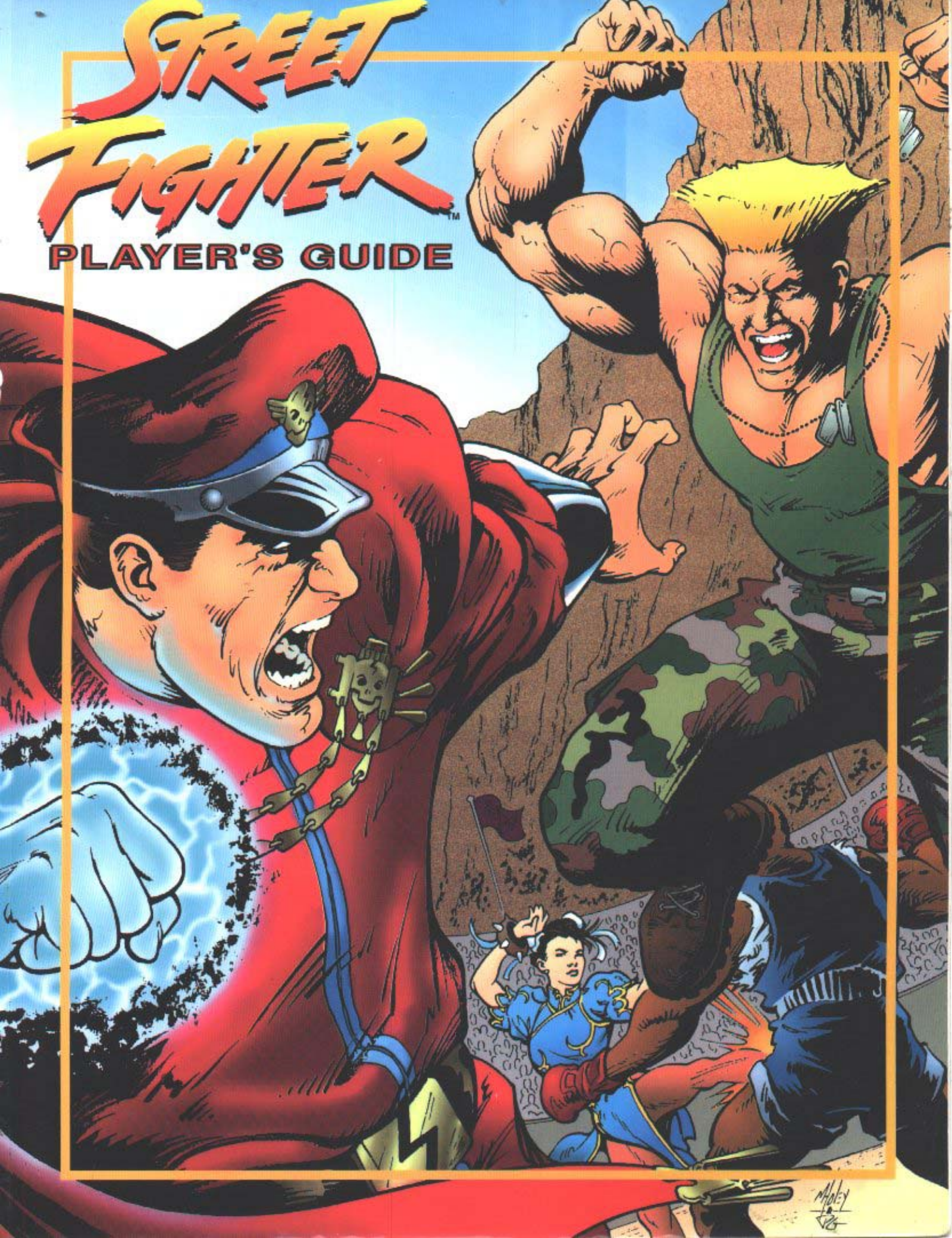


STREET FIGHTER™

PLAYER'S GUIDE



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"Watashi Wa Anata O Aishimasu."

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Chapter 1:

RUDE AWAKENING

By Nigel Findley

This is the day, Nick Fontana told himself.

