punch ●●●●	Alertness ●●	Speed	Damage	Move	
Grab ●●●	Arena ●	Punch:			
Block ●●●	Blind Fighting ●●	Jab	5	7	2
Athletics ●●	Drive ●●●	Strong	3	9	2
Focus ●	Insight ●●●	Fierce	2	11	1
Firearms ●●	Mysteries ●	Block	7	(+3 to Soak)	-
	Stealth ●●●	Movement	6	-	5
Allies ●●	Survival ●●●●	Grab	3	7	1
Contacts ●●●		Hair Throw	1	12	2
Contacts* ●●		Hyper Fist	4	8	1
Resources ●●		Power Uppercut	2	11	1
		Spinning Backfist	2	10	3
		Throw	1	9	1
Allies - Bikers					
Contacts - Bikers					
Contacts* - US Army					
Combos: Block to Hyper Fist (dizzy) Spinning Backfist to Hair Throw to Throw Strong Punch to Hyper Fist					
Chi ●●●●	Willpower ●●●●●●	Health ●●●●●●●●●●			

Severn the Posh Bloke

Severn is one strange man. Born with the proverbial silver spoon in his mouth, he nevertheless started enjoying boxing at a very early age. Though a promising amateur boxer back in the UK, he felt that the fights were too typecast. He wanted to test his skills against any and all fighters – his love was for fighting in general, not necessarily boxing. Catching wind of Street Fighting, he soon left for the USA, boxing gloves in his back, and his beloved Alfa Romeo sportscar in a container, on a ship heading the right way. Now, he's basically touring the USA, seeing the sights, and delivering a few powerful punches along the way. His secret dream is to go against Balrog – preferably winning – but he hasn't really dared to admit that to himself just yet. He has just attained rank 4 in the Freestyle division of Street Fighting.

Always impeccable, Severn is usually clad in some tailor-made suit or other, complete with tie and cufflinks. He is usually the very epitome of smiling, British correctness, his looks usually paving the way for him. Blonde and fit, some may consider him nothing more than a British,

overgrown boyscout – and he usually acts just like that. But he truly does love a rumble, something his callused hands tell tales of. He'll usually just throw his jacket and tie when he fights, assuming the classical boxing stance. Too proud to wear glasses, he's slightly myopic.

Warrior's Pride NPC Sheet					
Name: SEVERN THE POSH BLOKE Style: BOXING					
Concept: Rich British snob ready for a scuffle any time.					
Strength ●●●	Charisma ●●	Perception ●	Honor	3	
Dexterity ●●●●	Manipulation ●●	Intelligence ●●	Glory	2	
Stamina ●●●●	Appearance ●●●	Wits ●●●●	Rank	4	
Other Traits		Maneuvers and Powers			
Punch ●●●●	Arena ●	Speed	Damage	Move	
Block ●●●●	Drive ●●	Punch:			
Athletics ●●●	Medicine ●●	Jab	6	6	3
Resources ●●●●●	Style Lore ●●	Strong	4	8	3
	Streetwise ●	Fierce	3	10	2
		Block	8	(+4 to Soak)	-
		Movement	7	-	6
		Deflecting Punch	6	7	-
		Kick Defense	8	(+8 Soak Kick)	-
		Power Uppercut	3	10	1
		Punch Defense	8	(+8 to Soak Punch)	-
Combos: Block to Fierce Punch to Fierce Punch Deflecting Punch to Power Uppercut (dizzy) Kick Defense to Fierce Punch to Strong Punch Punch Defense to Power Uppercut to Strong Punch (dizzy)					
Chi ●●	Willpower ●●●●●●●●	Health ●●●●●●●●●●			

SPECIAL: LIVE BY THE SWORD

Presenting the first Warrior's Pride Tournament - Live by the Sword.

Live by the Sword, which is a tentative title as of now, is a Duelist Tournament. Anyone who wishes to participate in this tournament is free to do so. While the back story and much of the details of the tournament are not yet complete, the character creation guidelines are provided below so that

players may send me the characters they wish to play in the tournament.

All participants must send their characters to me at lancer1@webzone.net, where they must be approved. Please note that this e-mail address *will* change in mid-August, so keep an eye on the Street Fighter Mailing List messages for the new submission address.

LIVE BY THE SWORD CHARACTER GUIDELINES

- **Characters have 20 Dots *total* to divide among all attributes.** Superhuman attributes are not allowed. The maximum number of dots a character can have in any attribute is 5.
- **Characters have 15 Dots to divide among abilities.**
- **Characters have 15 Dots to divide among techniques.** No technique may be above 5 dots. At least one technique must be weapon-based with at least 3 dots.
- **Characters have 18 Power Points for Maneuvers.** Maneuvers may be taken from the following sources: any issue of *Warrior's Pride*, from J. Scott Pittman's *Encyclopedia Combatica* (which may be found on his web page; see *Web Pages*), and from *Warrior's World*. At least half of these maneuvers must be weapon-based.
- **Characters have a base health of 12.**
- **Characters have an additional 15 Freebie Points and 15 Experience Points.**
- **Animal Hybrids and Cyborgs are not allowed.**

