

# STREET FIGHTER: COMPLETE OFFICIAL MANEUVERS LIST

## Techniques

A=Athletics; B=Block; F=Focus; G=Grab; K=Kick; P=Punch

## Styles

AI=Aikido; BA=Baraqaq; BX=Boxing; CA=Capoeira; JJ=Jiu Jitsu; JK=Jeet Kune Do; KA=Kabbaddi; KF=Kung Fu; LD=Ler Drit; LU=Lua; MC=Majestic Crow Kung Fu; NA=Native American Wrestling; NI=Ninjitsu; PA=Pankration; SA=Sanbo; SF=Special Forces; SI=Silat; SK=Shotokan Karate; SN=Spanish Ninjitsu; SV=Savate; SW=Sumo Wrestling; TC=Tai Chi Chuan; TK=Thai Kickboxing; WK=Western Kickboxing; WR=Wrestling; WS=Wu Shu

## Other Designations

AH=Animal Hybrid; CH=Clan Heritage; E(All)=Elemental (All); EA=Elemental (Air); EE=Elemental (Earth); EF=Elemental (Fire); EW=Elemental (Water); S=Strength; \*ManeuverName=unofficial maneuver

## Basic Maneuvers –

Maneuver	Speed	Damage	Move	Cost	Notes	Prerequisites	Power Points
<b>Jab</b>	+2	-1	+0	None	Punch	None	Free
<b>Strong</b>	+0	+1	+0	None	Punch	None	Free
<b>Fierce</b>	-1	+3	-1	None	Punch	None	Free
<b>Short</b>	+1	+0	+0	None	Kick	None	Free
<b>Forward</b>	+0	+2	-1	None	Kick	None	Free
<b>Roundhouse</b>	-2	+4	-1	None	Kick	None	Free
<b>Block</b>	+4	None	Zero	None	Adds to soak; Abortable; +2 Speed next maneuver	None	Free
<b>Grab</b>	+0	+0	One	None	Ignores Blocks; must enter enemy hex	None	Free
<b>Move</b>	+3	None	+3	None		None	Free
<b>Taunt</b>	+0	None	None	None	+1 Glory	None	Free

## Special Maneuvers –

PUNCH-----	2
KICK -----	4
BLOCK -----	6
GRAB -----	7
ATHLETICS-----	9
FOCUS-----	11

# PUNCH

Maneuver	Speed	Damage	Move	Cost	Notes	Prerequisites	Power Points
<b>Boshi-Ken</b>	-1	+2	+0	None	If successful, target is -1 to Move next turn	P●●●, Shikan-Ken	NI 2
<b>Buffalo Punch</b>	-2	+5	One	None		P●●	NA, PA 1; Any 2
<b>Dashing Punch</b>	+0	+4	+2	1 Will		P●●●●, A●	BX, SV 4; WK 5
<b>Dashing Uppercut</b>	+0	+4	+2	1 Will	Knockdown vs. Aerial	Dashing Punch	BX 1; SV, WK 2
<b>Dim Mak</b>	+0	+0	+0	1 Chi	Delay damage if desired; -1 to any physical characteristic	P●●●●, F●●●, Chi Kung Healing	AI, KF, LU, SI, TC 4; MC 5
<b>Dragon Punch</b>	+0	+6	-2	1 Will	Aerial; Knockdown vs. Aerial; pushes opponent back 1 hex; Avoids Projectiles; Cannot be used to simultaneously avoid projectiles and attack projectile-thrower	P●●●●, Jump, Power Uppercut	SK 4; JK, KF, MC, SI, TK 5
<b>Ducking Fierce</b>	-1	+4	Zero	None	Crouching	P●●	LD, PA 1; Any 2
<b>Ear Pop</b>	-1	-4	-1	None	Ignores Stamina; -1 Honor per use	P●●	BA, JK, JJ, NA, NI, PA, SA, SN, SW, WR 2; Any 3
<b>Elbow Smash</b>	+2	+2	One	None		P●	TK 1; Any 2
<b>Fist Sweep</b>	-1	+3	-2	None	Crouching, Knockdown	P●●●	BX, PA, WK 2
<b>Flaming Dragon Punch</b>	-1	+6	-2	1 Chi, 1 Will	Aerial; Knockdown vs. Aerial; pushes opponent back 1 hex; Avoids projectiles; Cannot be used to simultaneously avoid projectiles and attack projectile-thrower; Hits an adjacent opponent twice	P●●●●●, F●●, Dragon Punch	SK, TK 4
<b>Haymaker</b>	-2	+4	-2	None		P●	Any 2
<b>Head Butt</b>	+0	+3	-2	None		P●	BX, CA, KA, NI, PA, SW 1; Any 2
<b>Heart Punch</b>	-1	+5 (Spc)	-2	None	Damage test for dizzying only, no actual damage done; cannot be used as part of a dizzy combo	P●●●, F●	NA, SA 2; SF, SW 3; BX, KF, WK 4
<b>Hundred Hand Slap</b>	-2	+0	One	1 Will	3 Damage Tests	P●●●●●	MC, SW 4; BA, JK, JJ, KF, SA 5
<b>Hyper Fist</b>	+1	+0	One	1 Will	3 Damage Tests	P●●●●, Power Uppercut	BX, WK 4; JK, LD, SF 5
<b>Knife Hand Strike</b>	+1	-1	-1	None	Damage applied against ½ target's Stamina unless target is blocking	P●●●	KF, SK 3; SF 4; Any 5
<b>Lunging Punch</b>	+0	+1	+1	None	Crouching; blocks are ineffective unless defender is using a crouching block or Kick Defense	P●●●, A●	BX, SK, WK 2; Any 3
<b>Monkey Grab Punch</b>	-2	+1	+0	None	Ignores Blocks	P●, G●	BA, JK, KF, MC, SI, SN, TC 1; Any 2
<b>*Powerstrike</b>	-1	+5	One	1 Chi, 1 Will	Automatically Dizzies non-Blocking opponent	P●●●●, F●●●, Heart Punch	NA, SA, SW 4; BX, WK 5
<b>Power Uppercut</b>	-1	+3	One	None	Knockdown vs. Aerial	P●	Any 1
<b>Rekka Ken</b>	Spc	Spc	Spc	1 Will / turn	Played with basic punch, adds +3 to speed; can be played for 3 consecutive turns, adding to dizzy; mandatory posing after 3 turn use, else -3 Glory	P●●●●, A●●	KF 4; BX, MC, NI, WK, WS 5
<b>Shikan-Ken</b>	+1	+1	+0	None	If successful, defender must win contested Strength roll or be knocked back 1 hex; knockdown vs. Jumping opponents	P●●	NI 3
<b>Shockwave</b>	+0	+0	Zero	1 Chi	Affects straight hex-line up to Strength hexes away; all targets struck are automatically knocked down regardless of Blocking or damage taken; does not affect targets in middle of Aerial maneuvers	P●●●●, F●●	NA 3; Any 4
<b>Shuto</b>	-1	+3 (+4)	-2	None	Ignores Toughskin, armor, etc.; against unarmored opponents, it does +4 damage	P●●●, Shikan-Ken	NI 2
<b>Spinning Backfist</b>	-1	+2	+1	None		P●●	BA, PA, SF, SV, TK, WK 1; Any 2

<i>Maneuver</i>	<i>Speed</i>	<i>Damage</i>	<i>Move</i>	<i>Cost</i>	<i>Notes</i>	<i>Prerequisites</i>	<i>Power Points</i>
<b>Spinning Clothesline</b>	+0	+0	-2	1 Will	Attacks all adjacent hexes, causing knockback of 1 hex; character may move and repeat attacks each hex, does not affect crouching opponents	P●●●●, A●●●	SA 3; CA, NA 4; SF 5
<b>Spinning Knuckle</b>	-1	+1	+3	1 Will	2 Damage Tests; Avoids projectiles like Jump	P●●●, A●, Spinning Back Fist	SF 2; BA, LD, SV, WK, WS 3; Any 4
<b>Triple Strike</b>	-2	Spc	Zero	None	2 Punch damage tests at +0 and 1 Kick damage test at +1; use highest two results only	P●●, K●	MC 1; Any 2
<b>Turbo Spinning Clothesline</b>	+1	+0	-1	1 Will	Attacks all adjacent hexes, causing knockback of 1 hex; character may move and repeat attacks each hex, does not affect crouching opponents	P●●●●, A●●●●, Spinning Clothesline	SA 2; CA, SF 4
<b>Turn Punch</b>	-1/-1/ +0/+1	+4/+5/ +6/+7	Two	1 Will	Spend 1 Willpower on first turn card is played; card may be left on table and played in conjunction with other maneuvers; other maneuvers played while Turn Punch is held are at -1 to Speed, Damage and Move; Turn Punch modifiers depend on when the card is actually played, maximum benefit at 4+ turns	P●●●●	BX, SV, TK 4; WK 5
<b>Widowmaker</b>	-3	+5	Two	None	If successful, target is knocked down; does not affect Jumping targets; Aerial; Avoids projectiles like Jump	P●●●, Jump, Haymaker	Any 1

# KICK

Maneuver	Speed	Damage	Move	Cost	Notes	Prerequisites	Power Points
<b>Air Hurricane Kick</b>	-1	-1	+1	1 Chi, 1 Will	Exactly like Hurricane Kick except it may be used to interrupt and avoid projectile attacks like Jump	K●●●●, A●●●, Jump, Hurricane Kick	SK, KF, MC, WS 1
<b>Axe Kick</b>	-1	+4	-2	None	Must enter target's hex; Knockdown vs. Aerial; Hits crouching opponents; Aerial	K●●, Jump	SV 2; SF, WK 3; KF, SK, WS 4
<b>Backflip Kick</b>	+0	+2	Two (back)	None	Attacker moves 2 hexes directly back from target after rolling damage	K●●, A●●	CA, JK, NI, SN, WS 2; KF, LU, MC, SF 3; Any 4
<b>Cartwheel Kick</b>	-1	+1/hex moved	+2	1 Will	Straight-line movement; Damage modifier is +1 per hex traveled before final impact	K●●, A●●	CA, NI, WS 2; Any 3
<b>Double Dread Kick</b>	-2	+1/+4	+1	1 Will	First test at +1 knocks target back 1 hex, attacker then moves into this hex and delivers second attack at +4, also knocks back target 1 hex; attacker may use only 2nd test if target is too far away to make both	K●●●, Double-Hit Kick	MC, TK, WK 3; KF, LD, SK, SF 4
<b>Double-Hit Kick</b>	-2	+1	-1	None	Two damage tests unless target is Aerial or Crouching; Aerial or Crouching opponents are only hit once	K●●	KF, MC, NI, SA, SI, SV, SW, TK, WK, WS 1; Any 2
<b>Double-Hit Knee</b>	+0	+0	-2	None	Two damage tests	K●●	CA, LU, NI, PA, TK 1; Any 2
<b>Dragon Kick</b>	-1	+6	-2	1 Chi, 1 Will	Aerial; Knockdown vs. Aerial; pushes opponent back 1 hex; Avoids projectiles; Cannot be used to simultaneously avoid projectiles and attack projectile-thrower; Hits an adjacent opponent twice	K●●●●●, F●●●●, Jump	KF, SI 5
<b>Flash Kick</b>	-1	+7	Zero	1 Chi, 1 Will	Aerial; Knockdown vs. Aerial	K●●●, A●●, F●●	MC, SF 4; Any 5
<b>Flying Knee Thrust</b>	+1	+2	+1	1 Will	Aerial	K●●, A●	JK, LD, PA, SF, TK, WK 1; Any 2
<b>Flying Thrust Kick</b>	+0	+6	-2	1 Will	Aerial; Knockdown vs. Aerial; pushes opponent back 1 hex; Avoids Projectiles; Cannot be used to simultaneously avoid projectiles and attack projectile-thrower	K●●●●, A●●●●, Jump	SF 3; MC, NI, SV, WS 4; Any 5
<b>Foot Sweep</b>	-2	+3	-2	None	Crouching; Knockdown	K●●	AI, BA, JK, JJ, PA, SK, SF, SW, TC, TK 1; Any 2
<b>Forward Backflip Kick</b>	+2	+1	Two	1 Will	Two damage tests if attacker interrupts aerial target	K●●●, A●●●, Backflip Kick, Jump	CA, SN, WS 1; KF, SF 2; Any 3
<b>Forward Flip Knee</b>	-2	+4	Two	None	Attacks adjacent or same-hex target only; attacker moves to far side of target then does damage; if target was interrupted, target's attack is lost	K●●, A●●	CA, WS 2; JK, KF, LD, SN, SF 3; Any 4
<b>Forward Slide Kick</b>	+0	+2	+0	None	Knockdown	K●●, A●●	LD 2, SN 3
<b>Great Wall of China</b>	-2	+1	Zero	2 Will	3 damage tests, each affecting 3 connecting adjacent hexes	K●●●●●, Lightning Leg	MC, WS 5
<b>Handstand Kick</b>	-1	+4	-2	None	Knockdown vs. Aerial	K●●, A●	NI, SF, SN, WS 1; Any 2
<b>Heel Stamp</b>	+2	-4	+1	None	Regardless of damage, attacker moves 1 hex back after damage test, opponent moves back [(attacker's Strength + Athletics) - target's Strength] hexes	K●, A●	NI 1; Any 3
<b>Hurricane Kick</b>	+0	-1	-1	1 Chi, 1 Will	Straight line movement; Damage test vs. everyone in same or adjacent hex, each hex of movement; All damaged or same-hex targets are pushed back one hex; Aerial	K●●●●, A●●●	SK 4; JK, KF, MC, WS 5
<b>Lightning Leg</b>	-2	+1	Zero	1 Will	3 damage tests	K●●●●, Double-Hit Kick	WS 3; JK, KF, MC, SI, TK 4; CA, SF, SV 5
<b>Reverse Frontal Kick</b>	-1	+3	-1	None	Ignores Blocks	K●●●, Double-Hit Kick	SV, WK 1; WS 2; Any 3