Anyone over the age of 20 would have found his monolithic self-confidence amusing. But anyone 18 going on 19 (like Nick) would have understood...in fact, would have taken it as a given.

This is the day, he told himself again. *This is my day*. His first professional bout on the Street Fighter circuit. (No, he corrected mentally, *my first win on the circuit*.) Yes, it would be a day to remember.

He was ready, as ready as he'd ever been. He knew it. He felt it. He was as fast and flexible as a striking snake. He had a predator's eye for weakness and a killer instinct that a mob hitman would have sold out his best friend to possess. He was cranked and ready to kick some butt.

Nick pushed himself away from the dressing room wall, where he'd been doing his stretches. He fired off a quick combination — iron hands high, dragon punch, uppercut. He could hear his hands cutting through the air, as if he were a protagonist in the low-budget kung fu movies he'd grown up with. *Give me a pair of chopsticks*, he thought with a grin, *and no fly in Mobile is safe*.

Mobile. Mobile, Alabama. The venue was the one thing that threatened to dull his edge. His first professional fight — why couldn't it have been in his hometown of Seattle? The other musicians in his band, The Horsemen, could have seen him kick ass and take names. Hell, maybe his freakin' parents would have shown up — stranger things had happened. Here in Mobile, though, he didn't know anyone. He was on his own. Even his sensei, Shimizu, wasn't there.

Nick shook his head at that thought. He'd have a lot of kissing up to do when he got back to Shimizu's dojo in Seattle. The wizened sensei hadn't considered him ready to make the circuit. Not for another year or more, maybe, the old man had said. A year? A freakin' year? That was forever! Nick knew he was ready and knew the only way he could get better was to get out there and fight. Training, katas and sparring were great, in their way. But nothing could match the experience of — what did that old book say? — "being tempered in the crucible of actual combat." So when that promoter contacted him directly, not through Shimizu — there was a wonder — and offered him a fight in the Mobile arena, he jumped at it. For a couple of

minutes he debated asking Shimizu about it, but he could predict all too easily what the sensei would tell him. Much easier to get forgiveness than permission, he decided, and so he made his travel arrangements.

The promoter, Jayjay Weller, met him at the airport. He was a big guy, dressed in black, sporting a shock of spiked blond hair and decked out in a kilo or two of silver. He always seemed to be laughing at a joke that Nick didn't understand and would get his nose up if Nick asked what was so funny. Under any other circumstances, Nick would have hit the road or taken a swing, but this was business, or at least that's what he kept telling himself.

So here he was. Here in the dressing room of a Mobile, Alabama arena. He could hear the crowd, his crowd: the buzz of voices, the shuffling of feet, the occasional roar of excitement or outrage and, beneath it all, that almost subliminal sound that can only be made by thousands of expectant people.

The door swung open, and Jayjay stuck his head in. His hair was even more outrageous than it was earlier in the day. (*Terminal hairspray abuse*, Nick thought.) "Ready?"

"Born ready," Nick told him.

Weller giggled quietly. "The Cajun's a couple minutes behind schedule," the promoter said, "but we might as well get you out there so your fans can get a look at you."

"You got it."

That was another disadvantage of fighting in Mobile, Nick had to admit as he followed Weller along the concrete corridor. If the fight was in Seattle, he'd have had a chance to scope out his opponent. Here? No way. "The Cajun"? Who the hell was he? What style did he fight with? What tricks and combos did he know? This bout wasn't in the Traditional Division, another straw added to his burden of guilt. Shimizu didn't approve of the other divisions, and "The Cajun" probably wouldn't use formal styles. Hell, that was okay with Nick. He'd been fighting — and winning — long before he'd known there were such things as formal styles. All in all, he figured, there wasn't much out there that could surprise him.

Weller patted Nick on the shoulder reassuringly and gestured him on ahead. For a moment, Nick hesitated. Then he squared his shoulders and strode down the last, darkened

corridor toward the brilliant lights at its end. Like those weirdoes say about dying, or is it being reborn? he thought. Hell, it fits. Today's the end of my old life and the start of a new one. He emerged from the tunnel...

And froze in his tracks. Weller had told him the "house" for tonight's fight — 18,000 and change. He thought he'd known what that meant.