Common Weapon Techniques by Style

Aikido	Polearm, Staff
Baraqah	Blades, Staff
Capoeria	Blades
Fencing	Blades
Kabbadi/Ler Drit	Axes & Picks, Blades, Polearm, Staff
Kung Fu/Wu Shu	Many, but Blades, Flexible, Polearm, Staff preferred.
Ninjitsu	Many, but Blades, Flexible, Staff preferred.
Savate	Blades, Blunt Weapons
Shotokan Karate	Blunt Weapons, Flexible, Staff
Special Forces	Blades
Silat	Blades, Blunt Weapons
Spanish Ninjitsu	Blades, Fist-Loads
Tai Chi Chuan	Blades, Blunt Weapons, Polearms, Staff
Zanji Shinjinken	Blades

Interested in a style not on the list? Send it to me and I may approve it!

Techniques and Weapons are covered in the Appendix.

APPENDIX I: WEAPONS

This appendix has been created to supplement the Live by the Sword character guidelines above. It contains all of the weapons that are confirmed allowable in the Duelist Tournament. Other weapons may be allowed; but they must first be approved by sending the weapon details to lancer1@webzone.net. Again, this e-mail address will change in mid-August, so keep an eye out on the Street Fighter Mailing List for the new address.

A few notes about the weapon entries follows.

(Two-Handed): A weapon that has this following the name of the weapon means it is necessary to use the weapon with both hands. If one hand becomes incapacitated by some means, the character is unable to use the weapon.

Reach: Some weapons have a reach entry. This is the number of hexes beyond the *adjacent* hexes around the character that the weapon can reach. For example, a weapon with a reach of two can strike an opponent as far as three spaces away. While this can be an advantage, it can also be a hindrance. It is possible to get "inside" of the weapon's reach, therefore causing a penalty to the character wielding the weapon. The penalty is -1 to damage for each hex inside the weapon's reach the opponent is. For example, a character using a weapon with a reach of 2 suffers a -1 penalty to damage to character only two hexes away. A character using a weapon with a reach of 3 suffers a -3 penalty to damage a character in an adjacent hex.

Bagh Nakh

Also known simply as "tiger's claws," this weapon consists of a crossbar held in the palm of the hand, with long, sharp "claws" that protrude from between the user's fingers. It can also take the form of brass knuckles with spikes on top.

Required Technique: Fist-Loads

Power Points Cost: 2

Speed: +1

Damage: +1

Move: +0

Balisong

A Filipino folding knife with a 6" blade. When closed, the two metal handles fit around the blade, making it easy to hide the weapon in a pocket or up a sleeve. The balisong is popularly known as a "butterfly knife."

Required Technique: Blades

Power Points Cost: 3

Speed: +2

Damage: +1

Move: +0

Bastard Sword

A "hand-and-a-half" sword popular with some medieval warriors. It can be used one-handed or two-handed; if used one-handed, use the damage statistics for the longsword.

Required Technique: Blades

Power Points Cost: 4

Speed: +0

Damage: +4

Move: +0

Baton

This is any simple club, such as a policeman's nightstick, the escrima sticks used in many Filipino fighting styles or the Japanese *hanbo* or *jo* sticks.

Required Technique: Blunt Weapons

Power Points Cost: 2

Speed: +1

Damage: +1

Move: +0

Battle Axe

Any of dozens of varieties of axes used for combat. They are often used two-handed, but one-handed versions are available.

Required Technique: Axes & Picks

Power Points Cost: 4

Speed: +0

Damage: +4

Move: +0

Bokken

A wooden club in the shape of a katana, used by Japanese swordsmen in training. However, the bokken itself can be a deadly weapon in the hands of someone with training.

Required Technique: Blades

Power Points Cost: 2

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

Brass Knuckles

Four thick metal rings attached to a metal bar or handle of some sort, designed to be worn around the fingers of a fist so as to increase punching power. If used on its own, use the damage listed; if used with a Punch Maneuver, add +1 to the maneuver's damage.

Required Technique: Fist-Loads
Power Points Cost: 2
Speed: +0
Damage: +1
Move: +0

Broadsword

Any of a wide variety of one-edged, often slightly curved, swords used around the world. Examples include the Chinese *darn dao*, various Western military sabers, and similar weapons.

Required Technique: Blades
Power Points Cost: 3
Speed: +0
Damage: +3
Move: +0

Butterfly Sword

A short, single-edged chopping blade used by some Kung-Fu practitioners. Often used in pairs.

Required Technique: Blades
Power Points Cost: 3
Speed: +1
Damage: +2
Move: +0

Chain

Just what it says. It has a reach of 2 hexes. Like brass knuckles, it is a favored weapon of thugs, punks, and other street scum.