<i>Maneuver</i>	<i>Speed</i>	<i>Damage</i>	<i>Move</i>	<i>Cost</i>	<i>Notes</i>	<i>Prerequisites</i>	<i>Power Points</i>
<b>Scissor Kick</b>	+0	+3	+3	1 Will	2 damage tests; Aerial	K●●●, A●●●, Jump	JK, LD 3; SN, WS 4
<b>Slide Kick</b>	-1	+3	+1	None	Knockdown	K●●, A●	AI, KA, LD, PA, SN, SV, TC, WK 2; Any 3
<b>Spinning Foot Sweep</b>	-2	+3	Zero	1 Will	Crouching; Knockdown; affects all adjacent hexes	K●●, A●, Foot Sweep	AI, JJ, SF, SW, TC 1; Any 2
<b>Stepping Front Kick</b>	+0	+1	+1	1 Will	2 damage tests; Attacker moves into target's hex for first test, knocking target back 1 hex for 2nd test; Can use only 2nd test if target is too far for both	K●●●●, Double-Hit Kick	JK, KF, MC, SI 3; LD, WK, WS 4
<b>Tiger Knee</b>	+3	+2	+0	2 Will	Knockdown; Aerial; Avoids projectiles like Jump	K●●●, A●●, Jump	TK 4; JK, SF, WK 5
<b>Whirlwind Kick</b>	-2	+0	-1	2 Will	Straight line movement; Damage test vs. everyone in same or adjacent hex, each hex of movement; All damaged or same-hex targets are pushed back one hex; Aerial	K●●●●, A●●●●	WS 4; MC, SK 5
<b>Wounded Knee</b>	-2	+3	-1	None	Target -2 Speed on kicks and -2 Move on all maneuvers for next 2 turns if successful	K●●●	BA, LU, NA, PA, TK, WK 2; Any 3

# BLOCK

Unless otherwise specified any maneuver following a Block (or Block special maneuver) receives a +2 Speed.

Maneuver	Speed	Damage	Move	Cost	Notes	Prerequisites	Power Points
<b>Deflecting Punch</b>	+2	+0 (Punch)	Zero	None	Block bonus vs. punches only; After soak, immediately counterpunch (vs. any attack) unless Dizzied, knocked back, or knocked down	P●, B●●●, Punch Defense	AI, BA, BX, JK, JJ, KF, NI, SI, SV, TC, WK 1; Any 2
<b>Energy Reflection</b>	+1	Zero	Zero	1 Chi per missile	Each projectile requires 2 successes on Wits test (diff. 6) to be reflected	B●●●●, F●●●●, Missile Reflection	TC 2; AI, BA, JJ, KA, LU, SI, SK 3; Any 4
<b>Kick Defense</b>	+4	Zero	Zero	None	+4 Soak vs. Kicks; -2 Soak vs. other	B●●	Any 1
<b>Maka Wara</b>	Spc	Spc	Spc	None	Punchers and kickers take damage (defender's Stamina + Block - 3) every time they strike a character with this ability who is actively blocking; functions automatically	B●●●●	BA, JK, KF, PA, SI, SK, SW, TK 3; JJ, NI, WS 4; Any 5
<b>Missile Reflection</b>	+3	Zero	-1	None	Roll Dexterity (difficulty 6) to Reflect missiles at new target; thrown weapons require 1 success; arrows, sling bullets, etc. require 2 successes; gunfire requires 3 successes and a piece of hard material to deflect bullets; bullets cannot normally be reflected at attacker (Storyteller's call).	B●●●●	JJ, TC 1; Any 2
<b>Punch Defense</b>	+4	Zero	Zero	None	+4 Soak vs. Punches; -2 Soak vs. other	B●●	Any 1
<b>San He</b>	+2	Zero	Zero	1 Chi	Add double Block technique to Soak; User cannot be knocked down or out of hex except by Grabs; Roll Strength + Block to remain still when hit by massive objects, Storyteller's discretion as to # of successes required; User does not get normal +2 Speed for next maneuver.	B●●●, F●●	TC 2; AI, KA, KF, JJ, LD, SI, SW, WS 3; MC, SK 4

# GRAB

Maneuver	Speed	Damage	Move	Cost	Notes	Prerequisites	Power Points
<b>Air Suplex</b>	-1	+4	+0	None	Must interrupt Aerial opponent; Knockdown; Attacker and target end in interruption hex; Aerial	G●●●, A●●●, Jump, Suplex	SN 1; KA 2; Any 3
<b>Air Throw</b>	+2	+5	+0	1 Will	Must interrupt Aerial opponent; Knockdown; Target can be thrown within 3 hexes of attack hex; Attacker finishes remaining movement after attack; Aerial	G●●, A●, Jump, Throw	JJ 1; AI, JK, MC, NA, NI, PA, SA, SF, SN, TC, WR, WS 2; Any 3
<b>Back Breaker</b>	-1	+3	One	None	Knockdown	G●●●	JK, JJ, NA, PA, SA, WR 2
<b>Back Roll Throw</b>	-1	+4	One	None	If damaged, opponent thrown up to (Strength + Kick) hexes; Knockdown	G●●, K●, A●, Throw	AI, BA, CA, JJ, NI, SK, SN, TC, WK, WS 1; Any 2
<b>Bear Hug</b>	-1	+3	One	None	Sustained Hold	G●●	NA, PA, SA, SW, WR 1; AH 2; Any 3
<b>Brain Cracker</b>	+0	+2 (Punch)	One	None	Sustained Hold	G●●, P●	BX, KA, NA, PA, SA, TK, WK, WR 1; Any 2
<b>Choke Throw</b>	-1	+2	+0	None	Can interrupt aerial opponent or attack standing opponent; Attacker and target end in same hex; Knockdown	G●●●, A●●, Jump	SN 1; LU, PA 2; Any 3
<b>Disengage</b>	+1	Zero	-2	None	Played while in Sustained Hold; character gets second test to escape using Dexterity vs. attacker's Strength; if escape is successful, character may move	G●●, A●●	NI 1; LU, NA, PA, SA, SN, WR 2; TC 3; Any 4
<b>Dislocate Limb</b>	-1	+1	+1	None	Target may only use kicks after being dislocated unless he takes a turn to relocate limb (-3 Speed, -2 Damage from Punches that turn)	G●●●, K●●, A●	BA, CA, LU, PA, NI 2; JJ, KA, NA, SA, SF, SI, TC, WR 3
<b>Eye Rake</b>	+2	-3	+0	None	Target must fight blind next turn (unless attacker botches); a blinded fighter without Blindfighting is considered Dizzied; -1 Honor per use, in tournaments -1 Glory per use as well	G●, P●	AH, LU, NI 1; Any 2
<b>Face Slam</b>	-1	+3	One	None	Knockdown	G●●, S●●●●	NA, SW 2; SA 3; Any 5
<b>Flying Tackle</b>	-1	+0	+2	None	Both attacker and target are knocked down if any damage is done; both fly back two hexes from attack hex; +2 Speed next maneuver if it is a Grab	G●●, A●●	Any 2
<b>Grappling Defense</b>	+4	Zero	-1	None	Adds Grab technique to Stamina for purposes of Soak vs. Grabs.	G●●●●	JJ 2; AI, BA, LU, NA, PA, SA, TC, WR 3; JK, KF, LD, MC, SI 4; Any 5
<b>Hair Throw</b>	-2	+5	Two	None	Attacker moves into and through target's hex; target thrown up to (Strength) hexes along movement line; Knockdown	G●●●, A●●, Throw	JJ, KF, MC, NI, SF, SI 2; Any 3
<b>Head Bite</b>	+1	+3	One	None	Sustained Hold	G●●	AH, BX 1; CA, LU, PA, SA 2; Any 3
<b>Head Butt Hold</b>	-1	+3	One	None	Sustained Hold	G●●, Head Butt	BX, KA, SW, TK 2; Any 3
<b>Improved Pin</b>	+0	+2 / +1	+1/Two	1 Will	Sustained Hold; can be executed on targets in same hex or in adjacent hex; +2 Damage and +1 Move first turn, +1/Two on all subsequent turns; attacker gets +3 to Strength for purposes of maintaining the hold; must score 2 points damage to engage the hold	G●●●, A●●, Pin	AI, BA, JJ, LU, WR 2; KF, PA, SI, SF, TC, WS 3; Any 4
<b>Iron Claw</b>	+1	+4	One	1 Will	Sustained Hold	G●●●●●	LU, MC, NA, SA, SI, WR 4; LD 5
<b>Jaw Spin</b>	+1	+5 (AH dots)	Zero	1 Chi	Must allow a slower attack to hit first, then can execute maneuver	G●●●●, A●●●, Tearing Bite	AH 3

Street Fighter – Official Maneuvers

<i>Maneuver</i>	<i>Speed</i>	<i>Damage</i>	<i>Move</i>	<i>Cost</i>	<i>Notes</i>	<i>Prerequisites</i>	<i>Power Points</i>
<b>Knee Basher</b>	-1	+4 (Kick)	One	None	Sustained Hold; once target gets out, he is considered Knocked Down	G●●, K●	CA, PA, SF, SW, TK, WK, WR 2; Any 3
<b>Neck Choke</b>	-1	+3	One	None	Sustained Hold	G●●●	JJ, NA, SF, WR 1; LU, PA, SA 2; Any 3
<b>Pile Driver</b>	-2	+4	One	None	Knockdown	G●●●, A●	SA 2; NA, SF, WR 3; Any 4
<b>Pin</b>	-1	+2 / +0	+1/Zero	1 Will	Sustained Hold; target must be Knocked Down or Dizzy to execute; +2 Damage and +1 Move first turn, +0/Zero on all subsequent turns; attacker gets +3 to Strength for purposes of maintaining the hold; must score 2 points damage to engage the hold	G●●	AI, JJ, LU, PA, TC, WR 2; BA, JK, KF, SK, SI, WS 3; SF 4; Any 5
<b>Rising Storm Crow</b>	-3	-3 / +Str (special)	+2 (min. two)	1 Will	Must move at least 2 hexes into enemy hex; 2 damage tests, first at (STR + GRAB - 3), second at (2×STR + GRAB); damage combines to dizzy; target automatically knocked down and thrown along line of entry up to (Strength) hexes regardless of damage	G●●●, A●●●, Throw	MC 4; KF 5
<b>Ripping Bite</b>	-1	+1 (AH dots)	One	1 Will	Target suffers -1 penalty to Strength and Dexterity for rest of combat; may be used multiple times on same opponent	G●●●, Bite	AH 2
<b>Siberian Bear Crusher</b>	+0	+3	+1 / Three	1 Will	Knockdown; move 3 hexes after performing grab; Aerial while attack is executed (after initial movement); target lands in hex adjacent to attacker's final position	G●●●, A●●, Back Breaker	SA 5
<b>Siberian Suplex</b>	+0	+2	One / One	1 Will	Knockdown; Treat as a Suplex immediately followed by another one on same opponent in same direction (two damage tests, both move 1 hex further)	G●●●●, A●●, Suplex	SA 3
<b>Sleeper</b>	-1	+2	One	1 Will	Sustained Hold; if hold is maintained for 3 turns, target is dizzied	G●●●	BA, LU, NA, SA 3; SF, SW 4; Any 5
<b>Spinning Pile Driver</b>	-2	+7	Two	2 Will	Knockdown; Target bounces 3 hexes away after impact; Aerial while attack is executed (after movement); Avoids projectiles like Jump while attack is executed	G●●●●, A●●●, Jump, Pile Driver	WR 3; SA 4; NA 5
<b>Stomach Pump</b>	+0	+4	One	None	Sustained Hold	G●●●●, P●●	JJ, NA, PA, SA, WR 3
<b>Storm Hammer</b>	-2	+7	One / Three	2 Will	Knockdown; Attacker and target end in same hex up to 3 hexes from attack hex; Aerial while attack is executed (after initial movement); Avoids projectiles like jump while attack is executed	G●●●●●, A●●●, Jump	NA, WR 5
<b>Suplex</b>	+0	+2	One	None	Knockdown; target lands in adjacent hex	G●	JJ, NA, PA, SA, SF, SN, WR 1; Any 2
<b>Tearing Bite</b>	+1	+4 (AH dots)	One	1 Chi	Damage is done, then victim is thrown up to (Strength -1) hexes in direction attacker came from	G●●, A●●, Bite	AH 2
<b>Thigh Press</b>	-1	+4	One	None	Knockdown; target lands in attacker's original hex; if both started in same hex, target lands in adjacent hex of attacker's choice	G●●, A●●	JJ, NA, SA, SF, WR 2; Any 3
<b>Throw</b>	-2	+2	One	None	Opponent thrown up to (Strength) hexes; Knockdown	G●	JJ 0; Any 1