Not a freakin' chance. He'd seen larger crowds, but only on the tube. On the tube you can't really hear the people, can't smell them and certainly can't feel them. Even more importantly, every one of those 18,000 was looking at him. He felt the physical sensation of their eyes on him, like an electric charge coursing through his body. When it recognized him — when the people realized he was one of the fighters on tonight's card — the crowd roared, and the sound beat on his body like a wave in the ocean.

I've made it. The thought shocked him with its intensity. *This is my day.* On impulse, Nick snatched off his baseball cap (the one with his band's logo) and threw it into the crowd. He laughed aloud as he watched people scramble for it. *This is where I belong.*

Nick swaggered down to the ring, into the heat of the lights, and waited.

He didn't have to wait long. The P.A. system blared with some geriatric golden moldy: "Sweet Home Alabama" or some crap like that. Then the announcer's voice reverberated through the arena. "Ladies and gentlemen, this is what you've been waiting for. Are y'all ready for the main event of the evening?"

Brain-dead crowd-baiting, Nick thought scornfully. *I could do a hell of a lot better.* Still, he had to admit that the answering roar was just this side of deafening. *This is Mobile,* he reminded himself wryly, *not really the center for witty repartee.*

The announcer continued his spiel. "Ladies and gentlemen, this is a freestyle match. No weapons, no lethal maneuvers and no biting!" He delivered the last words like a joke, and the crowd roared with approving laughter. Nick frowned. *Am I missing something here?*

"In the blue corner," the announcer sang out, "in his first professional fight on the circuit, from the Evergreen Playground...Nick Fontaaaaa!"

Nick beamed as the cheers washed over him, relished in them, felt their energy seep into his muscles and key his reflexes even tighter. *This is what I was born for,* he told himself. Everything that came before was just waiting.

"And in the red corner," the announcer continued, "a local favorite. You've seen him in this ring before, and you'll see him again. His record is 72 wins — 51 of them knock-outs! — 14 losses and no draws."

Wait just one freakin' minute! Nick thought, suddenly chilled. *Seventy-two wins, 51 by KO? He shot a sharp look at Weller, who was standing at ringside. The promoter flashed him a cheery thumbs-up. Yeah? Well, we'll see.*

The announcer wasn't finished. "He's one of the biggest draws on the international circuit, Freestyle Division. You know him, you love him and here he is: the Ragin' Cajun!!!"

The previous screams seemed loud; now they were physically painful. The crowd took up a chant, and the sound battered against Nick's body: "Ca-jun! Ca-jun! Ca-jun!" From the rafters, spotlights burst into life, illuminating the entrance across the ring from where Nick stood. Something moved in the tunnel and emerged into the light.

What the freakin' hell is that?

It looked like a bad practical joke, a refugee from a low-budget horror movie. It was the height of a man. It walked upright, and it had arms and legs like a man. Yet it wasn't a man, at least not in the way Nick Fontana defined the word. It looked like...

It looked like a freakin' alligator, for Christ's sake.

An alligator trained to walk on its hind legs, using its tail to balance the mass of its upper body. But no gator Nick had ever seen on the tube or in a zoo had muscles like this on its arms and legs, or this kind of definition to its pecs and abs. Nor had any gator worn brightly colored wrestling strip, for that matter. No, this thing wasn't a gator. But it wasn't a real human, either. Some kind of crossbreed? The kind of genetic experiment you read about in those trash-papers at a supermarket?

Whatever the hell it was, the crowd loved it. They screamed. They chanted. They did the freakin' wave. And the gator-thing enjoyed every minute of it. It clasped its big hands over its head in a boxer's handshake and pranced around the ring. Its mouth (snout?) was open in what might have been a smile, except for the fact that the expression showed entirely too many teeth.

To hell with this noise, Nick thought. He crossed the ring, giving the gator-thing a wide berth, to where Weller stood. "What the freakin' hell is that?" he demanded of the promoter. "It ain't even human!"

Weller smiled. No giggle this time. In fact, there was some new element to the smile that Nick didn't like. "That's your opponent, boy," the promoter said. "That there's the Cajun."