Required Technique: Flexible Weapons
Power Points Cost: 3
Reach: 2 Hexes
Speed: +0
Damage: +1
Move: +0

Cinqueda

A broad fighting dagger; the name means it is "five fingers" broad.

Required Technique: Blades
Power Points Cost: 3
Speed: +1
Damage: +2
Move: +0

Claw

This is a weapon worn around the fist which features anywhere from two to five blades. This is the favored weapon of Spanish Ninjitsu. If used on its own, use the damage listed; if used with a Punch Maneuver, add +1 to the maneuver's damage.

Required Technique: Fist-Loads
Power Points Cost: 4
Speed: +1
Damage: +2
Move: +0

Club

Any thousands of different smashing weapons used the world over, from the caveman's thick stick to the Indian *gada* or Zulu *knobkerrie*. In some cases, spikes are added to a club, increasing its damage by 1.

Required Technique: Blunt Weapons
Power Points Cost: 2 (3 with spikes added)
Speed: +1
Damage: +1 (+2 with spikes added)
Move: +0

Dagger

Use these statistics for most short fighting blades (6-20 inches).

Required Technique: Blades
Power Points Cost: 2
Speed: +1
Damage: +1
Move: +0

Falchion

A short, heavy sword, with an outward-curving edge, good for chopping or heavy thrusting.

Required Technique: Blades
Power Points Cost: 3
Speed: +1
Damage: +2
Move: +0

Flail

A wooden or metal shaft with two or more spiked balls attached to it by chains. This makes it very difficult to block an attack made by a flail. If a Block Maneuver is used against one, it gets a -1 on the amount it adds to the opponent's Soak, and the blocking character does not get a +2 Speed bonus for the next round.

Required Technique: Flexible Weapons

Power Points Cost: 5

Speed: +1

Damage: +2

Move: +0

Hand Axe

An axe smaller than the battle axe, used one-handed.

Required Technique: Axes & Picks

Power Points Cost: 2

Speed: +0

Damage: +2

Move: +0

Hook Sword

A Kung Fu weapon consisting of a rod or blade that curves into a large, sharpened hook at the tip, with an axe-like blade set parallel to the hilt of the sword. They are used in pairs, and make it easy to disarm a foe (+2 bonus).

Required Technique: Blade

Power Points Cost: 4

Speed: +0

Damage: +3

Move: +0

Kama

A Japanese battle pick or sickle.

Required Technique: Axes & Picks

Power Points Cost: 3

Speed: +1

Damage: +2

Move: +0

Katana

The Japanese "samurai sword," slightly curved with a single blade. Typically it is used two-handed, but can be wielded one-handed as well. As with the kris, there is an extensive body of lore and craftsmanship associated with the katana.

Required Technique: Blades

Power Points Cost: 4

Speed: +1

Damage: +3

Move: +0

Katar

This Indian weapon is a broad, triangular knife blade attached to a crossbar handle, so that the blade protrudes from the wielder's fist. It inflicts wide, deep wounds. Because its hilt makes it helpful when blocking weapons, it adds +1 to soak when used to block.

Required Technique: Blades

Power Points Cost: 5

Speed: +2

Damage: +2

Move: +0

Kris

A long, wavy-bladed dagger from Indonesia that cuts easily and deeply. Kris are surrounded by lore and mysticism; masters of the weapon are said to be able to wield magical powers as well! The kris is the traditional weapon of the Silat fighting style.

Required Technique: Blades

Power Points Cost: 4

Speed: +2

Damage: +2

Move: +0

Kusari (Two-Handed)

A Japanese chain weapon, comprising a chain about 12 feet long with a weight on one end and a metal ring on the other. If used with a Disarm Maneuver, it adds +1 die.

Required Technique: Flexible Weapons

Power Points Cost: 4

Reach: 3 Hexes

Speed: +1

Damage: +1

Move: -1

Kusarigama (Two-Handed)

Similar to a kusari, but it has a kama on one end instead of a metal ring. If used with a Disarm Maneuver, it adds +1 die.

Required Technique: Flexible Weapons

Power Points Cost: 3

Reach: 3 Hexes

Speed: +1

Damage: +2

Move: -2

Long Sword

Any one of the hundreds of different types of straight, double-edged swords found throughout the world. Examples include the Chinese *jien* and dozens of different kinds of European swords.

Required Technique: Blades

Power Points Cost: 3

Speed: +0

Damage: +3

Move: +0

Mace

A metal club with flanges at the top, designed to crack through armor better than a sword. Sometimes there is a spiked ball in place of the fingers.

Required Technique: Blunt Weapons

Power Points Cost: 5

Speed: +1

Damage: +4

Move: +0

Manriki-gusari (Two-Handed)

A 3-foot chain with a metal weight at either end. Similar to a kusair in many respects, but not as useful for disarming foes.

Required Technique: Flexible Weapons

Power Points Cost: 4

Reach: 2 Hexes

Speed: +1

Damage: +1

Move: +0

Morningstar

A shaft with a spiked metal ball connected to it by a chain. Works just like a flail in respect to blocks.