# ATHLETICS

Maneuver	Speed	Damage	Move	Cost	Notes	Prerequisites	Power Points
<b>Air Smash</b>	-1	+4	-1	None	Aerial; Avoids projectiles like Jump; Straight-line movement; Attacker ends in target's hex	A●, Jump	MC, NA, PA, SA, SW, WR 1; Any 2
<b>Backflip</b>	+3	Zero	+2	1 Will	Straight-line movement; Character cannot be harmed by any attack while executing maneuver, only before and after	A●●●	CA, JK, SN 2; WS 3; Any 4
<b>Beast Roll</b>	+0	+3	-2 / +2 / Two	1 Will	Aerial; Avoids projectiles like Jump; Straight-line movement; First attack moves backwards, then reverse direction for second attack; attacker ends 2 hexes back from second target; must move into both enemies' hexes	A●●●●●, Rolling Attack, Vertical Rolling Attack	CA 3
<b>Breakfall</b>	Spc	Spc	Spc	None	Reduces damage from Throws and other maneuver which rely on thrown impact by # of successes on a (Dexterity + Athletics) roll	A●	JJ 0; AI, BA, CA, PA, TC, WR 1; Any 2
<b>Cannon Drill</b>	+2	+2	+2	1 Will		A●●●●●	SF 4; KA, MC, WS 5
<b>Displacement</b>	+2	-1 (Punch)	+1	1 Will	Avoids projectiles like Jump; Must interrupt an attack; Character moves to left or right of target, avoiding attack; Character may move back and land counterpunch if he has sufficient Move	A●●, B●●, P●, Esquives	SV 2; SN 3; WS 4
<b>Diving Hawk</b>	+0	+5	+2	1 Will	Aerial; Avoids projectiles like Jump	A●●●, F●, Jump	NA, SN 4
<b>Dragon's Tail</b>	-1	+5 (AH dots)	-2	None	Knockdown vs. Aerial; Standing opponents knocked back 1 hex	A●●●●, Upper Tail Strike	AH 3
<b>Drunken Monkey Roll</b>	+3	Zero	+2	None	Crouching; Avoids projectiles like Jump	A●●	JK, KF 1; AH, AI, CA, MC, NI, SI, WS 2
<b>Esquives</b>	+2	Zero	Two	None	Must interrupt enemy's attack; moves 2 hexes to the side, avoiding attack	A●●, B●	SV, SN, WS 2
<b>Flying Body Spear</b>	+0	+3	+1	1 Will	Aerial; Avoids projectiles like Jump; Straight-line movement	A●●●, Jump	KA 2; LD, MC 3; Any 4
<b>Flying Head Butt</b>	+0	+4	+3	1 Will	Aerial; Straight-line movement	A●●●, Head Butt, Jump	SW, WR 2; Any 3
<b>Flying Heel Stomp</b>	+0	+1	+2	1 Will	Aerial; Avoids projectiles like Jump; Straight-line movement; Attacker can execute attack at any point and finish movement after attack	A●●●, K●●, Jump	LD, MC, NI, PA, SN, WS 3; Any 4
<b>Flying Punch</b>	-2	+2	+5	1 Will	Aerial; Attacker must move 2 hexes past opponent and back at them, halving target's effective Stamina (round down); lose 1 temporary Honor per use; can also be done at the target's front, no Honor loss or halving of Stamina	A●●●●, P●●, F●●●, Jump	LD 3
<b>Ground Fighting</b>	Spc	Spc	Spc	1 Will	After being knocked down, character can continue to fight from the ground (-2 Speed for 1st round); Cannot use Aerial or hip-torque-dependent maneuvers (GM's call); without this maneuver such attacks are -3 Speed and Damage; attacks against ground fighters must be low-target attacks or suffer -2 Speed and Damage	A●●●●	PA 2; SA, NA, WR 3; SF 4
<b>Jump</b>	+3	Zero	+0	None	Aerial; Has change of avoiding projectiles if projectile is interrupted and jumper wins contest of Dexterity + Athletics vs. attacker's Focus; Can be combined with basic punches and kicks (use maneuver's Speed, Damage and Move)	A●	Any 1
<b>Jumping Shoulder Butt</b>	+0	+3	-1	None	Aerial; Avoids projectiles like Jump	A●●, Jump	BX, TK 1; Any 2
<b>Kippup</b>	Spc	Spc	Spc	None	Automatic effect, does not have to be played; Character suffers only a -1 Speed penalty (instead of -2) after a knockdown	A●●	Any 1
<b>Light Feet</b>	Spc	Spc	Spc	None / 1 Will	Automatically adds +1 Move to all maneuvers; optionally, character can spend 1 Willpower to add +3 to a maneuver instead of +1	A●●●●, Jump	JK, LU, SN 3; Any 5

Street Fighter – Official Maneuvers

<i>Maneuver</i>	<i>Speed</i>	<i>Damage</i>	<i>Move</i>	<i>Cost</i>	<i>Notes</i>	<i>Prerequisites</i>	<i>Power Points</i>
<b>Pounce</b>	-1	+2 (AH dots)	+4	1 Will	Aerial; Avoids projectiles like Jump; Knockdown; Both fighters end in same hex	A●●●, Jump	AH 2
<b>Rolling Attack</b>	+0	+3	+4, Two	1 Will	Aerial; Straight-line movement; Attacker bounces back 2 hexes after damage test	A●●●	CA, NI, WS 3; MC 4; Any 5
<b>Tail Sweep</b>	-1	+1	Zero	None	Knockdown; Crouching; attacks all adjacent hexes	A●, Upper Tail Strike	AH 2
<b>Thunderstrike</b>	+0	+5	-1	None	Must enter adjacent enemy's hex to attack; Complete movement after damage test; Aerial; Avoids projectiles like Jump	A●●, Jump	NA, PA 1
<b>Tumbling Attack</b>	-1	-1	+0	1 Will	Crouching; Straight-line movement; fighter enters target's hex, makes damage test and pushes target back every hex of movement	A●●●, Backflip	SN 2; CA 3; Any 5
<b>Typhoon Tail</b>	-2	+5/+2	+1	1 Chi, 1 Will	Aerial; Cannot be hit by projectiles while executing maneuver; Enemy in target hex takes +5 damage and is knocked back 1 hex along trajectory, then ALL fighters in adjacent hexes take +2 damage and are knocked back 1 hex	A●●●, Tail Sweep, Jump	AH 3
<b>Upper Tail Strike</b>	+1	+2 (AH dots)	+1	None	Knockdown vs. Aerial	A●●●	AH 3
<b>Vertical Rolling Attack</b>	+0	+3	+0	1 Will	Aerial; Avoids projectiles like Jump; Knockdown vs. Aerial; 4 ft. vertical for each Athletics dot	A●●●, Jump	CA, NI, WS 2; Any 4
<b>Wall Spring</b>	+2	Zero	0	None	Aerial; Avoids projectiles like Jump; Character can jump into an obstacle at +0 Move, then spring off in opposite direction at +2; Can be combined with basic punches and kicks like Jump (use Wall Spring's movement modifiers)	A●●●, Jump	JK, MC, NI, SN, WS 1, Any 2

# FOCUS

Unless otherwise specified all Focus powers use Wits to determine Speed and Intelligence to determine Damage.

Maneuver	Speed	Damage	Move	Cost	Notes	Prerequisites	Power Points
<b>Acid Breath</b>	-2	+3/+0/-3	-1	1 Chi	Range = Stamina; Must have line-of-sight; does +3 damage immediately; at end of following turn, unless acid is removed, test again at +0, and again at end of second following turn at -3; Projectile	F●●●	Any 4
<b>Air Blast</b>	-1	+3	Zero	1 Chi	Range = Intelligence + Elemental Background; Line-of-sight attack; Target must roll successful Perception + Blind Fighting roll to detect and interrupt this Projectile attack	F●●, P●, EA●●	EA 3
<b>Balance</b>	Spc	Spc	Spc	None	Character gets +1 to Move on Aerial maneuvers; Automatic effect	F●●●●	NI, WS, TC 2; BA, KA, KF, SI 3; SK, CA 4
<b>Blind</b>	+0	Zero	Zero	1 Chi	Range = Wits + Focus; attacker must defeat opponent in resisted roll using Intelligence + Focus versus Stamina + Mysteries; opponent is blinded as a Sustained Hold until he can win an Intelligence resisted roll	F●●●	LD 3; KA 5
<b>Chi Kung Healing</b>	-1	Zero	-1	1 Chi/Health	Restores 1 Health/point of Chi, up to character's Focus rating in single turn; can be used on others in the same hex	F●●●●	TC 2; AI, KA, KF, LU, SI 3; BA, JK, JJ, MC, NA, SK, TK, WS 4
<b>Chi Push</b>	-3	Spc	Zero	2 Chi + Spc	Damage = Wits + Focus + 3 + (1 per extra Chi over 2 spent); optionally points of damage may be converted to hexes of knockback; may attack at range for -2 damage per hex; target may add +1 soak per 2 Chi expended; does not affect anyone using San He	F●●●●, Chi Kung Healing	BA, KA, KF, LU, NA, SI, TC 5
<b>Cobra Charm</b>	-1	Spc	-1	1 Chi	Range = 3; Must have eye contact; Attacker must win Wits + Mysteries contest to charm; Victim may break out every turn by winning Intelligence contest at end of each turn; Hypnotizer may only use Move maneuvers while maintaining hold and can give simple commands to victim; charm is broken if victim is damaged	F●●	KA 2; AH, LD 3; Any 4
<b>Death's Visage</b>	+1	Zero	Zero	1 Chi	All within sight must win contest of Willpower vs. attacker's Manipulation + Focus or move as far from attacker as possible; victims may try to win contest between turns to break effects; lasts 3 turns unless broken	F●●●, CH●●●●	NI 3
<b>Drain</b>	-1	Spc	-1	1 Chi	Range = Wits + Focus; witnesses must roll Perception + Mysteries to notice (and try to evade) projectile; Victim loses 1 Health and suffers -1 Speed and -1 Move next turn	F●●, EW●●	EW 3
<b>Drench</b>	+1	+2 (Punch)	-2	1 Chi	Range = Intelligence + Focus; Damage based on Punch technique	F●●, P●, EW●●	EW 2
<b>Elemental Skin</b>	-2	Spc	Spc	1 Chi, 1 Will	Effects vary depending on type; Fire = attackers suffer (Focus) damage, similar to Maka Wara, elemental's Punch, Kick and Grab techniques gain +1 damage; Water = any damage scored on elemental reduced by one; Air = Aerial maneuvers suffer -2 Damage, projectile damage reduced by one; Earth = Punches and Kicks against elemental suffer -2 Damage, cannot be thrown, unaffected by Knockdown; Effects last for (Focus) turns	F●●, E(All)●●●●	E(All) 5
<b>Elemental Stride</b>	+1	Zero	Spc	1 Chi	Character can disappear into his chosen element, then reappear in any other hex with that element at any point during the turn like Yoga Teleport; outside of combat, cost is 1 Chi per hour, elemental can move invisibly through element at (Stamina + Focus) mph	F●●, E(All)●●●●●	E(All) 4
<b>Entrancing Cobra</b>	+2	Zero	-1	1 Chi	Attacker must win contest of Dexterity + Focus vs. target's Wits + Mysteries; if successful, target is dizzy next turn	F●●, CH●●●●	NI 4

Street Fighter – Official Maneuvers

Maneuver	Speed	Damage	Move	Cost	Notes	Prerequisites	Power Points
<b>Envelop</b>	-2	+1/-1	-2	1 Chi	Range = Focus; Line-of-sight attack; Sustained Hold, using Focus instead of Grab for maximum duration; Affected character must make a Stamina test every turn to avoid being dizzyed; Victim may act normally, but at -2 Speed while in hold; Hold is broken if line-of sight is obstructed; if two characters are in the same hex, attack will affect both of them; damage is +1 on first turn, -1 on subsequent turns	F●●, G●●, EW●●●, Drench	EW 3
<b>Extendible Limbs</b>	Spc	Spc	Spc	None	Combines with basic punches and kicks to add 1 hex of range/Focus point; Enemies can interrupt and attack any hex of extended limbs	F●●●●	KA 4; SI 5
<b>Fireball</b>	-2	+2	Zero	1 Chi	Range = Wits + Focus; Requires line-of-sight; Projectile	F●●●	AI, KA, SK 3; KF, LU, MC, SI, TK, WS 4; Any 5
<b>Fire Strike</b>	-1	+3	Zero	1 Chi	Straight-line attack; affects a line (Focus) hexes long; lasts for duration of the turn	F●●, EF●●●, Flaming Fist	EF 3
<b>Flaming Fist</b>	Spc	+3 (Spc)	Spc	1 Chi	Play in conjunction with any basic Punch card; adds +3 to Damage	F●, P●, EF●●	EF 2
<b>Flight</b>	+1 (Spc)	Spc	Spc	1 Chi/turn	Must be activated by one turn of concentration during which character may only Block; on subsequent turns character may be airborne, all maneuvers at additional +1 Speed and (Move = Stamina) and cannot be hit except by Aerial and projectile attacks unless melee attack is interrupted; outside of combat, costs 1 chi/hour of flight at (Focus × Dexterity) × 10 mph	F●●, A●, EA●●●	EA 2
<b>Flying Fireball</b>	-2	+2	+0	1 Chi, 1 Will	Exactly like Fireball but cannot be dodged by jumping maneuvers	F●●●●, Fireball, Jump	SK, WS 2; KA, KF, MC 3
<b>Ghost Form</b>	+1	Zero	+0	2 Chi/1 Chi	2 Chi first turn, 1 Chi subsequent turns; no solid objects affect character in Ghost Form; energy attacks affect as normal; can be played during Sustained Hold; cannot attack while a Ghost	F●●●●●	AI, BA, KA, LU, NA, TC 5
<b>Heal</b>	-1	Zero	-1	1 Chi/Health	User may heal himself or anyone in hex; also removes pollution for 1 chi/5 square feet	F●●●, E(All)●●●	E(All) 4
<b>Heatwave</b>	+0	+2 (Spc)	+0	1 Chi	Ignores blocks; May be dodged like a projectile; Damage only counts for dizzying purposes	F●●, EF●●●	EF 3
<b>Ice Blast</b>	-2	+3	Zero	2 Chi	Range = Wits + Focus; Requires line-of-sight; If damaged, victim trapped in ice until he is hit or he makes 4 successes on extended Strength test (roll at the end of each turn); Projectile	F●●●	Any 4
<b>Improved Fireball</b>	-1	+4	Zero	1 Chi	Knockdown; Projectile	F●●●●●, Fireball	SK 3; KA, KF, MC, SI, WS 5
<b>Inferno Strike</b>	-2	+4	Zero	2 Chi	Range = Wits + Focus; Requires line-of-sight to target hex; Affects target hex and all six hexes bordering it; Projectile	F●●●●●, Improved Fireball	KA, SK 5
<b>Leech</b>	+0	Spc	Zero	1 Chi/Health	Attacker must have victim in sustained hold first; attacker may transfer 1 Health from victim to himself per point of Chi spent, maximum of (Focus) points per turn; attacker may not increase above his maximum Health; Sustained Hold	F●●●, G●●	KA, LU, NI 3; KF 4
<b>Levitation</b>	+0	Zero	Spc	1 Chi / turn	Character may move up to Focus hexes per turn in any direction	F●●●●●	BA, KA 3; KF, LU, SK, SI, TC, WS 4
<b>Lightness</b>	+1	Spc	+1	1 Chi	May be used on elemental or another target; after activation target gains +2 Speed and +3 Move to all jump-enhanced maneuvers; lasts (Focus) turns	F●●●, A●●, EA●●●, Flight	EA 3
<b>Mind Control</b>	-3	Zero	Zero	2 Chi	Range = Wits + Focus; Victim must have no Willpower left; Attacker must win contest of Intelligence with victim; Duration of control depends on # of successes: 1 = 10 turns, 2 = 1 hour, 3 = 1 day, 4 = 1 week, 5 = 1 month; Controlled victims ordered to go against moral code or survival instinct may resist command with successful Permanent Honor vs. controller's Willpower roll; does not work on targets with permanent Honor of 10	F●●●●●, Mind Reading, Psychic Vise	LD 5