Nick shot another look at the gator-thing's teeth and made his decision. "You didn't say nothing about this," he said firmly, crossing his arms over his chest.

Weller shrugged. "You didn't ask," he pointed out, with irritating accuracy. "I offered you a fight. You took it. End of story."

"Like hell it's 'end of story'!" Nick shouted back. "You offered me a fair fight, not —"

The promoter cut him off. "Never said nothing about a fair fight, sonny-boy," he said coldly. "Asked you if you wanted a freestyle fight. You said yes. You signed the contract."

Jayjay leaned in close to Nick, engulfing the younger man in the sweet-bitter miasma of his breath. "I don't think you get the picture here, sonny-boy," he whispered. "Your name's on a contract, your name's on the fight card. Hell, your name's on the marquee. You're committed. People have come out and paid good money to see you fight. And fight you will. You made a deal, now you'll stick by it."

"The deal is off!" Nick drove home each word with a finger stabbing into Weller's chest.

"Not from where I stand, boy," the promoter said quietly. "You're going to fight the Cajun, even if he has to chase you into the dressing room and drag you back kicking and screaming. Hell, boy," he laughed, "look at this crowd! You think they're going to be pissed if they watch the Cajun track you down and beat the living crap out of you? That kind of action is just part of the show around here, see?"

"So it's your choice." Weller's voice was starting to sound like the hiss of a snake. "You can go either way."

"One way, it's a stand-up fight. Hey, who knows, maybe you'll take the Cajun, huh? Even if you go down, it's by the rules. You get messed up, maybe, but it ain't going to be too bad. You get the money, and you get your name out there. You get one fight on the circuit under your belt. You ain't a greenie anymore. The other way..."



Jayjay shrugged. "The other way, you say to hell with the deal, so we say to hell with the rules, okay? The Cajun kicks your ass, and he don't stop until he's damn good and done. Maybe he messes you up some, maybe he tears your goddamn arm off; it don't matter to him or to me. You blew off the contract, so you don't get no money. And you can bet no other circuit promoter's gonna touch a greenie who blows off his first contract.

"Take your choice, boy," Weller finished softly. "But don't take too long, huh?" With that, he turned on his heel and walked away.

For a moment Nick thought about going after Weller. Hell, Weller was big, but he was soft — the promoter would be dead meat if Nick got his hands on him.

But he held himself back. It would be satisfying to kick the crap out of Weller, but that satisfaction would cost Nick his career. Part of his brain congratulated him for at last thinking like the professional he wanted to become. And that was what it all came down to, wasn't it? Professionalism. That's what Weller had been talking about, even though he hadn't used the word. Nick had been scammed, but only because he'd let himself be. He could have asked some questions. He could have done some research. He could have found out who — or what — he'd be fighting. He could have made an informed decision.

He hadn't. He hadn't acted like a professional; he'd acted like a "greenie." Now he had a choice: follow through with his commitment and probably lose, but lose like a professional Street Fighter; or flake out, suffer one hell of a beating and watch his career go down the drain along with his blood.

With a cold, grim smile, Nick strode to the center of the ring and took up his fighting stance. The Cajun turned toward him and flexed his muscular arms. Fear twisted Nick's guts. But professionals don't show fear, do they? Sure, they might feel it, but they don't let it control them. That's what being a professional means.

Nick swallowed the bitter taste of bile and managed to force a sneer onto his face. "I got something for ya, ya cold-blooded mother!" he yelled, loud enough to be heard over the noise of the crowd. "Come and get it, if you got the freakin' guts!"

And he waited for the fight to begin.



INTRODUCTION

If a burglar holes up in a house, he is considered dangerous. The whole world is against him. He is desperate and unpredictable — the wounded animal. The one who dares enter the house — the predator — is brave or foolhardy. This calls for careful reflection.

— Miyamoto Musashi, *The Book of Five Rings*

Life is tough, and life on the Street Fighter circuit is as tough as it gets. You always need to be on your toes, both in the ring and outside it. The **Street Fighter Players Guide** helps you develop your Street Fighter character by giving you access to new Special Maneuvers and other combat skills. The book also covers aspects of a fighter's life outside the ring, such as training and retirement.