Required Technique: Flexible Weapons

Power Points Cost: 3

Speed: +1

Damage: +3

Move: +0

Naginata (Two-Handed)

A Japanese polearm; its use is frequently taught to female warriors.

Required Technique: Polearms

Power Points Cost: 5

Reach: 3 Hexes

Speed: +0

Damage: +3

Move: +0

Ninja-to

The sword of the ninja - a straight, single-edged weapon, used as much as a tool as a weapon. It can be used to assist in climbing (reduce climbing difficulty by 1), for digging and for similar jobs. The scabbard is longer than the sword and is often used to conceal messages, blinding powder or other weapons. There is a cord wrapped around the scabbard that has many different uses.

Required Technique: Blades

Power Points Cost: 4

Speed: +1

Damage: +3

Move: +0

Nunchaku

Two short (12-14") wooden rods, connected by a 1-5" rope or chain. In the hands of a trained user, these weapons can be whirled around until they build up enough force to deliver lethal blows. They are often used in pairs, one in each hand.

Required Technique: Flexible Weapons

Power Points Cost: 4

Speed: +1

Damage: +3

Move: +0

Polearm (Two-Handed)

Use these statistics for any of a wide variety of weapons consisting of a long shaft with a blade or tine at the end. European examples include the awl pike, bardiche, bec de corbin, bill, fauchard, glaive, guisarme, halberd, Lucern hammer, military fork, partisan, ranseur, and voulge; Asian examples include the *chai-dao*, *dai dao*, *ghi ngow*, nine-dragon trident, *tai dao*, *kwan dao* and tiger fork.

Required Technique: Polearm

Power Points Cost: 5

Reach: 3 Hexes

Speed: +0

Damage: +2

Move: +0

Rapier

A slim, light sword, used primarily for fencing. It is almost exclusively a thrusting weapon, rather than a slashing weapon. This weapon's statistics can also be used for other fencing swords, such as the epee, foil, and fencing saber. If the rapier comes with a hilt guard, to protect the wielder's hand, it adds +1 to soak if used to block.

Required Technique: Blades
Power Points Cost: 3 (4 with hilt guard)
Speed: +1
Damage: +2
Move: +0

Sai

A Japanese truncheon consisting of a thick metal tine with two broad, hilt-like prongs extending from the handle. It is not sharpened; rather, it is a smashing weapon, like a baton. It aids in blocking (+1 to soak) and in disarming (+1 die).

Required Technique: Blunt Weapons
Power Points Cost: 4
Speed: +1
Damage: +1
Move: +0

Scimitar

A slender, curved, single-edged sword developed in Arabia. Use this weapon's statistics for similar weapons (such as the Persian *shamshir* and the Indian *tulwar* and *khanda*) and for other slender swords that curve forward (such as the Ethiopian *shotel*, the Egyptian *khopesh* and some Indian swords).

Required Technique: Blades
Power Points Cost: 3
Speed: +1
Damage: +2
Move: +0

Shikomi-zue

A special type of staff used by the ninja. It is hollow, with either a spear-blade or a chain hidden inside. When activated, the concealed weapon is released, usually surprising the ninja's opponent enough for the ninja to injure him. The fighter must know the Polearm or Flexible Weapons Techniques to use the weapon properly, and must also "buy" an additional weapon that uses the Polearm or Flexible Weapons Technique.

Required Technique: Staff and Polearm or Flexible Weapons
Power Points Cost: 3
Speed: +1
Damage: +2
Move: +0

Short Sword

Use these statistics for a wide variety of shorter, straight, two-edged swords, including the Roman *gladius* and some Celtic swords.

Required Technique: Blades
Power Points Cost: 2
Speed: +0
Damage: +2
Move: +0

Spear

Similar to the polearm, this weapon is essentially a shaft with a dagger attached to the end. It has a 2-hex reach. It can be used hand-to-hand or can be thrown (distance is equal to Strength + Polearm technique, in hexes).

Required Technique: Polearm
Power Points Cost: 4
Reach: 2 Hexes
Speed: +0
Damage: +2
Move: +0

Staff (Two-Handed)

A wooden shaft, usually 4-6' long, wielded with two hands. It is a common weapon across the world (the most popular versions are the European quarterstaff and the Japanese bo) and is often the first weapon taught to martial arts students.

Required Technique: Staff
Power Points Cost: 3
Reach: 1 Hex
Speed: +1
Damage: +2
Move: +0

Steel Whip

Also known as a chain whip, this weapon is like a standard whip, except that it is made out of linked steel rods about 2" long each. It sometimes has a small slashing blade at the tip. Adds a bonus of +2 dice to Disarm.

Required Technique: Flexible Weapons
Power Points Cost: 3
Reach: 2 Hexes
Speed: -1
Damage: +2
Move: +0

Switchblade

A short folding knife with a blade that springs open when a button is pushed. A common street weapon.