<i>Maneuver</i>	<i>Speed</i>	<i>Damage</i>	<i>Move</i>	<i>Cost</i>	<i>Notes</i>	<i>Prerequisites</i>	<i>Power Points</i>
<b>Mind Reading</b>	Spc	Spc	Spc	1 Chi	Played between rounds; Range = Wits + Focus; user declares Mind Reading on target and must win contest of permanent Willpower; if it works, character can see two combat cards from enemy, one of which must be played the following turn; this is done between-turns	F●●●●, Telepathy	AI, BA, KA, LU, LD, SI 3; Any 4
<b>Musical Accompaniment</b>	Spc	Spc	Spc	None	Specify music type; if music is present while fighting, character adds +1 to either Speed, Damage or Move each turn.	F●●	CA, LU 1; Any 2
<b>Pit</b>	-1	+1	-1	1 Chi	Fighter targets a hex to create a (5 + Focus) foot deep pit; fighters in the pit at end of turn take damage from fall and spend next turn climbing out (Move with -4 Speed); Fighter must be in contact with the earth; Pits are permanent once created; possible Glory loss in an arena	F●●●, EE●●●, Wall	EE 3
<b>Pool</b>	+1	Zero	-2	None	Immunity to physical attacks and ability to flow through cracks, etc.; Most Focus attacks will still affect character (GM's discretion)	F●●, EW●●●●	EW 2
<b>Psychic Rage</b>	-2	Zero	Zero	1 Chi	Range = Wits + Focus; attacker must win contest of permanent Chi or Willpower (attacker's choice). If successful, victim may only play Fierce and Roundhouse and highest-damage Special Maneuvers in berserk fury; cannot Combo; may attack teammates; between turns, victim may try to win contest of permanent Honor vs. controller's Manipulation to break free; victims still lose Honor from actions under Psychic Rage.	F●●●	LD 3
<b>Psychic Vise</b>	+0	+0 (Spc)	Zero	1 Chi, 1 Will	Range = Wits + Focus; attacker rolls vs. target's Intelligence instead of Stamina, ignoring Blocks; if successful, victim loses Willpower equal to # of successes and next action is at Speed penalty equal to # of successes; if successes exceeds victim's Intelligence, he is dizzied; victims with no Willpower left can still be slowed and dizzied by this attack	F●●●●	LD 4; KA 5
<b>Psycho Crusher</b>	-1	+5/One	+6	2 Chi	Attacker can change direction, even vertically, in mid-move; must enter victims' hexes to do damage; non-blocking opponents suffer damage at +5 plus knockdown and end in an adjacent hex (victim's choice), can only be hit once; blocking opponents are knocked directly back 1 hex and suffer 1 die of damage (a botch ends the maneuver immediately) and can be attacked up to 5 times before attacker moves on; can attack multiple targets	F●●●●●, A●●●, Psychokinetic Channeling	LD 5
<b>Psychokinetic Channeling</b>	Spc	+2 (Spc)	Spc	1 Chi	Played in conjunction with any basic Punch or Kick; Adds +2 damage to attack	F●●●	LD 3; AI, BA, SI 4; Any 5
<b>Push</b>	-2	+1	Zero	1 Chi	Affects a path 3 hexes long and (Focus) hexes wide; all targets in path may be damaged; damaged targets also fly backwards 1 hex per damage point; Knockdown vs. Aerial	F●●●, EA●●●, Air Blast	EA 4
<b>Regeneration</b>	+0	Zero	Zero	1 Chi/Health	Restores 1 Health per Chi, up to (Focus) rating	F●●●	BA, KA 1; AI, AH, KF, LD, LU, NA, SI 2; Any 3
<b>Repeating Fireball</b>	-2	+0	Zero	2 Chi	Range = Wits + Focus; Requires line-of-sight; Produces one fireball per point of Focus; may be targeted at different enemies; Characters dodging multiple attacks must test vs. each	F●●●●●, Fireball	Any 4
<b>Sakki</b>	Spc	Spc	Spc	None	Character is aware of surprise attacks targeting him and can act on the information; can move Focus + Athletics to avoid surprise attacks	F●●●●●, CH●●●●	NI 3
<b>Sense Element</b>	Spc	Spc	Spc	None	Character can sense the presence, amount, and composition of his chosen element nearby on a successful Perception + Elemental Background roll	F●, E(All)●	E(All) 1

Street Fighter – Official Maneuvers

Maneuver	Speed	Damage	Move	Cost	Notes	Prerequisites	Power Points
<b>Shock Treatment</b>	+0	+7	Zero	2 Chi	Affects all targets in fighter's hex and in adjacent hexes; Knockdown; decide at purchase time if this maneuver is Crouching; character is immune to electricity	F●●●	Any 4
<b>Shrouded Moon</b>	+0	Zero	-1	1 Chi	Ninja becomes invisible; Attacker must win contest of Perception + Alertness vs. ninja's Focus + Stealth to spot; If undetected, the ninja's next action is at +1 Speed; if a hex is targeted for attack and the ninja is not there, next opponent move is at -2 Speed	F●●, A●, CH●●●●	NI 2
<b>Sonic Boom</b>	-3	+4 (Spc)	Zero	1 Chi	Range = Wits + Focus; Requires line-of-sight; Damage = Intelligence + Focus + 4; Projectile	F●●●	SI 3, Any 4
<b>Speed of the Mongoose</b>	+2	Zero	-2	1 Chi	+4 Speed or +6 Move to the maneuver chosen the following turn	F●●●, CH●●●●	NI 3
<b>Spontaneous Combustion</b>	+0 (not listed)	+5/+2	-2	2 Chi (first turn); 1 Chi / turn	Attacker must win a contested Focus roll with victim; if successful, victim bursts into flames; continues as long as the elemental sustains the effect or until victim spends one turn rolling out the flames and suffers -2 Speed penalty on his next turn	F●●●, EF●●●●, Heatwave	EF 4
<b>Stone</b>	-2	Spc	Zero	1 Chi	Projectile; Damage = Strength + Focus	F●●, P●●, EE●●, Wall	EE 2
<b>Stunning Shout</b>	+2	Zero	-2	1 Chi	Affects one target or, at Storyteller's discretion, a group of minor opponents; roll contest of permanent Willpower vs. permanent Willpower, attacker must win to have effect; targets which have not acted lose their actions that turn; targets who have already acted suffer Speed penalty next turn equal to margin of success on Willpower contest	F●●	SK, SI, SW 2; AI, LD, MC, TC 3; Any 4
<b>Telepathy</b>	Spc	Zero	Spc	1 Chi per turn	Range = Wits + Focus; character can link up to (Focus) people in telepathic bond, allowing silent communication	F●●●	AI, BA, KA, LD, TC 2; Any 3
<b>Thunderclap</b>	+0	-3 (Spc)	Zero	1 Chi	Attacks everyone within 3 hexes; Damage = Intelligence + Focus - 3	F●●●, P●	NA 4
<b>Toughskin</b>	Spc	Zero	Spc	1 Chi	Played with any other card; character gets +2 soak for turn's duration	F●●	AH, PA, SW 2, BX, JJ, LU, TK 3; Any 4
<b>Vacuum</b>	-2	+2	-2	1 Chi	Affects all targets in one hex; victim(s) must make Stamina roll or be automatically dizzied on the following turn; victim may interrupt with a higher-speed maneuver and escape from the target hex; does not affect air Elementals	F●●●, EA●●●, Air Blast	EA 3
<b>Venom</b>	+1	+2 (Spc)	-2	1 Chi	Lingering effects: for the next 2 turns victim loses 1 Health automatically and is at -1 Speed	F●●, A●●, G●●, Bite	AH 2
<b>Wall</b>	-2	+2 (Spc)	Zero	None	Character creates a solid wall to appear in one hex; range Perception + Focus; anyone in that hex at the time suffers damage; the wall must be circumvented or destroyed, and it has Stamina equal to Elemental Background and Health equal to Focus of the character	F●, EE●●	EE 2
<b>Weight</b>	-2	Zero	-1	1 Chi	Range = Wits + Focus; Projectile; Victim who is hit is at -2 Speed and Move and may not jump the following round	F●●●, EE●●●●, Wall, Stone, Pit	EE 3
<b>Yoga Flame</b>	-2	+7	One	2 Chi	Affects any 1 adjacent hex and 3 hexes beyond it; flame fills area for rest of turn	F●●●●, Fireball	KA, SI 3
<b>Yoga Teleport</b>	+3	Zero	Spc	2 Chi	Character simply disappears, reappearing at any time during the turn within (Intelligence + Focus) hexes of original position	F●●●●●	KA 5
<b>Zen No Mind</b>	Spc	Spc	Spc	1 Will	Character selects 3 other cards, must wait until end of turn, then may choose any one card to play at that time	F●●●	TC 2; AI, BA, JK, JJ, KF, NI, SI, TK 3; Any 4

# STREET FIGHTER: COMPLETE OFFICIAL STYLES LIST

The term “brawling” has been used to signify those who do not have any martial arts style. The majority of NPCs will fall into this category. Those moves listed as learnable by “Any” (Common Moves pg. 102 main book) make up their list.

Moves listed in non-bold type are available to “Any” and are included for completeness. Moves listed in **bold** type are those moves that the style receives a 1 power point discount on. An asterix (\*) denotes moves that are available as “Any”, for which that particular style receives at least a 2 power point discount on cost. An exclamation point (!) denotes those moves available to the style that are not available as “Any” maneuvers. A question mark (?) denotes those moves listed in the style description for which a higher or equivalent cost is available to “Any”. I recommend that these particular moves be reviewed by the Storyteller to assign an appropriate cost.