Although your Street Fighter is first and foremost a warrior, he's also a human being (in most cases). The new information presented in this book can be used to develop your character's body, skills, mind and identity. Always remember that your character's goals and ambitions should extend well beyond the arena. Street Fighter is a storytelling game, after all.

A NOTE TO STORYTELLERS

While this book is designed for players, Storytellers will find several exciting new ideas and powers to add to their chronicles. New styles are useful in creating allies and antagonists. Stable rules help establish group unity among the player characters and their managers. These rules can also be used to create friendly and rival Street Fighter groups.

Other subjects herein are equally useful. For example, Chapter Four concentrates on the requirements for becoming a master, the highest achievement in the martial arts. Players who want their characters to become masters will find this chapter informative, but you, as Storyteller, can use the same information to create established masters.

Even if a chapter's ideas can't all be applied to your chronicle, a chosen few might. The Retirement section, for example, can be used to provide a long-term goal for player or non-player characters. Such ideas are as much yours to apply as they are the players'.

Here's an overview of the Street Fighter Players Guide:

INSIDE THE RING

NEW STYLES

This chapter offers extensive information about new breeds of Street Fighters who have joined the circuit. These newcomers have developed new fighting styles and Special Maneuvers. The styles are designed to be powerful in comparison to the existing styles in the **Street Fighter** rulebook. Have fun applying these new Special Maneuvers in the ring, but be prepared to be on the receiving end as well.

UNIQUE BACKGROUNDS

Analyzing a new style is easy compared to figuring out the abilities of fighters with Unique Backgrounds. Cyborgs, elementals and animal hybrids broaden the horizons of character creation, but beware: That lumbering half-barracuda with cybernetic enhancements may be your next opponent!

UP 'N' COMERS

Each new style or Background section ends with a sample character. These are the Up 'N' Comers — Street Fighters who best exemplify their power classes or fighting styles. They are powerful warriors, but they have yet to reach the division of World Warrior. This doesn't mean they're not reliable allies or dangerous opponents.



RUNNING THE CIRCUIT

Being a successful Street Fighter is often more complicated than a rookie realizes. This chapter investigates, explains and expands on the ways street fighting occurs.

ARENAS

Arenas, and their effects on fighters in their confines, are detailed in this book. No longer are arenas simply window dressing or stages. This section details the advantages and responsibilities that come with a customized arena. There's something to be said for having the home advantage.

TOURNAMENTS

Tournaments are very important to the Street Fighter circuit. This section presents guidelines for three tournaments open to competition. Be warned, some tournaments are not for the faint of heart. A tournament measures not only a warrior's prowess, but her ideals. Sometimes the ultimate test is not in combat, but in the intrigue surrounding the ring.

STAFF

The circuit may be illegal, but that doesn't mean it exists in a vacuum. A fighter can have access to an entire staff of assistants, all of whom try to make her the best. Why worry about little inconveniences such as hunger, medical treatment and marketing? Trainers, managers and doctors are all available and willing to help you achieve your goal of martial perfection — for a price, of course.

TEAMS AND STABLES

Stables of fighters are common on the circuit. This section shows you how to create a stable and outlines the responsibilities inherent to membership. There's even a sample stable for you to join, befriend or battle. It's your choice.

BEYOND THE RING

What do you, as a Street Fighter, want out of life? There has to be more to existence than fighting. What's going to happen when you get old? If you can't hold your own in the ring, what will you do later in life? Many fighters retire from the circuit. Here are some options for aging fighters or characters who want to become masters.

APPENDIX

Here you'll find over 50 new Special Maneuvers, as well as a number of more mundane, yet equally important, Abilities.

SOMETHING FOR EVERYONE

The **Street Fighter Players Guide** offers something for everyone. It can enrich, expand and detail Street Fighter characters and their chronicles. With this book, a new breed of fighter enters the ring. Now the battle for justice and righteousness can be taken to lofty heights (and agonizing lows).





INSIDE THE RING

When I look an opponent in the eye, I look into his soul. I know, even before the fight begins, who will be victorious.