Required Technique: Blades

Power Points Cost: 3

Speed: +2

Damage: +1

Move: +0

Three-Section Staff

A Chinese weapon consisting of three 18-20" rods connected by short links of chain. It can be used like a flail for long strikes (it has a reach of 2 hexes) or folded up like a baton for closer combat. In the hands of a skilled user, it makes it easy to disarm (+2 die) an opponent or to block (+1 soak) his attacks.

Required Technique: Flexible Weapons

Power Points Cost: 4

Speed: +0

Damage: +3

Move: +0

Tonfa

A Japanese club-like weapon, consisting of a baton with a handle set perpendicularly to it about 1/3 down from the top. This makes it easy to use the weapon to punch or to block (+1 soak). A policeman's nightstick is a close cousin - practically identical.

Required Technique: Blunt Weapons

Power Points Cost: 3

Speed: +1

Damage: +1

Move: +0

Trident

A short, spear-like weapon with three pointed tines used for stabbing. It has a reach of 1 hex.

Required Technique: Polearms

Power Points Cost: 4

Reach: 1 Hex

Speed: +0

Damage: +3

Move: +0

Two-Handed Sword (Two-Handed)

A large, straight, double-edged sword that must be wielded with two hands. Examples include the Scottish claymore and a variety of German swords.

Required Technique: Blades

Power Points Cost: 5

Speed: +0

Damage: +5

Move: +0

Urumi

The Indian "whip-sword," consisting of two to four edged steel "ribbons" attached to a sword-hilt. When used in combat, the fighter can make one damage test for each blade the sword has; however, if he botches, he injures himself with that blade!

Required Technique: Blades

Power Points Cost: 2

Speed: +0

Damage: +2

Move: +0

Wakizashi

A curved, single-edged Japanese short sword, usually paired with the katana.

Required Technique: Blades

Power Points Cost: 3

Speed: +1

Damage: +2

Move: +0

War Hammer

A refined form of a club, with a metal hammer head attached to a wooden shaft. Usually a pick-blade was set on the opposite side.

Required Technique: Blunt Weapons

Power Points Cost: 4

Speed: +1

Damage: +3

Move: +0

Whip

The typical 18'-long leather bullwhip, commonly used by lion tamers, pulp heroes, torturers and slave drivers. It can be a very versatile weapon, allowing a skilled user to attack a foe up to 5 hexes away. It can also be used to disarm (+2 bonus).

Required Technique: Flexible Weapons

Power Points Cost: 5

Reach: 5

Speed: -1

Damage: +1

Move: +0

APPENDIX II: MANEUVERS

These are the new maneuvers for this issue. This will also include the weapon techniques used for the Duelist Tournament. Secondary Weapon Maneuvers are also provided. The *Send Thoughts* maneuver was provided by Arkon (ArkonDL0C@aol.com).

Weapon Techniques

Axes & Picks

This category includes weapons with a shaft and a blade set at a 90-degree angle to the shaft, rather than projecting straight like a spear.

Blades

Perhaps the most common (and popular) category of weapons. It includes the long sword, broadsword, bastard sword, Japanese *katana*, Chinese *darn dao* and *jien*, Scottish claymore, Roman *gladius* and thousands of other swords, daggers, knives and related weapons. Most of them are used to slash or stab; a few, such as the Indian *katar*, are used to puncture the opponent by punching or jabbing him.

Blunt Weapons

Mankind's earliest weapons were sticks, and in many ways, it's hard to improve on so basic a weapon. This broad category of weapons that do damage by smashing and crushing tissue includes clubs, escrima sticks, maces, war hammers, the Japanese *sai* and *tonfa*, and the like.

Fist-Loads

In essence these weapons are fist-size versions of blunt weapons, used to improve the force of a punch.

Flexible Weapons

This is one of the most difficult Techniques to learn, but one of the most versatile as well. It covers weapons that are flexible, typically because they involve a rope, chain, leather braid or similar device. The weapons are either swung so that the centrifugal force generates a tremendous impact, or they are used to grab, strangle, and throttle an opponent.

If a character with this Technique knows any Grab Maneuvers, he may use the chain or rope part of the weapon to assist with the grab - they are considered to add +1 to the fighter's Strength for purposes of maintaining the grab.

Polearms

These are weapons consisting of a long wooden shaft topped by a blade of some sort. They are intended primarily for use in formation or from horseback; when used in single combat, it is often easy for an opponent to get "inside" the blade and attack the wielder with relative ease.

Staff

This Technique covers weapons such as the quarterstaff and Japanese *bo*. In a pinch, any straight, sturdy stick between five and seven feet should do.

Paired Weapons

This Technique may only be taken by a character that already has one of the following Techniques: Blades, Blunt Weapons, Fist-Loads, or Flexible Weapons. The character may then strike twice in a round, with restrictions. These are only basic attacks; they use only the modifiers given by the weapon, and each strike suffers a -1 penalty to damage. Damage is based on the Paired Weapons technique, and the Paired Weapon technique may never have more dots than the Weapon Technique it is based on.