Nothing has been added that is not in the following books:

- Street Fighter “The Storytelling Game” (main book)
- Street Fighter “Players Guide”
- Street Fighter “Shades of Gray” (insert module of storyteller’s screen)
- Street Fighter “Secrets of Shadoloo”
- Street Fighter “The Perfect Warrior”
- Street Fighter “Contenders”

<b>AIKIDO</b> .....	<b>2</b>
<b>BARAQAH</b> .....	<b>3</b>
<b>BOXING</b> .....	<b>4</b>
<b>BRAWLING</b> .....	<b>5</b>
<b>CAPOEIRA</b> .....	<b>6</b>
<b>JEET KUNE DO</b> .....	<b>7</b>
<b>JIU-JITSU</b> .....	<b>8</b>
<b>KABADDI</b> .....	<b>9</b>
<b>KUNG FU</b> .....	<b>10</b>
<b>LER DRIT</b> .....	<b>11</b>
<b>LUA</b> .....	<b>12</b>
<b>MAJESTIC CROW KUNG FU</b> .....	<b>13</b>
<b>NATIVE AMERICAN WRESTLING</b> .....	<b>14</b>
<b>NINJITSU</b> .....	<b>15</b>
<b>PANKRATION</b> .....	<b>16</b>
<b>SANBO</b> .....	<b>17</b>
<b>SAVATE</b> .....	<b>18</b>
<b>SHOTOKAN KARATE</b> .....	<b>19</b>
<b>SILAT</b> .....	<b>20</b>
<b>SPANISH NINJITSU</b> .....	<b>21</b>
<b>SPECIAL FORCES TRAINING</b> .....	<b>22</b>
<b>SUMO WRESTLING</b> .....	<b>23</b>
<b>TAI CHI CH’UAN</b> .....	<b>24</b>
<b>THAI KICKBOXING (MUAY THAI)</b> .....	<b>25</b>
<b>WESTERN KICKBOXING</b> .....	<b>26</b>
<b>WRESTLING</b> .....	<b>27</b>
<b>WU SHU</b> .....	<b>28</b>
<b>ANIMAL HYBRID</b> .....	<b>29</b>
<b>ELEMENTAL</b> .....	<b>30</b>

## **Aikido**

Chi 5  
Willpower 2

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
**Dim Mak (4)!**  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
Double Hit Kick (2)  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
**Foot Sweep (1)**  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
**Slide Kick (2)!**  
**Spinning Foot Sweep (1)**  
Wounded Knee (3)

### **Block:**

Block (free)

### **Deflecting Punch (1)** **Energy Reflection (3)**

Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)  
**San He (3)!**

### **Grab:**

Grab (free)  
Air Suplex (3)  
**Air Throw (2)**  
**Back Roll Throw (1)**  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
Disengage (4)  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
**Grappling Defense (3)\***  
Hair Throw (3)  
Head Bite (3)  
Head Butt Hold (3)  
**Improved Pin (2)\***  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
**Pin (2)\***  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
**Breakfall (1)**  
**Drunken Monkey Roll (2)!**  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
**Chi Kung Healing (3)!**  
Cobra Charm (4)  
**Fireball (3)\***  
Ice Blast (4)  
**Ghost Form (5)!**  
**Mind Reading (3)**  
Musical Accompaniment (2)  
**Psychokinetic Channeling (4)**  
**Regeneration (2)**  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
**Stunning Shout (3)**  
**Telepathy (2)**  
Toughskin (4)  
**Zen No Mind (3)**



## **Baraqah**

Chi 4  
Willpower 3

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
Ducking Fierce (2)  
**Ear Pop (2)**  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
**Hundred Hand Slap (5)!**  
Knife Hand Strike (5)  
Lunging Punch (3)  
**Monkey Grab Punch (1)**  
Power Uppercut (1)  
Shockwave (4)  
**Spinning Back Fist (1)**  
**Spinning Knuckle (3)**  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
Double Hit Kick (2)  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
**Foot Sweep (1)**  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
Spinning Foot Sweep (2)  
**Wounded Knee (2)**

### **Block:**

Block (free)  
**Deflecting Punch (1)**  
**Energy Reflection (3)**  
Kick Defense (1)  
**Maka Wara (3)\***  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
Air Throw (3)  
**Back Roll Throw (1)**  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
Disengage (4)  
**Dislocate Limb (2)!**  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
**Grappling Defense (3)\***  
Hair Throw (3)  
Head Bite (3)  
Head Butt Hold (3)  
**Improved Pin (2)\***  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
**Pin (3)\***  
**Sleeper (3)\***  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
**Breakfall (1)**  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)

Wall Spring (2)

### **Focus:**

Acid Breath (4)  
**Balance (3)!**  
**Chi Push [Baraqah push] (5)!**  
Cobra Charm (4)  
Fireball (5)  
Ice Blast (4)  
**Ghost Form (5)!**  
**Levitation (3)!**  
**Mind Reading (3)**  
Musical Accompaniment (2)  
**Psychokinetic Channeling (4)**  
**Regeneration (1)**  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
**Telepathy (2)**  
Toughskin (4)  
**Zen No Mind [no Ego] (3)**

## **Boxing**

Chi 1  
Willpower 6

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
**Dashing Punch (4)!**  
**Dashing Uppercut (1)!**  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
**Fist Sweep (2)!**  
Haymaker (2)  
**Head Butt (1)**  
**Heart Punch (4)!**  
**Hyper Fist (4)!**  
Knife Hand Strike (5)  
**Lunging Punch (2)**  
Monkey Grab Punch (2)  
Power Uppercut (1)  
**Rekka Ken (5)!**  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
**Turn Punch (4)!**  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
Double Hit Kick (2)  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
Foot Sweep (2)  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
Spinning Foot Sweep (2)  
Wounded Knee (3)

### **Block:**

Block (free)  
**Deflecting Punch (1)**  
Energy Reflection (4)  
Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
Air Throw (3)  
Back Roll Throw (2)  
Bear Hug (3)  
**Brain Cracker (1)**  
Choke Throw (3)  
Disengage (4)  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
Grappling Defense (5)  
Hair Throw (3)  
**Head Bite (1)\***  
**Head Butt Hold (2)**  
Improved Pin (4)  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
Pin (5)  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
Breakfall (2)  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)  
Jump (1)  
**Jumping Shoulder Butt (1)**  
Kippup (1)  
Light Feet (5)  
Rolling Attack (5)

Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
Cobra Charm (4)  
Fireball (5)  
Ice Blast (4)  
Mind Reading (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
**Toughskin (3)**  
Zen No Mind (4)

## **Brawling**

Chi 1  
Willpower 6

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
Double Hit Kick (2)  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
Foot Sweep (2)  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
Spinning Foot Sweep (2)  
Wounded Knee (3)

### **Block:**

Block (free)  
Deflecting Punch (2)  
Energy Reflection (4)

Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
Air Throw (3)  
Back Roll Throw (2)  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
Disengage (4)  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
Grappling Defense (5)  
Hair Throw (3)  
Head Bite (3)  
Head Butt Hold (3)  
Improved Pin (4)  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
Pin (5)  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
Breakfall (2)  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
Cobra Charm (4)  
Fireball (5)  
Ice Blast (4)  
Mind Reading (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
Toughskin (4)  
Zen No Mind (4)

## **Capoeira**

Chi 2  
Willpower 5

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
Haymaker (2)  
**Head Butt (1)**  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
**Spinning Clothesline (4)!**  
Spinning Knuckle (4)  
Triple Strike (2)  
**Turbo Spinning Clothesline (4)!**  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
**Backflip Kick (2)**  
**Cartwheel Kick (2)**  
Double Hit Kick (2)  
**Double Hit Knee (1)!**  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
Foot Sweep (2)  
**Forward Backflip Kick (1)**  
**Forward Flip Knee (2)\***  
Handstand Kick (2)  
Heel Stamp (3)  
**Lightning Leg (5)!**  
Reverse Frontal Kick (3)  
Spinning Foot Sweep (2)  
Wounded Knee (3)

### **Block:**

Block (free)  
Deflecting Punch (2)  
Energy Reflection (4)  
Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
Air Throw (3)  
**Back Roll Throw (1)**  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
Disengage (4)  
**Dislocate Limb (2)!**  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
Grappling Defense (5)  
Hair Throw (3)  
**Head Bite (2)**  
Head Butt Hold (3)  
Improved Pin (4)  
**Knee Basher (2)**  
Neck Choke (3)  
Pile Driver (4)  
Pin (5)  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
**Backflip (2)**  
**Beast Roll (3)!**  
**Breakfall (1)**  
**Drunken Monkey Roll (2)!**  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
**Rolling Attack (3)\***  
**Tumbling Attack (3)\***

**Vertical Rolling Attack (2)\***  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
**Balance (4)!**  
Cobra Charm (4)  
Fireball (5)  
Ice Blast (4)  
Mind Reading (4)  
**Musical Accompaniment (1)**  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
Toughskin (4)  
Zen No Mind (4)

## Jeet Kune Do

Chi 1  
Willpower 6

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
**Dragon Punch (5)!**  
Ducking Fierce (2)  
**Ear Pop (2)**  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
**Hundred Hand Slap (5)!**  
**Hyper Fist (5)!**  
Knife Hand Strike (5)  
Lunging Punch (3)  
**Monkey Grab Punch (1)**  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
**Backflip Kick (2)\***  
Cartwheel Kick (3)  
Double Hit Kick (2)  
Flash Kick (5)  
**Flying Knee Thrust (1)**  
Flying Thrust Kick (5)  
**Foot Sweep (1)**  
Forward Backflip Kick (3)  
**Forward Flip Knee (3)**  
Handstand Kick (2)  
Heel Stamp (3)  
**Hurricane Kick (5)!**  
**Lightning Leg (4)!**  
Reverse Frontal Kick (3)  
**Scissor Kick (3)!**

Spinning Foot Sweep (2)  
**Stepping Front Kick (3)!**  
**Tiger Knee (5)!**  
Wounded Knee (3)

### **Block:**

Block (free)  
**Deflecting Punch (1)**  
Energy Reflection (4)  
Kick Defense (1)  
**Maka Wara (3)\***  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
**Air Throw (2)**  
Back Roll Throw (2)  
Bear Hug (3)  
**Brain Cracker (2)?**  
Choke Throw (3)  
Disengage (4)  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
**Grappling Defense (4)**  
Hair Throw (3)  
Head Bite (3)  
Head Butt Hold (3)  
Improved Pin (4)  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
**Pin (3)\***  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
**Backflip (2)\***  
Breakfall (2)  
**Drunken Monkey Roll (1)!**  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)

Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
**Light Feet (3)\***  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
**Wall Spring (1)**

### **Focus:**

Acid Breath (4)  
**Chi Kung Healing (4)!**  
Cobra Charm (4)  
Fireball (5)  
Ice Blast (4)  
Mind Reading (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
Toughskin (4)  
**Zen No Mind (3)**

### **SPECIAL NOTE:**

Jeet Kune Do can take any Special Maneuver for a number of power points equal to the highest cost listed for that maneuver, plus 1.

EXAMPLE: Flaming Dragon Punch is available at most as a 5 pt. Maneuver; therefore, Jeet Kune Do can learn this maneuver for 6 power points.

## **Jiu-Jitsu**

Chi 3  
Willpower 4

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
Ducking Fierce (2)  
**Ear Pop (2)**  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
Double Hit Kick (2)  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
**Foot Sweep (1)**  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
**Spinning Foot Sweep (1)**  
Wounded Knee (3)

### **Block:**

Block (free)  
**Deflecting Punch (1)**  
**Energy Reflection (3)**

Kick Defense (1)  
**Maka Wara (4)**  
**Missile Reflection (1)**  
Punch Defense (1)  
**San He (3)!**

### **Grab:**

Grab (free)  
Air Suplex (3)  
**Air Throw (1)\***  
**Back Breaker (2)!**  
**Back Roll Throw (1)**  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
Disengage (4)  
**Dislocate Limb (3)!**  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
**Grappling Defense (2)\***  
**Hair Throw (2)**  
Head Bite (3)  
Head Butt Hold (3)  
**Improved Pin (2)\***  
Knee Basher (3)  
**Neck Choke (1)\***  
Pile Driver (4)  
**Pin (2)\***  
Sleeper (5)  
**Stomach Pump (3)!**  
**Suplex (1)**  
**Thigh Press (2)**  
**Throw (free)\***

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
**Breakfall (free)\***  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)  
Jump (1)  
Jumping Shoulder Butt (2)  
**Kippup (1)?**  
Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
**Chi Kung Healing (4)!**  
Cobra Charm (4)  
Fireball (5)  
Ice Blast (4)  
Mind Reading (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
**Toughskin (3)**  
**Zen No Mind (3)**

### **SPECIAL NOTE:**

Jiu Jitsu stylists must start with a minimum of 2 dots in Grab and Athletics.

## **Kabaddi**

Chi 5  
Willpower 2

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
Haymaker (2)  
**Head Butt (1)**  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
Double Hit Kick (2)  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
Foot Sweep (2)  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
**Slide Kick (2)!**  
Spinning Foot Sweep (2)  
Wounded Knee (3)

### **Block:**

Block (free)  
Deflecting Punch (2)

### **Energy Reflection (3)**

Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)  
**San He (3)!**

### **Grab:**

Grab (free)  
**Air Suplex (2)**  
Air Throw (3)  
Back Roll Throw (2)  
Bear Hug (3)  
**Brain Cracker (1)**  
Choke Throw (3)  
Disengage (4)  
**Dislocate Limb (3)!**  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
Grappling Defense (5)  
Hair Throw (3)  
Head Bite (3)  
**Head Butt Hold (2)**  
Improved Pin (4)  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
Pin (5)  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
Breakfall (2)  
**Cannon Drill (5)!**  
**Flying Body Spear (2)\***  
Flying Head Butt (3)  
Flying Heel Stomp (4)  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
**Blind (5)!**  
**Balance (3)!**  
**Chi Kung Healing (3)!**  
**Chi Push (5)!**  
**Cobra Charm (2)\***  
**Extendible Limbs (4)!**  
**Fireball (3)\***  
**Flying Fireball (3)!**  
**Ghost Form (5)!**  
Ice Blast (4)  
**Improved Fireball (5)!**  
**Inferno Strike (5)\***  
**Leech (3)!**  
**Levitation (3)!**  
**Mind Reading (3)**  
Musical Accompaniment (2)  
**Psychic Vice (5)!**  
Psychokinetic Channeling (5)  
**Regeneration (1)\***  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
**Telepathy (2)**  
Toughskin (4)  
**Yoga Flame (3)!**  
**Yoga Teleport (5)!**  
Zen No Mind (4)

## **Kung Fu**

Chi 4  
Willpower 3

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
**Dim Mak (4)!**  
**Dragon Punch (5)!**  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
**Heart Punch (4)!**  
**Hundred Hand Slap (5)!**  
**Knife Hand Strike (3)\***  
Lunging Punch (3)  
**Monkey Grab Punch (1)**  
Power Uppercut (1)  
**Rekka Ken (4)!**  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
**Air Hurricane Kick (1)!**  
**Axe Kick (4)!**  
**Backflip Kick (3)**  
Cartwheel Kick (3)  
**Double Dread Kick (4)!**  
**Double Hit Kick (1)**  
**Dragon Kick (5)!**  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
Foot Sweep (2)  
**Forward Backflip Kick (2)**  
**Forward Flip Knee (3)**  
Handstand Kick (2)  
Heel Stamp (3)  
**Hurricane Kick (5)!**