— T. Hawk, excerpt from a lesson to his students

This chapter takes you into the ring, introducing new styles, Backgrounds and Abilities. Additionally, this chapter explores the freaky side of Street Fighting. Included are animal hybrids, cybernetic enhancements and arcane knowledge that Shadoolo would just as soon keep to itself. If you thought the circuit was tough before, just wait until you face off against one of these opponents.

NEW STYLES

This section introduces two new martial arts styles: Savate and Ninjitsu. These two new styles incorporate a plethora of new Special Maneuvers — many of which can be added to an existing Street Fighter's repertoire.

Savate is an old French style that is still practiced today. It is known for its strict discipline and intense training regimen. Savate fighters are required to withstand incredible amounts of punishment and are easily as physically tough as heavyweight boxers. This style is characterized by an unusual kicking technique that uses the fighter's toe to strike an opponent while moving his torso beyond range of a counterattack.

Ninjitsu is often stereotyped in movies and books as the assassination art of an infamous cult of murderers. It is a little-known fact that Ninja have deep spiritual roots and may tap their psychic energy to evoke baffling powers. In **Street Fighter**, only true Ninja may access these secret powers, although any fighter may be trained in the more mundane aspects of the style.

SAVATE

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

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

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

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

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

Concepts: French Aristocrat, Street Tough, Boxer, Seaman

Initial Chi: 2

Initial Willpower: 5

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

SAVATE ADDITIONAL ABILITIES

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

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

SAVATE

Special Maneuvers

Punch:

- Dashing Punch (4 pts.)
- Dashing Uppercut (2 pts.)
- Haymaker (2 pts.)
- Spinning Backfist (1 pt.)
- Spinning Knuckle (3 pts.)
- Turn Punch (4 pts.)
- Widowmaker (2 pts.)

Kick:

- Ax Kick (2 pts.)
- Double-Hit Kick (1 pt.)
- Flying Thrust Kick (4 pts.)
- Lightening Leg (5 pts.)
- Reverse Frontal Kick (1 pt.)
- Slide Kick (2 pt.)

Block:

- Displacement (2 pts.)
- Deflecting Punch (1 pt.)

Grab:

Athletics:

- Esquives (2 pts.)

Focus:

- Toughskin (4 pts.)



JACQUES DESROCHE

Jacques was born in the town of Hyeres, on the southern coast of France near Marseilles. His family had lived there for generations and had grown prosperous by harvesting the cod that teemed in the area's seas. Indeed, Jacques' father was lucky enough to own a boat. The young and naive Jacques dreamed of buying his own boat one day and sailing across the Mediterranean. To this end he joined the merchant marines, intending to put his paychecks toward a boat of his own.

Jacques soon realized that a seaman's pay was not enough to buy a decent fishing boat. After paying union dues, taxes and other unforeseen expenses, he wasn't saving nearly as much money as he needed to. At the rate he was going, he would be nearly as old as his father before he could afford even a small boat. Jacques thought about the problem daily but could fathom no solution. Then he noticed that some of his shipmates had far more money than the rest of the crew. He watched them for awhile and stumbled across the Street Fighter circuit.

Apparently, members of the crew were betting on illegal brawls as their ship docked in various ports around the world. They were betting on one of their own — the second mate — who would regularly return from shore leave bruised and beaten, but always with more money in his pocket than when he left. The naive Jacques was appalled until the second mate explained the circuit and the men and women who participated in it. Jacques soon realized that the fighters were generally very honorable and competed for the sport of it — nothing more.

Desroche soon began accompanying the old sailor and the rest of his mates to the matches. They were exotic and exciting to the boy — nothing like the occasional fight that would break out on the docks of Hyeres. The grace and violence of the fights were intoxicating, and so was the money Jacques won on side bets.

The second mate was one of the better opponents in the ring, but he knew his time in the arena was drawing to a close. He asked Jacques if he would be interested in continuing the ship's fine tradition of training and

supporting a fighter. Jacques was overjoyed and honored by the proposition. He was also very scared. He'd seen the way the fighters had moved in the ring and believed there was no way he could hope to match them. The second mate knew better. He saw the potential within Jacques and began to train him in the fighting style of Savate.