Only certain weapons may use the Paired Weapons technique. These are divided by Weapon Technique. **Blades:** balisong, cinqueda, dagger, katar, kris, hook sword, katana, long sword, wakizashi, and *daisho* (this includes one katana and one wakizashi). **Blunt Weapons:** baton, sai, and tonfa. **Fist-Loads:** all. **Flexible Weapons:** Nunchaku.

Secondary Weapons

This technique is used to represent the character's training in Secondary Weapons. These weapons are given below, and work exactly the same way as any other maneuvers. Examples of secondary

weapons are shuriken and throwing knives. Only this single technique is used to represent the different secondary weapons; this is for ease of play. However the character can only have two secondary weapon maneuvers. In the case of weapons such as throwing knives, the character is considered to have enough to last throughout the fight.

Weapon Maneuvers

Bash

Prerequisites: Proper Weapons Technique •

Power Points: Axes & Picks, Blunt Weapons, Fist-Loads, Staff 1

A quick, powerful smashing maneuver, usually performed "sidearm" with an ax, club or staff, and as a rapid punch with a fist-load.

System: Use the modifiers below.

Cost: None

Speed: +1

Damage: +1

Move: +0

Disarm

Prerequisites: Proper Weapons Technique •••

Power Points: Blades, Blunt Weapons, Flexible Weapons, Staff 2

The fighter skillfully strikes her opponent's weapon, hand or arm, not to cause damage, but to knock the weapon out of her opponent's grasp. Alternately, she may use an entangling weapon such as a chain to wrap around her foe's weapon and pull it away.

System: The fighter rolls her Strength + Weapon Technique, difficulty 6. The target soaks the damage by rolling Strength (difficulty 6). For every success left after the target soaks, the weapon goes flying out of the target's hands one hex in a direction specified by the fighter. If the fight does not score at least one success after the soak, the target does not lose his weapon. If she botches the Disarm roll, she drops her own weapon; it will take her a turn to pick it up.

Cost: None

Speed: -1

Damage: None

Move: None

Fleche

Prerequisites: Proper Weapon Technique

••

Power Points: Axes & Picks, Blades, Blunt Weapons, Fist-Loads, Staff 2

This maneuver takes its name from Fencing (it is most often used with swords); it is also known as a charge. The fighter moves forward quickly, using the momentum of his attack to increase the damage he does.

System: Use the modifiers below.

Cost: None

Speed: +0

Damage: +1

Move: +3

Great Blow

Prerequisites: Proper Weapon Technique

•

Power Points: Any 1

The fighter puts everything he has into the blow, exposing himself to injury in the hopes of doing worse injury to his opponent.

System: Use the modifiers below.

Cost: None

Speed: -2

Damage: +3

Move: -2

Jab

Prerequisites: Proper Weapon Technique

•

Power Points: Blades, Polearms, Staff 1

This is a quick, light strike with a weapon, used more to test an opponent's skill and defenses than to injure him.

System: Use the modifiers below.

Cost: None

Speed: +2

Damage: -2

Move: +1

Parry

Prerequisites: Proper Weapon Technique

•

Power Points: Any but Fist-Loads 1

The fighter uses his weapon to block an opponent's weapon or hand-to-hand attack.

System: The maneuver works exactly like a Block, except that it is performed with a weapon (thus, Weapon Technique [rather than Block] is added to Stamina for purposes of Soak). If a weapon is used to

Parry a hand-to-hand attack, the opponent does not take damage from the weapon.

The storyteller may rule that certain weapons may not be used to perform this maneuver. In some cases, this is because of the difference in size between the weapons - a knife cannot generally parry a two-handed sword or battle axe.

Cost: None
Speed: +4
Damage: None
Move: +0

Riposte

Prerequisites: Parry, Proper Weapon Technique •

Power Points: Any but Fist-Loads 2

This maneuver, most commonly performed with blades, is a rapid strike following a block.

System: A fighter may only use a Riposte in the turn after he has made a Parry - it is designed to allow a fighter to take advantage of his opponent's temporary inability to react (i.e., the Speed bonus received from parrying the attack).

Cost: None
Speed: See above.
Damage: +0
Move: None

Slash

Prerequisites: Parry, Proper Weapon Technique ••

Power Points: Axes & Picks, Blades 2

A powerful blow with an axe, sword, or similar weapon.

System: Use the modifiers below.

Cost: None
Speed: +1
Damage: +2
Move: +2

Smash

Prerequisites: Proper Weapon Technique •

Power Points: Axes & Picks, Blunt Weapons, Fist-Loads, Staff 2

A strong, powerful maneuver, usually performed by swinging downward with the weapon.

System: Use the modifiers below.

Cost: None
Speed: +1
Damage: +2

Move: +1

Sweep

Prerequisites: Proper Weapon Techniques ••

Power Points: Staff 2

The character uses his staff to knock the legs out from under his opponent.

System: In addition to any damage taken, the opponent suffers a Knockdown. At the Storyteller's discretion, some flexible weapons may also be used to perform this maneuver; they are used to yank an opponent's legs out from under him.