**Lightning Leg (4)!**  
Reverse Frontal Kick (3)  
Spinning Foot Sweep (2)  
**Stepping Front Kick (3)!**  
Wounded Knee (3)

### **Block:**

Block (free)  
**Deflecting Punch (1)**  
Energy Reflection (4)  
Kick Defense (1)  
**Maka Wara (3)\***  
Missile Reflection (2)  
Punch Defense (1)  
**San He (3)!**

### **Grab:**

Grab (free)  
Air Suplex (3)  
Air Throw (3)  
Back Roll Throw (2)  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
Disengage (4)  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
**Grappling Defense (4)**  
**Hair Throw (2)**  
Head Bite (3)  
Head Butt Hold (3)  
**Improved Pin (3)**  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
**Pin (3)!**  
**Rising Storm Crow (5)!**  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
Breakfall (2)  
**Drunken Monkey Roll (2)!**

Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
**Balance (3)!**  
**Chi Kung Healing (3)!**  
**Chi Push (5)!**  
Cobra Charm (4)  
**Fireball (4)**  
**Flying Fireball (3)!**  
Ice Blast (4)  
**Improved Fireball (5)!**  
**Leech (4)!**  
**Levitation (4)!**  
Mind Reading (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
**Regeneration (2)**  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
Toughskin (4)  
**Zen No Mind (3)**



## **Ler Drit**

Chi 5  
Willpower 2

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
**Ducking Fierce (1)**  
Ear Pop (3)  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
**Hyper Fist (5)!**  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
**Spinning Knuckle (3)**  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
**Double Dread Kick (4)!**  
Double Hit Kick (2)  
Flash Kick (5)  
**Flying Knee Thrust (1)**  
Flying Thrust Kick (5)  
Foot Sweep (2)  
Forward Backflip Kick (3)  
**Forward Flip Knee (3)**  
**Forward Slide Kick (2)!**  
Handstand Kick (2)  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
**Scissor Kick (3)!**  
**Slide Kick (2)!**  
Spinning Foot Sweep (2)  
**Stepping Front Kick (4)!**  
Wounded Knee (3)

### **Block:**

Block (free)  
Deflecting Punch (2)  
Energy Reflection (4)  
Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)  
**San He (3)!**

### **Grab:**

Grab (free)  
Air Suplex (3)  
Air Throw (3)  
Back Roll Throw (2)  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
Disengage (4)  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
**Grappling Defense (4)**  
Hair Throw (3)  
Head Bite (3)  
Head Butt Hold (3)  
Improved Pin (4)  
**Iron Claw (5)!**  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
Pin (5)  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
Breakfall (2)  
**Flying Body Spear (3)**  
Flying Head Butt (3)  
**Flying Heel Stomp (3)**  
**Flying Punch (3)!**  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)

Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
**Blind (3)!**  
**Cobra Charm (3)**  
Fireball (5)  
Ice Blast (4)  
**Mind Control (5)!**  
**Mind Reading (3)**  
Musical Accompaniment (2)  
**Psychic Rage (3)!**  
**Psychic Vice (4)!**  
**Psycho Crusher (5)!**  
**Psychokinetic Channeling (3)\***  
**Regeneration (2)**  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
**Stunning Shout (3)**  
**Telepathy (2)**  
Toughskin (4)  
Zen No Mind (4)

### **SPECIAL NOTE:**

Ler Drit is a style made and developed by M. Bison, and is only taught to his Shadoloo agents.

Ler Drit practitioners are not allowed to be Elementalists.

## Lua

Chi 3  
Willpower 4

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
**Dim Mak (4)!**  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
**Backflip Kick (3)**  
Cartwheel Kick (3)  
**Double Hit Knee (1)!**  
Double Hit Kick (2)  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
Foot Sweep (2)  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
Spinning Foot Sweep (2)  
**Wounded Knee (2)**

### **Block:**

Block (free)

Deflecting Punch (2)  
**Energy Reflection (3)**  
Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
Air Throw (3)  
Back Roll Throw (2)  
Bear Hug (3)  
Brain Cracker (2)  
**Choke Throw (2)**  
**Disengage (2)\***  
**Dislocate Limb (2)!**  
**Eye Rake (1)**  
Face Slam (5)  
Flying Tackle (2)  
**Grappling Defense (3)\***  
Hair Throw (3)  
**Head Bite (2)**  
Head Butt Hold (3)  
**Improved Pin (2)\***  
**Iron Claw (4)!**  
Knee Basher (3)  
**Neck Choke (2)**  
Pile Driver (4)  
**Pin (2)\***  
**Sleeper (3)\***  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
Breakfall (2)  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
**Light Feet (3)\***  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
**Balance (3)!**  
**Chi Kung Healing (3)!**  
**Chi Push (5)!**  
Cobra Charm (4)  
**Fireball (4)**  
**Ghost Form (5)!**  
Ice Blast (4)  
**Leech (3)!**  
**Levitation (3)!**  
**Mind Reading (3)**  
**Musical Accompaniment (1)**  
Psychokinetic Channeling (5)  
**Regeneration (2)**  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
**Toughskin (3)**  
Zen No Mind (4)

## Majestic Crow Kung Fu

Chi 3  
Willpower 4

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
**Dim Mak (5)!**  
**Dragon Punch (5)!**  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
**Hundred Hand Slap [Crow Beats It's Wings] (4)!**  
Knife Hand Strike (5)  
Lunging Punch (3)  
**Monkey Grab Punch (1)**  
Power Uppercut (1)  
**Rekka Ken (5)!**  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
**Triple Strike (1)**  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
**Air Hurricane Kick (1)!**  
**Backflip Kick (3)**  
Cartwheel Kick (3)  
**Double Dread Kick (3)!**  
**Double Hit Kick (1)**  
**Flash Kick (4)**  
Flying Knee Thrust (2)  
**Flying Thrust Kick (4)**  
Foot Sweep (2)  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
**Great Wall of China (5)!**  
Handstand Kick (2)  
Heel Stamp (3)

**Hurricane Kick (5)\***  
**Lightning Leg (4)!**  
Reverse Frontal Kick (3)  
**Stepping Front Kick (3)!**  
Spinning Foot Sweep (2)  
Wounded Knee (3)  
**Whirlwind Kick (5)!**

### **Block:**

Block (free)  
Deflecting Punch (2)  
Energy Reflection (4)  
Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)  
**San He (4)!**

### **Grab:**

Grab (free)  
Air Suplex (3)  
**Air Throw (2)**  
Back Roll Throw (2)  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
Disengage (4)  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
**Grappling Defense (4)**  
**Hair Throw (2)**  
Head Bite (3)  
Head Butt Hold (3)  
Improved Pin (4)  
**Iron Claw [Crow's Talon] (4)!**  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
Pin (5)  
**Rising Storm Crow (4)!**  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
**Air Smash (1)**

Backflip (4)  
Breakfall (2)  
**Cannon Drill (5)!**  
**Drunken Monkey Roll (2)!**  
**Flying Body Spear (3)**  
Flying Head Butt (3)  
**Flying Heel Stomp [Landing Crow] (3)**  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
**Rolling Attack (4)**  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
**Wall Spring (1)**

### **Focus:**

Acid Breath (4)  
**Chi Kung Healing (4)!**  
Cobra Charm (4)  
**Fireball (4)**  
**Flying Fireball (3)!**  
Ice Blast (4)  
**Improved Fireball (5)!**  
Mind Reading (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
**Stunning Shout (3)**  
Telepathy (3)  
Toughskin (4)  
Zen No Mind (4)

### **SPECIAL NOTE:**

Majestic Crow Kung Fu is a secret style. A reclusive Master Xaudo teaches it, and only to those students he considers kind and worthy.

## **Native American Wrestling**

Chi 3  
Willpower 4

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
**Buffalo Punch (1)**  
Ducking Fierce (2)  
**Ear Pop (2)**  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
**Heart Punch (2)!**  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
**Shockwave (3)**  
Spinning Back Fist (2)  
**Spinning Clothesline (4)!**  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
Double Hit Kick (2)  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
Foot Sweep (2)  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
Spinning Foot Sweep (2)  
**Wounded Knee (2)**

### **Block:**

Block (free)  
Deflecting Punch (2)  
Energy Reflection (4)  
Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
**Air Throw (2)**  
**Back Breaker (2)!**  
Back Roll Throw (2)  
**Bear Hug (1)\***  
**Brain Cracker (1)**  
Choke Throw (3)  
**Disengage (2)\***  
**Dislocate Limb (3)!**  
Eye Rake (2)  
**Face Slam (2)\***  
Flying Tackle (2)  
**Grappling Defense (3)\***  
Hair Throw (3)  
Head Bite (3)  
Head Butt Hold (3)  
Improved Pin (4)  
**Iron Claw (4)!**  
Knee Basher (3)  
**Neck Choke (1)\***  
**Pile Driver (3)**  
Pin (5)  
**Sleeper (3)\***  
**Spinning Pile Driver (5)!**  
**Stomach Pump (3)!**  
**Storm Hammer (5)!**  
**Suplex (1)**  
**Thigh Press (2)**  
Throw (1)

### **Athletics:**

Movement (free)  
**Air Smash (1)**  
Backflip (4)  
Breakfall (2)  
**Diving Hawk (4)!**  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)

### **Ground Fighting (3)!**

Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
Rolling Attack (5)  
**Thunderstrike (1)!**  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
**Chi Kung Healing (4)!**  
**Chi Push (5)!**  
Cobra Charm (4)  
Fireball (5)  
**Ghost Form (5)!**  
Ice Blast (4)  
Mind Reading (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
**Regeneration (2)**  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
**Thunderclap (4)!**  
Telepathy (3)  
Toughskin (4)  
Zen No Mind (4)

## Ninjitsu

Chi 5  
Willpower 2

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
**Boshi-ken (2)!**  
Buffalo Punch (2)  
Ducking Fierce (2)  
**Ear Pop (2)**  
Elbow Smash (2)  
Haymaker (2)  
**Head Butt (1)**  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
**Rekka Ken (5)!**  
Shockwave (4)  
**Shikan-ken (3)!**  
**Shuto (2)!**  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
**Backflip Kick (2)\***  
**Cartwheel Kick (2)**  
**Double Hit Kick (1)**  
**Double Hit Knee (1)!**  
Flash Kick (5)  
Flying Knee Thrust (2)  
**Flying Thrust Kick (4)**  
Foot Sweep (2)  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
**Handstand Kick (1)**  
**Heel Stamp (1)\***  
Reverse Frontal Kick (3)  
Spinning Foot Sweep (2)  
Wounded Knee (3)

### **Block:**

Block (free)  
**Deflecting Punch (1)**  
Energy Reflection (4)  
Kick Defense (1)  
**Maka Wara (4)**  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
**Air Throw (2)**  
**Back Roll Throw (1)**  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
**Disengage (1)\***  
**Dislocate Limb (2)!**  
**Eye Rake (1)**  
Face Slam (5)  
Flying Tackle (2)  
Grappling Defense (5)  
**Hair Throw (2)**  
Head Bite (3)  
Head Butt Hold (3)  
Improved Pin (4)  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
Pin (5)  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
Breakfall (2)  
**Drunken Monkey Roll (2)!**  
Flying Body Spear (4)  
Flying Head Butt (3)  
**Flying Heel Stomp (3)**  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
**Rolling Attack (3)\***

Tumbling Attack (5)  
**Vertical Rolling Attack (2)\***  
**Wall Spring (1)**

### **Focus:**

Acid Breath (4)  
**Balance (3)!**  
Cobra Charm (4)  
**Death's Visage (3)!**  
**Entrancing Cobra (4)!**  
Fireball (5)  
Ice Blast (4)  
**Leech (3)!**  
Mind Reading (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
**Sakki (3)!**  
Shock Treatment (4)  
**Shrouded Moon (2)!**  
Sonic Boom (4)  
**Speed of the Mongoose (3)!**  
Stunning Shout (4)  
Telepathy (3)  
Toughskin (4)  
**Zen No Mind (3)**

## **Pankration**

Chi 1  
Willpower 6

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
**Buffalo Punch (1)**  
**Ducking Fierce (1)**  
**Ear Pop (2)**  
Elbow Smash (2)  
**Fist Sweep (2)!**  
Haymaker (2)  
**Head Butt (1)**  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)  
**Spinning Back Fist (1)**  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
Double Hit Kick (2)  
**Double Hit Knee (1)!**  
Flash Kick (5)  
**Flying Knee Thrust (1)**  
Flying Thrust Kick (5)  
**Foot Sweep (1)**  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
**Slide Kick (2)!**  
Spinning Foot Sweep (2)  
**Wounded Knee (2)**

### **Block:**

Block (free)  
Deflecting Punch (2)  
Energy Reflection (4)  
Kick Defense (1)  
**Maka Wara (3)\***  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
**Air Throw (2)**  
**Back Breaker (2)!**  
Back Roll Throw (2)  
**Bear Hug (1)\***  
**Brain Cracker (1)**  
**Choke Throw (2)**  
**Disengage (2)\***  
**Dislocate Limb (2)\***  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
**Grappling Defense (3)\***  
Hair Throw (3)  
**Head Bite (2)**  
Head Butt Hold (3)  
**Improved Pin (3)**  
**Knee Basher (2)**  
**Neck Choke (2)**  
Pile Driver (4)  
**Pin (2)\***  
Sleeper (5)  
**Stomach Pump (3)!**  
**Suplex (1)**  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
**Air Smash (1)**  
Backflip (4)  
**Breakfall (1)**  
Flying Body Spear (4)  
Flying Head Butt (3)  
**Flying Heel Stomp (3)**  
**Ground Fighting (2)!**  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
Rolling Attack (5)