A full year passed before the second mate judged Jacques ready for his first match. The boy was nervous, but stunned the crowd by knocking out his opponent in the first round. In the last three years, Jacques has proved himself a force to be reckoned with, and has rocketed up in the standings. Some believe that he may make a play for World Warrior standing next year.

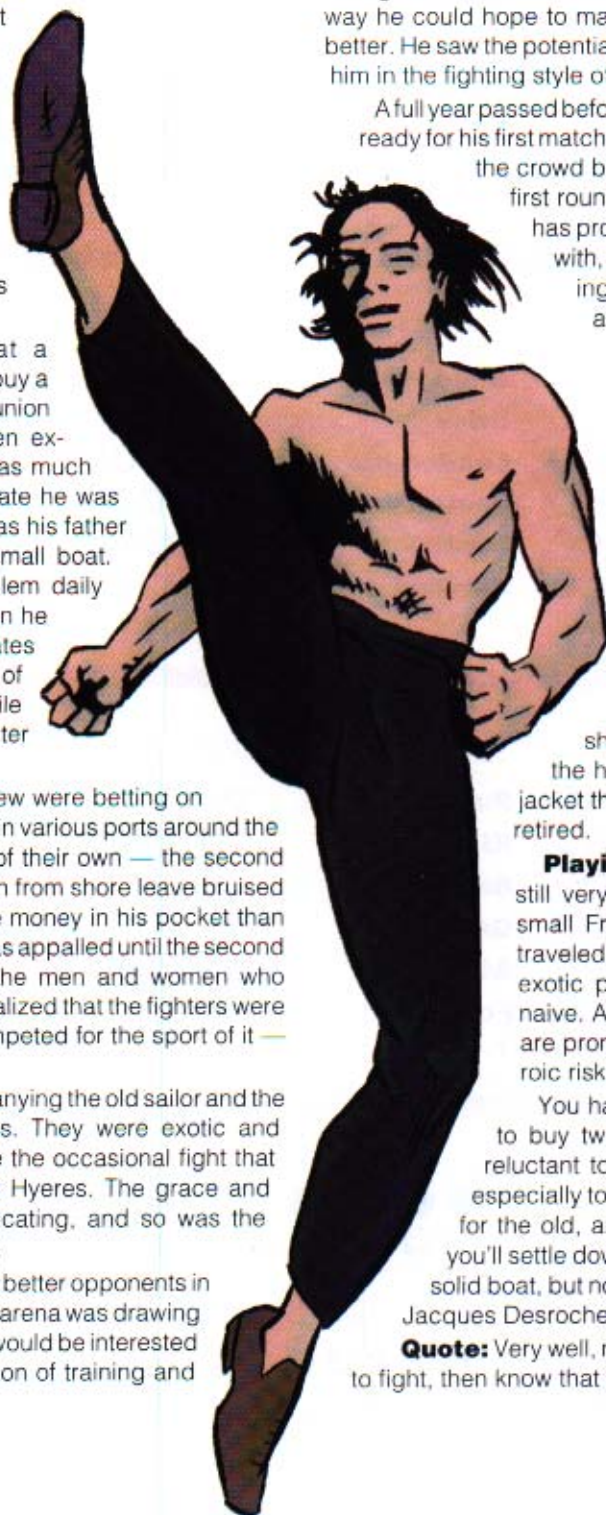
Appearance: Jacques' slim build hides a wiry strength. His face still retains some of its boyish good looks, in spite of the beatings it has received over the years. His nose has been broken so many times that only his mother knows for sure what its original shape was.

Jacques typically wears a leotard common to Savate fighters, and, of course, the hardened shoes of the art. He also likes to wear the heavy, navy-blue merchant marine jacket the second mate gave him when he retired.

Playing Jacques Desroche: You are still very much a fisherman's son from a small French village. Although you have traveled around the world and seen a lot of exotic places, at heart you are still very naive. Adventure appeals to you, and you are prone to take daring chances and heroic risks.

You have already saved enough money to buy two or three fishing boats, but are reluctant to give up the Street Fighter's life, especially to become a mere fisherman. That is for the old, and you are still young. Eventually you'll settle down with a pleasant wife and a good solid boat, but not until you show the world just who Jacques Desroche is!