Cost: None
Speed: +1
Damage: +0
Move: None

Thrust

Prerequisites: Proper Weapon Technique •

Power Points: Blades, Staff 1

This maneuver is a cross between a Jab and a Slash - it combines the former's speed with the latter's power.

System: Use the modifiers below.

Cost: None
Speed: +1
Damage: +1
Move: +1

Wounded Arm

Prerequisites: Proper Weapon Technique •••

Power Points: Any 3

The fighter uses his weapon to wound and incapacitate one of the arms of his opponent. This can be very beneficial against an opponent who specializes in two-handed weapons.

System: Along with the normal damage inflicted by this maneuver, one of the character's arms become useless until it can be treated. This means that two-handed weapons become useless to the character, as well as causing a penalty of -1 to damage when using any maneuver requiring the use of the character's remaining arm.

Cost: None
Speed: -2
Damage: +3
Move: -1

Special Weapon

Maneuvers

Blowgun

Prerequisites: Secondary Weapons •

Power Points: Any 1

A wooden or metal tube through which darts are fired at an opponent by using the fighter's breath to propel them. Some ninja use a small, concealable blowgun called a *fukiya*.

System: Since this weapon relies on the breath of the fighter, the small darts from the blowgun have a range equal to the character's Stamina + Secondary Weapons techniques. Damage is equal to the character's Stamina + Secondary Weapons techniques.

Cost: None

Speed: +1

Damage: +0

Move: None

Dart

Prerequisites: Secondary Weapons •

Power Points: Any 2

A dart designed for use in combat.

System: The range of these thrown darts is equal to the character's Strength + Secondary Weapons. The damage is based on the character's Strength + Secondary Weapons techniques.

Cost: None

Speed: +1

Damage: +1

Move: None

Fukimi-bari

Prerequisites: Secondary Weapons ••

Power Points: Any 3

Tiny needles held in the mouth by ninja and blown at nearby opponents. They are usually poisoned and cannot penetrate armor.

System: Since this weapon relies on the breath of the fighter, the small darts from the blowgun have a range equal to the character's Stamina + Secondary Weapons techniques. Damage is equal to the character's Stamina + Secondary Weapons techniques.

If the fukimi-bari causes damage to a victim, the victim adds the actual damage caused by the dart each future turn for the purposes of determining dizzy *only*. The victim does not lose Health levels due to the

dart each turn. This effect is canceled once the character has been looked over with a character that has at least three dots in Medicine.

Using the fukimi-bari causes the fighter to lose one temporary Honor point. Using it in a tournament will cause the character to also lose one temporary Glory point.

Cost: None

Speed: +0

Damage: +0

Move: None

Shuriken

Prerequisites: Secondary Weapons ••

Power Points: Any 4

"Throwing stars," popular with the ninja. They come in a wide variety of shapes. They tend to be an irritant more than a serious weapon, though a master can cause grave injuries with them. A character can throw one shuriken per turn for every dot that he has in Secondary Weapons.

System: The range and damage of this weapon is based on the character's Strength + Secondary Weapons technique.

Cost: None

Speed: +2

Damage: +1

Move: +0

Throwing Knife

Prerequisites: Secondary Weapons •

Power Points: Any 2

Any knife that is aerodynamically shaped to be thrown.

System: The range and damage of this weapon is based on the character's Strength + Secondary Weapons technique.

Cost: None

Speed: +1

Damage: +1

Move: +0

Focus Maneuvers

Send Thoughts

Prerequisites: Focus •••, Telepathy

Power Points: Level 3; Any 4

An invasive form of Telepathy, this Power lets a Psychic barrage an unwilling mind with thoughts or send a warning without giving the other mind a chance to ask questions. According to rumors, M. Bison

can use this power on his minions without regard to distance.

System: With some concentration and a Chi expenditure, the Character can project ideas, images, even products of his imagination at the target. The Character receiving these images can block them with a contested Roll of Intelligence + Focus vs. the Psychic's Manipulation + Focus, with each Character's Difficulty being the other's Willpower. The Psychic has a range of Stamina + Focus hexes.

With effort, it is possible to distract a Victim (effectively Dizzying them) with a

Cybernetic Arm Maneuvers

Acid Spray

Prerequisites: Cybernetic Arm, Cybernetics •••

Power Points: Any 5

The character's Cybernetic Arm is equipped with a hose capable of spraying out acid. The acid burns the opponent, causing ugly injuries that take a long time to heal. The worst part about being hit with Acid Spray is that the acid continues to burn the fighter after the initial impact, causing more bodily damage and eating away clothing, fabric and any other dissolvable materials the acid hits.

System: The spray has a range equal to the fighter's Cybernetics rating, and the fighter must have line-of-sight to hit his intended victim.

Once the acid spray hits, it immediately inflicts damage using the +3 modifier. The following combat turn, unless the victim of the Acid Spray has been immersed in water or some other purgative method has been employed, the acid continues to burn the victim's body. At the very end of the combat turn, after all actions have been completed, the acid damages again at the +0 modifier. Finally, on the third turn, the acid damages for the last time using the -3 damage modifier.