**Thunderstrike (1)!**  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
Cobra Charm (4)  
Fireball (5)  
Ice Blast (4)  
Mind Reading (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
**Toughskin (2)\***  
Zen No Mind (4)

## **Sanbo**

Chi 1  
Willpower 6

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
Ducking Fierce (2)  
**Ear Pop (2)**  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
**Heart Punch (2)!**  
**Hundred Hand Slap (5)!**  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
**Spinning Clothesline (3)!**  
Spinning Knuckle (4)  
Triple Strike (2)  
**Turbo Spinning Clothesline (2)!**  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
**Double Hit Kick (1)**  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
Foot Sweep (2)  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
Spinning Foot Sweep (2)  
Wounded Knee (3)

### **Block:**

Block (free)  
Deflecting Punch (2)  
Energy Reflection (4)  
Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
**Air Throw (2)**  
**Back Breaker (2)!**  
Back Roll Throw (2)  
**Bear Hug (1)\***  
**Brain Cracker (1)**  
Choke Throw (3)  
**Disengage (2)\***  
**Dislocate Limb (3)!**  
Eye Rake (2)  
**Face Slam (3)\***  
Flying Tackle (2)  
**Grappling Defense (3)\***  
Hair Throw (3)  
**Head Bite (2)**  
Head Butt Hold (3)  
Improved Pin (4)  
**Iron Claw (4)!**  
Knee Basher (3)  
**Neck Choke (2)**  
**Pile Driver (2)\***  
Pin (5)  
**Siberian Bear Crusher (4)!**  
**Siberian Suplex (3)!**  
**Sleeper (3)\***  
**Spinning Pile Driver (4)!**  
**Stomach Pump (3)!**  
**Suplex (1)**  
**Thigh Press (2)**  
Throw (1)

### **Athletics:**

Movement (free)  
**Air Smash (1)**  
Backflip (4)  
Breakfall (2)  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)

### **Ground Fighting (3)!**

Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
Cobra Charm (4)  
Fireball (5)  
Ice Blast (4)  
Mind Reading (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
Toughskin (4)  
Zen No Mind (4)

## **Savate**

Chi 2  
Willpower 5

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
**Dashing Punch (4)!**  
**Dashing Uppercut (2)!**  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
**Haymaker (2)?**  
Head Butt (2)  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)  
**Spinning Back Fist (1)**  
**Spinning Knuckle (3)**  
Triple Strike (2)  
**Turn Punch (4)!**  
**Widowmaker (2)?**

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
**Axe Kick (2)!**  
Backflip Kick (4)  
Cartwheel Kick (3)  
**Double Hit Kick (1)**  
Flash Kick (5)  
Flying Knee Thrust (2)  
**Flying Thrust Kick (4)**  
Foot Sweep (2)  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
**Lightning Leg (5)!**  
**Reverse Frontal Kick (1)\***  
**Slide Kick (2)!**  
Spinning Foot Sweep (2)  
Wounded Knee (3)

### **Block:**

Block (free)  
**Deflecting Punch (1)**  
Energy Reflection (4)  
Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
Air Throw (3)  
Back Roll Throw (2)  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
Disengage (4)  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
Grappling Defense (5)  
Hair Throw (3)  
Head Bite (3)  
Head Butt Hold (3)  
Improved Pin (4)  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
Pin (5)  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
Breakfall (2)  
**Displacement (2)!**  
**Esquives (2)!**  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)

Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
Cobra Charm (4)  
Fireball (5)  
Ice Blast (4)  
Mind Reading (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepahty (3)  
**Toughskin (4)?**  
Zen No Mind (4)

### **SPECIAL NOTE:**

Savate practitioners receive +1 Soak against kick-interrupting attacks, and –1 Soak against kick-interrupting sweeps.

They also receive +1 to Damage to all Kicks.

Both of these modifications are due to the unique stances Savateurs utilize.



## Shotokan Karate

Chi 3  
Willpower 4

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
**Dragon Punch (4)!**  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
**Flaming Dragon Punch (4)!**  
Haymaker (2)  
Head Butt (2)  
**Knife Hand Strike (3)\***  
**Lunging Punch (2)**  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
**Air Hurricane Kick (1)!**  
**Axe Kick (4)!**  
Backflip Kick (4)  
Cartwheel Kick (3)  
**Double Dread Kick (4)!**  
Double Hit Kick (2)  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
**Foot Sweep (1)**  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
**Hurricane Kick (4)!**  
Reverse Frontal Kick (3)  
Spinning Foot Sweep (2)  
**Whirlwind Kick (5)!**  
Wounded Knee (3)

### **Block:**

Block (free)  
Deflecting Punch (2)  
**Energy Reflection (3)**  
Kick Defense (1)  
**Maka Wara (3)\***  
Missile Reflection (2)  
Punch Defense (1)  
**San He (4)!**

### **Grab:**

Grab (free)  
Air Suplex (3)  
Air Throw (3)  
**Back Roll Throw (1)**  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
Disengage (4)  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
Grappling Defense (5)  
Hair Throw (3)  
Head Bite (3)  
Head Butt Hold (3)  
Improved Pin (4)  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
**Pin (3)\***  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
Breakfall (2)  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)

Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
**Balance (4)!**  
**Chi Kung Healing (4)!**  
Cobra Charm (4)  
**Fireball (3)\***  
**Flying Fireball (3)!**  
Ice Blast (4)  
**Improved Fireball (3)!**  
**Levitation (4)!**  
Mind Reading (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
**Stunning Shout (2)\***  
Telepathy (3)  
Toughskin (4)  
Zen No Mind (4)

## Silat

Chi 4  
Willpower 3

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
**Dim Mak (4)!**  
**Dragon Punch (5)!**  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
**Hundred Hand Slap (5)!**  
Knife Hand Strike (5)  
Lunging Punch (3)  
**Monkey Grab Punch (1)**  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
**Double Hit Kick (1)**  
**Dragon Kick (5)!**  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
Foot Sweep (2)  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
**Lightning Leg (4)!**  
Reverse Frontal Kick (3)  
Spinning Foot Sweep (2)  
**Stepping Front Kick (3)!**  
Wounded Knee (3)

### **Block:**

Block (free)  
**Deflecting Punch (1)**  
**Energy Reflection (3)**  
Kick Defense (1)  
**Maka Wara (3)\***  
Missile Reflection (2)  
Punch Defense (1)  
**San He (3)!**

### **Grab:**

Grab (free)  
Air Suplex (3)  
Air Throw (3)  
Back Roll Throw (2)  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
Disengage (4)  
**Dislocate Limb (3)!**  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
**Grappling Defense (4)**  
**Hair Throw (2)**  
Head Bite (3)  
Head Butt Hold (3)  
**Improved Pin (3)**  
**Iron Claw (4)!**  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
**Pin (3)\***  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
Breakfall (2)  
**Drunken Monkey Roll (2)!**  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)  
Jump (1)  
Jumping Shoulder Butt (2)

Kippup (1)  
Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
**Balance (3)!**  
**Chi Kung Healing (3)!**  
**Chi Push (5)!**  
Cobra Charm (4)  
**Extendible Limbs (5)!**  
**Fireball (4)**  
Ice Blast (4)  
**Improved Fireball (5)!**  
**Levitation (4)!**  
**Mind Reading (3)**  
Musical Accompaniment (2)  
**Psychokinetic Channeling (4)**  
**Regeneration (2)**  
Repeating Fireball (4)  
Shock Treatment (4)  
**Sonic Boom (3)**  
**Stunning Shout (2)\***  
Telepathy (3)  
Toughskin (4)  
**Yoga Flame (3)!**  
**Zen No Mind (3)**

## Spanish Ninjitsu

Chi 2  
Willpower 5

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
Ducking Fierce (2)  
**Ear Pop (2)**  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
Knife Hand Strike (5)  
Lunging Punch (3)  
**Monkey Grab Punch (1)**  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
**Backflip Kick (2)\***  
Cartwheel Kick (3)  
Double Hit Kick (2)  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
Foot Sweep (2)  
**Forward Backflip Kick (1)\***  
**Forward Flip Knee (3)**  
**Forward Slide Kick (3)!**  
**Handstand Kick (1)**  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
**Scissor Kick (4)!**  
**Slide Kick (2)!**  
Spinning Foot Sweep (2)  
Wounded Knee (3)

### **Block:**

Block (free)  
Deflecting Punch (2)  
Energy Reflection (4)  
Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
**Air Suplex (1)\***  
**Air Throw (2)**  
**Back Roll Throw (1)**  
Bear Hug (3)  
Brain Cracker (2)  
**Choke Throw (1)\***  
**Disengage (2)\***  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
Grappling Defense (5)  
Hair Throw (3)  
Head Bite (3)  
Head Butt Hold (3)  
Improved Pin (4)  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
Pin (5)  
Sleeper (5)  
**Suplex (1)**  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
**Backflip (2)\***  
Breakfall (2)  
**Displacement (3)!**  
**Diving Hawk (4)!**  
**Esquives (2)!**  
Flying Body Spear (4)  
Flying Head Butt (3)  
**Flying Heel Stomp (3)**  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
**Light Feet (3)\***  
Rolling Attack (5)  
**Tumbling Attack (2)\***

Vertical Rolling Attack (4)  
**Wall Spring (1)**

### **Focus:**

Acid Breath (4)  
Cobra Charm (4)  
Fireball (5)  
Ice Blast (4)  
Mind Control (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
Toughskin (4)  
Zen No Mind (4)

### **SPECIAL NOTE:**

Spanish Ninjitsu has Displacement as a maneuver. This requires Esquives as a prerequisite, which is unavailable to the style. Esquives has been added to this list to reflect this.

Spanish Ninjitsu is Vega's personal style, and is only taught by him to his assassins. These assassins are required to have a minimum Appearance of 4.

## **Special Forces Training**

Chi 1

Willpower 6

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)

**Heart Punch (3)!**

**Hyper Fist (5)!**

**Knife Hand Strike (4)**

Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)

**Spinning Back Fist (1)**

**Spinning Clothesline (5)!**

**Spinning Knuckle (2)\***

Triple Strike (2)

**Turbo Spinning Clothesline (4)!**

Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)

**Axe Kick (3)!**

**Backflip Kick (3)**

Cartwheel Kick (3)

**Double Dread Kick (4)!**

Double Hit Kick (2)

**Flash Kick (4)**

**Flying Knee Thrust (1)**

**Flying Thrust Kick (3)\***

**Foot Sweep (1)**

**Forward Backflip Kick (2)**

**Forward Flip Knee (3)**

**Handstand Kick (1)**

Heel Stamp (3)

**Lightning Leg (5)!**

Reverse Frontal Kick (3)

**Spinning Foot Sweep (1)**  
**Tiger Knee (5)!**

Wounded Knee (3)

### **Block:**

Block (free)  
Deflecting Punch (2)  
Energy Reflection (4)  
Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
**Air Throw (2)**  
Back Roll Throw (2)  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
Disengage (4)  
**Dislocate Limb (3)!**  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
Grappling Defense (5)  
**Hair Throw (2)**  
Head Bite (3)  
Head Butt Hold (3)  
**Improved Pin (3)**  
**Knee Basher (2)**  
**Neck Choke (1)\***  
**Pile Driver (3)**  
**Pin (4)**  
**Sleeper (4)**  
**Suplex (1)**  
**Thigh Press (2)**  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
Breakfall (2)  
**Cannon Drill (4)!**

Flying Body Spear (4)

Flying Head Butt (3)

Flying Heel Stomp (4)

**Ground Fighting (4)!**

Jump (1)

Jumping Shoulder Butt (2)

Kippup (1)

Light Feet (5)

Rolling Attack (5)

Tumbling Attack (5)

Vertical Rolling Attack (4)

Wall Spring (2)

### **Focus:**

Acid Breath (4)  
Cobra Charm (4)  
Fireball (5)  
Ice Blast (4)  
Mind Control (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
Toughskin (4)  
Zen No Mind (4)

## **Sumo Wrestling**

Chi 2  
Willpower 5

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
Ducking Fierce (2)  
**Ear Pop (2)**  
Elbow Smash (2)  
Haymaker (2)  
**Head Butt (1)**  
**Heart Punch (3)!**  
**Hundred Hand Slap (4)!**  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
**Double Hit Kick (1)**  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
**Foot Sweep (1)**  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
**Spinning Foot Sweep (1)**  
Wounded Knee (3)

### **Block:**

Block (free)

Deflecting Punch (2)  
Energy Reflection (4)  
Kick Defense (1)  
**Maka Wara (3)\***  
Missile Reflection (2)  
Punch Defense (1)  
**San He (3)!**

### **Grab:**

Grab (free)  
Air Suplex (3)  
Air Throw (3)  
Back Roll Throw (2)  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
Disengage (4)  
Eye Rake (2)  
**Face Slam (2)\***  
Flying Tackle (2)  
Grappling Defense (5)  
Hair Throw (3)  
Head Bite (3)  
Head Butt Hold (3)  
Improved Pin (4)  
**Knee Basher (2)**  
Neck Choke (3)  
Pile Driver (4)  
Pin (5)  
**Sleeper (4)**  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
**Air Smash (1)**  
Backflip (4)  
Breakfall (2)  
Flying Body Spear (4)  
**Flying Head Butt (2)**  
Flying Heel Stomp (4)  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
Cobra Charm (4)  
Fireball (5)  
Ice Blast (4)  
Mind Control (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
**Stunning Shout (2)\***  
Telepathy (3)  
**Toughskin (2)\***  
Zen No Mind (4)

## Tai Chi Ch'uan

Chi 6  
Willpower 1

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
**Dim Mak (4)!**  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
Knife Hand Strike (5)  
Lunging Punch (3)  
**Monkey Grab Punch (1)**  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
Double Hit Kick (2)  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
**Foot Sweep (1)**  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
**Slide Kick (2)!**  
**Spinning Foot Sweep (1)**  
Wounded Knee (3)

### **Block:**

Block (free)

**Deflecting Punch (1)**  
**Energy Reflection (2)\***  
Kick Defense (1)  
Maka Wara (5)  
**Missile Reflection (1)**  
Punch Defense (1)  
**San He (2)!**

### **Grab:**

Grab (free)  
Air Suplex (3)  
**Air Throw (2)**  
**Back Roll Throw (1)**  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (2)  
**Disengage (3)**  
**Dislocate Limb (3)!**  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
**Grappling Defense (3)\***  
Hair Throw (3)  
Head Bite (3)  
Head Butt Hold (3)  
**Improved Pin (3)**  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
**Pin (2)\***  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
**Breakfall (1)**  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
**Balance (2)!**  
**Chi Kung Healing (2)!**  
**Chi Push (5)!**  
Cobra Charm (4)  
Fireball (5)  
**Ghost Form (5)!**  
Ice Blast (4)  
**Levitation (4)!**  
Mind Control (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
**Stunning Shout (3)**  
**Telepathy (2)**  
Toughskin (4)  
**Zen No Mind (2)\***

## **Thai Kickboxing** **(Muay Thai)**

Chi 2  
Willpower 5

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
**Dragon Punch [Tiger Uppercut] (5)!**  
Ducking Fierce (2)  
Ear Pop (3)  
**Elbow Smash (1)**  
**Flaming Dragon Punch (4)!**  
Haymaker (2)  
Head Butt (2)  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)  
**Spinning Back Fist (1)**  
Spinning Knuckle (4)  
Triple Strike (2)  
**Turn Punch (4)!**  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
**Double Dread Kick (3)!**  
**Double Hit Kick (1)**  
**Double Hit Knee (1)!**  
Flash Kick (5)  
**Flying Knee Thrust (1)**  
Flying Thrust Kick (5)  
**Foot Sweep (1)**  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
**Lightning Leg (4)!**  
Reverse Frontal Kick (3)  
Spinning Foot Sweep (2)

**Tiger Knee (4)!**  
**Wounded Knee (2)**

### **Block:**

Block (free)  
Deflecting Punch (2)  
Energy Reflection (4)  
Kick Defense (1)  
**Maka Wara (3)\***  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
Air Throw (3)  
Back Roll Throw (2)  
Bear Hug (3)  
**Brain Cracker (1)**  
Choke Throw (3)  
Disengage (4)  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
Grappling Defense (5)  
Hair Throw (3)  
Head Bite (3)  
**Head Butt Hold (2)**  
Improved Pin (4)  
**Knee Basher (2)**  
Neck Choke (3)  
Pile Driver (4)  
Pin (5)  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
Breakfall (2)  
Flying Body Spear (4)  
Flying Head Butt (3)  
Flying Heel Stomp (4)  
Jump (1)  
**Jumping Shoulder Butt (1)**  
Kippup (1)

Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
**Chi Kung Healing (4)!**  
Cobra Charm (4)  
**Fireball [Tiger Fireball] (4)**  
Ice Blast (4)  
Mind Control (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
**Toughskin (3)**  
**Zen No Mind (3)**

## **Western Kickboxing**

Chi 2  
Willpower 5

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
**Dashing Punch (5)!**  
**Dashing Uppercut (2)!**  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
**Fist Sweep (2)!**  
Haymaker (2)  
Head Butt (2)  
**Heart Punch (4)!**  
**Hyper Fist (4)!**  
Knife Hand Strike (5)  
**Lunging Punch (2)**  
Monkey Grab Punch (2)  
Power Uppercut (1)  
**Rekka Ken (5)!**  
Shockwave (4)  
**Spinning Back Fist (1)**  
**Spinning Knuckle (3)**  
Triple Strike (2)  
**Turn Punch (5)!**  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
**Axe Kick (3)!**  
Backflip Kick (4)  
Cartwheel Kick (3)  
**Double Dread Kick (3)!**  
**Double Hit Kick (1)**  
Flash Kick (5)  
**Flying Knee Thrust (1)**  
Flying Thrust Kick (5)  
Foot Sweep (2)  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)

**Reverse Frontal Kick (1)\***  
**Slide Kick (2)!**  
Spinning Foot Sweep (2)  
**Stepping Front Kick (4)!**  
**Tiger Knee (5)!**  
**Wounded Knee (2)**

### **Block:**

Block (free)  
**Deflecting Punch (1)**  
Energy Reflection (4)  
Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
Air Throw (3)  
**Back Roll Throw (1)**  
Bear Hug (3)  
**Brain Cracker (1)**  
Choke Throw (3)  
Disengage (4)  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
Grappling Defense (5)  
Hair Throw (3)  
Head Bite (3)  
Head Butt Hold (3)  
Improved Pin (4)  
**Knee Basher (2)**  
Neck Choke (3)  
Pile Driver (4)  
Pin (5)  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
Backflip (4)  
Breakfall (2)  
Flying Body Spear (4)  
Flying Head Butt (3)

Flying Heel Stomp (4)  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
Rolling Attack (5)  
Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
Cobra Charm (4)  
Fireball (5)  
Ice Blast (4)  
Mind Control (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
Toughskin (4)  
Zen No Mind (4)



## Wrestling

Chi 1  
Willpower 6

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
Ducking Fierce (2)  
**Ear Pop (2)**  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
Shockwave (4)  
Spinning Back Fist (2)  
Spinning Knuckle (4)  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
Backflip Kick (4)  
Cartwheel Kick (3)  
Double Hit Kick (2)  
Flash Kick (5)  
Flying Knee Thrust (2)  
Flying Thrust Kick (5)  
Foot Sweep (2)  
Forward Backflip Kick (3)  
Forward Flip Knee (4)  
Handstand Kick (2)  
Heel Stamp (3)  
Reverse Frontal Kick (3)  
Spinning Foot Sweep (2)  
Wounded Knee (3)

### **Block:**

Block (free)  
Deflecting Punch (2)  
Energy Reflection (4)

Kick Defense (1)  
Maka Wara (5)  
Missile Reflection (2)  
Punch Defense (1)

### **Grab:**

Grab (free)  
Air Suplex (3)  
**Air Throw (2)**  
**Back Breaker (2)!**  
Back Roll Throw (2)  
**Bear Hug (1)\***  
**Brain Cracker (1)**  
Choke Throw (3)  
**Disengage (2)\***  
**Dislocate Limb (3)!**  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
**Grappling Defense (3)\***  
Hair Throw (3)  
Head Bite (3)  
Head Butt Hold (3)  
**Improved Pin (2)\***  
**Iron Claw (4)!**  
**Knee Basher (2)**  
**Neck Choke (1)\***  
**Pile Driver (3)**  
**Pin (2)\***  
Sleeper (5)  
**Spinning Pile Driver (3)!**  
**Stomach Pump (3)!**  
**Storm Hammer (5)!**  
**Suplex (1)**  
**Thigh Press (2)**  
Throw (1)

### **Athletics:**

Movement (free)  
**Air Smash (1)**  
Backflip (4)  
**Breakfall (1)**  
Flying Body Spear (4)  
**Flying Head Butt (2)**  
Flying Heel Stomp (4)  
**Ground Fighting (3)!**  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
Rolling Attack (5)

Tumbling Attack (5)  
Vertical Rolling Attack (4)  
Wall Spring (2)

### **Focus:**

Acid Breath (4)  
Cobra Charm (4)  
Fireball (5)  
Ice Blast (4)  
Mind Control (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
Toughskin (4)  
Zen No Mind (4)

## Wu Shu

Chi 3

Willpower 4

### **Punch:**

Jab (free)  
Strong (free)  
Fierce (free)  
Buffalo Punch (2)  
Ducking Fierce (2)  
Ear Pop (3)  
Elbow Smash (2)  
Haymaker (2)  
Head Butt (2)  
Knife Hand Strike (5)  
Lunging Punch (3)  
Monkey Grab Punch (2)  
Power Uppercut (1)  
**Rekka Ken (5)!**  
Shockwave (4)  
Spinning Back Fist (2)  
**Spinning Knuckle (3)**  
Triple Strike (2)  
Widowmaker (1)

### **Kick:**

Short (free)  
Forward (free)  
Roundhouse (free)  
**Air Hurricane Kick (1)!**  
**Axe Kick (4)!**  
**Backflip Kick (2)\***  
**Cartwheel Kick (2)**  
**Double Hit Kick (1)**  
Flash Kick (5)  
Flying Knee Thrust (2)  
**Flying Thrust Kick (4)**  
Foot Sweep (2)  
**Forward Backflip Kick (1)\***  
**Forward Flip Knee (2)\***  
**Great Wall of China (5)!**  
**Handstand Kick (1)**  
Heel Stamp (3)  
**Hurricane Kick (5)!**  
**Lightning Leg (3)!**  
**Reverse Frontal Kick (2)**  
**Scissor Kick (4)!**  
Spinning Foot Sweep (2)  
**Stepping Front Kick (4)!**

### **Whirlwind Kick (4)!**

Wounded Knee (3)

### **Block:**

Block (free)  
Deflecting Punch (2)  
Energy Reflection (4)  
Kick Defense (1)  
**Maka Wara (4)**  
Missile Reflection (2)  
Punch Defense (1)  
**San He (3)!**

### **Grab:**

Grab (free)  
Air Suplex (3)  
**Air Throw (2)**  
**Back Roll Throw (1)**  
Bear Hug (3)  
Brain Cracker (2)  
Choke Throw (3)  
Disengage (4)  
Eye Rake (2)  
Face Slam (5)  
Flying Tackle (2)  
Grappling Defense (5)  
Hair Throw (3)  
Head Bite (3)  
Head Butt Hold (3)  
**Improved Pin (3)**  
Knee Basher (3)  
Neck Choke (3)  
Pile Driver (4)  
**Pin (3)\***  
Sleeper (5)  
Suplex (2)  
Thigh Press (3)  
Throw (1)

### **Athletics:**

Movement (free)  
Air Smash (2)  
**Backflip (3)**  
Breakfall (2)  
**Cannon Drill (5)!**  
**Displacement (4)!**  
**Drunken Monkey Roll (2)!**  
**Esquives (2)!**  
Flying Body Spear (4)

Flying Head Butt (3)  
**Flying Heel Stomp (3)**  
Jump (1)  
Jumping Shoulder Butt (2)  
Kippup (1)  
Light Feet (5)  
**Rolling Attack (3)\***  
Tumbling Attack (5)  
**Vertical Rolling Attack (2)\***  
**Wall Spring (1)**

### **Focus:**

Acid Breath (4)  
**Balance (2)!**  
**Chi Kung Healing (4)!**  
Cobra Charm (4)  
**Fireball (4)**  
**Flying Fireball (3)!**  
Ice Blast (4)  
**Improved Fireball (5)!**  
**Levitation (4)!**  
Mind Control (4)  
Musical Accompaniment (2)  
Psychokinetic Channeling (5)  
Regeneration (3)  
Repeating Fireball (4)  
Shock Treatment (4)  
Sonic Boom (4)  
Stunning Shout (4)  
Telepathy (3)  
Toughskin (4)  
Zen No Mind (4)

### **SPECIAL NOTE:**

Wu Shu has Displacement as a maneuver. This requires Esquives as a prerequisite, which is unavailable to the style. Esquives has been added to this list to reflect this.

## **Animal Hybrid**

### **Grab:**

**Bear Hug (2)**  
**Eye Rake (1)**  
**Head Bite (1)\***  
**Tearing Bite (1)!**

### **Athletics:**

**Dragon's Tail (3)!**  
**Drunken Monkey Roll (2)!**  
**Jaw Spin (3)!**  
**Pounce (2)!**  
**Ripping Bite (2)!**  
**Tail Sweep (2)!**  
**Typhoon Tail (3)!**  
**Upper Tail Strike (3)!**

### **Focus:**

**Cobra Charm (3)**  
**Regeneration (2)**  
**Toughskin (2)\***  
**Venom (2)!**

### **SPECIAL NOTE:**

Animal Hybrids experience a "Rage" upon losing half their current health. This affects which maneuvers they can use, their Speed, and possibly their Honor. See the Player's Guide for details.

## **Elemental**

### **Focus (any type):**

**Elemental Stride (4)!**  
**Elemental Skin (5)!**  
**Heal (4)!**  
**Sense Element (1)!**

### **Focus (Earth):**

**Pit (3)!**  
**Stone (2)!**  
**Wall (2)!**  
**Weight (3)!**

### **SPECIAL NOTE:**

For mysterious reasons, Ler Drit practitioners cannot also be Elementalists.

### **Focus (Air):**

**Airblast (2)!**  
**Flight (2)!**  
**Lightness (3)!**  
**Push (4)!**  
**Vacuum (3)!**

### **Focus (Fire):**

**Flaming Fist (2)!**  
**Fire Strike (3)!**  
**Heatwave (3)!**  
**Spontaneous Combustion (4)!**

### **Focus (Water):**

**Drain (3)!**  
**Drench (2)!**  
**Envelop (3)!**  
**Pool (2)!**