Characters hit with more than one dose of Acid Breath in quick succession could suffer several different damage rolls against them at the end of each turn.

Acid Spray can be dodged like any other projectile attack.

Cost: 1 Willpower

barrage of thoughts. This requires the Psychic to spend a point of Willpower and roll Intelligence + Focus against a Difficulty of the victim's Wits + Focus.

The Thoughts sent in this manner are not confused with the victim's normal senses (although the sensation is much like hearing), and cannot be used to confuse the victim's Perceptions or activate Musical Accompaniment.

Cost: 1 Chi

Speed: -3

Damage: None

Move: -2

Speed: -2

Damage: +3, +0, -3

Move: -1

Palm Spike

Prerequisites: Cybernetic Arm, Cybernetics •

Power Points: Any 4

The character's Cybernetic Arm is equipped with a spike housed inside of the casing. When the character stretches out his fingers in a specific fashion, the spike springs forth.

System: Use the modifiers below.

Cost: None

Speed: +1

Damage: +4

Move: -1

Wrist Laser

Prerequisites: Cybernetic Arm, Cybernetics •••

Power Points: Any 5

The cybernetic arm of the character is equipped with an internal laser, usually mounted above the hand or below it. When fired, the laser sounds roughly like a camera flash recharging.

System: The laser emits a cutting beam which burns, causing aggravated damage. The laser can also be kept activated, acting as a Sustained Hold with the victim having to struggle against the cyborg's Cybernetics + Athletics (to keep the beam aimed at the struggling character). This attack may be sustained as long as the cyborg wishes, but the cyborg character must roll for malfunction each turn. If a malfunction is rolled, a vital component to the laser has burnt out; the arm is not useless, but the laser may not be used again until repaired

by a character with at least three dots in the Cybernetics background. The beam has a range equal to the character's Cybernetic background and can be dodged as a projectile, but only on the *first* turn the laser is fired.

Cost: 1 Willpower

Speed: +2

Damage: +2

Move: None

Cybernetic Head Implant Maneuvers

Laser Eye

Prerequisites: Cybernetic Head Implant, Cybernetics ●●●

Power Points: Any 5

A less powerful version of the wrist laser that is instead housed into the head of the cyborg and fired through a cybernetic eye. While slower and less powerful, it does allow movement while using it.

System: The laser emits a cutting beam which burns, causing aggravated damage. The laser can also be kept activated, acting as a Sustained Hold with the victim having to struggle against the cyborg's Cybernetics + Athletics (to keep the beam aimed at the struggling character). This attack may be sustained as long as the cyborg wishes, but the cyborg character must roll for malfunction each turn. If a malfunction is rolled, a vital component to the laser has burnt out; the laser may not be used again until repaired by a character with at least three dots in the Cybernetics background. The beam has a range equal to the character's Cybernetic background and can be dodged as a projectile, but only on the *first* turn the laser is fired.

Cost: 1 Willpower

Speed: +1

Damage: +0

Move: -1

Radar

Prerequisites: Cybernetic Head Implant, Cybernetics ●●●●●

Power Points: Any 3

This useful system is equipped into the Cyborg's head implants. It allows the Cyborg to be aware of everything around him, as

well as allowing the character to focus in on specific targets.

System: During combat with only one visible opponent, this skill is of little value, unless the Cyborg is blinded somehow (Radar eliminates the need for Blind Fighting). Outside of the ring however, Radar provides instant information, allowing the Cyborg to react to surprise attacks. Radar is always in effect, even when the Cyborg is sleeping.

Cost: None

Speed: None

Damage: None

Move: (Cybernetics + Athletics) only to avoid surprise attacks.

Cybernetic Leg Maneuvers

Leg Blades

Prerequisites: Cybernetic Leg, Cybernetics ●

Power Points: Any 4

The character's Cybernetic Leg is equipped with retractable blades that can spring out during attack.

System: Use the modifiers below.

Cost: None

Speed: +1

Damage: +4

Move: -1

Propelled Kick

Prerequisites: Jump, Cybernetic Leg, Cybernetics ●●

Power Points: Any 4

Small boosters are equipped into the heel of the character's cybernetic leg. The character uses the boosters along with a jump, using the velocity provided from the boosters to give a more powerful kick.

System: The Propelled Kick can be used to avoid projectiles like a jump. It is an aerial maneuver.

Cost: None

Speed: -1

Damage: +4

Move: +1

IN CLOSING

And so ends the fifth issue of Warrior's Pride. In the next Warrior's Pride, I will continue my optional rules based on the Player's Guide characters with an article dedicated to elemental characters. I will also provide expansions for the Call of the Wild and Heavy Metal articles, featuring new hybrid possibilities, new cybernetic maneuvers, and more. A short scenario that focuses on Armand Krispen will serve as a good introduction to the criminal organization he works for.

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