Quote: Very well, mon ami. If we are indeed destined to fight, then know that it is nothing personal.



STREET FIGHTER

Name: JACQUES DESROCHE **Style:** SAVATE **Team:** NONE
Player: **School:** SALLE SAVATE DE MONTREAL **Concept:** MERCHANT MARINE
Chronicle: **Stable:** NONE **Signature:** DANCES OVER DEFEATED OPPONENTS

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength ●●●●○	Charisma ●●●●○	Perception ●●●●○
Dexterity ●●●●●	Manipulation ●●○○○	Intelligence ●●●○○
Stamina ●●●●○	Appearance ●●○○○	Wits ●●○○○

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness ●●●○○	Blind Fighting ●●●○○	Arena ●●●○○
Interrogation ●○○○○	Drive ●●○○○	Computer ●○○○○
Intimidation ●●○○○	Leadership ●○○○○	Investigation ●●○○○
Insight ●●○○○	Security ●○○○○	Medicine ●○○○○
Streetwise ●●●●○	Stealth ●○○○○	Mysteries ●●●○○
Subterfuge ●●○○○	Survival ●○○○○	Style Lore ●●●○○

ADVANTAGES

BACKGROUNDS	TECHNIQUES
<u>ALLIES (SHIPMATES)</u> ●●●○○	Punch ●●○○○
<u>ARENA (SHIP)</u> ●●●○○	Kick ●●●●●●
_____ ○○○○○	Block ●●●●●
_____ ○○○○○	Grab ●○○○○
_____ ○○○○○	Athletics ●●●●●
_____ ○○○○○	Focus ●●●○○
_____ ○○○○○	

SPECIAL MANEUVERS

<u>POWER UPPERCUT</u>
<u>SPINNING BACKFIST</u>
<u>TRIPLE STRIKE</u>
<u>STEPPING FRONT KICK</u>
<u>REVERSE FRONTAL KICK</u>
<u>AX KICK</u>
<u>DOUBLE-HIT KICK</u>
<u>JUMP</u>
<u>RIPOSTE</u>
<u>DISPLACEMENT</u>
<u>ESQUIVES</u>
Combos: <u>RIPOSTE - STEPPING</u>
<u>FRONT KICK - POWER UPPERCUT</u>
<u>(DIZZY)</u>
<u>JAB - SPINNING BACKFIST - AX KICK</u>
<u>(DIZZY)</u>

RENOWN	CHI
Glory	●●●●●○○○○○
□□□□□□□□□□	□□□□□□□□□□
Honor	●●●●●○○○○○
□□□□□□□□□□	□□□□□□□□□□
Division: <u>TRADITIONAL</u>	
Rank: <u>7</u>	
Standing	
Wins <u>35</u> Losses <u>5</u>	
Draws <u>1</u> KOs <u>34</u>	

WILLPOWER

●●●●●○○○○○

□□□□□□□□□□

HEALTH

●●●●●●●●●●

□□□□□□□□□□

●●●●●●●●○○

□□□□□□□□□□

EXPERIENCE

...Daisuke studied long and hard a new art of combat, new ways to use the body and spirit, a new vision.

From this mystic teaching he learned to move freely without being perceived, and how to work his will without action.

— an ancient tale concerning the origin of Ninjitsu

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

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

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

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

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

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

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

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

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

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

TRUE NINJA

To be a Ninja with Saiminjutsu powers, the character must take the Background of Clan Heritage. This reflects the years of study in a clan's dojo. Regardless of the character's original nationality, he must have this Background to learn the Chi-focusing hand magic of the true Ninja. Only a Ninja with a Background of 4 or greater will be taught the hand magic.

NEW BACKGROUND: CLAN HERITAGE

You have either been born into or adopted by an ancient Ninja clan. (It is rare for a *gaijin* to be accepted into a traditional Ninja household, but not unheard of.) You have been indoctrinated with the ways of honor, stealth and combat, all of which the Ninja spirit embodies. You are among family when with your Ninja clan.

- The family tolerated your presence only because it knew you wouldn't reveal its secrets. Then again, they didn't share many of them with you.
- You received a few lessons in the clan dojo, but your teachings usually consisted of the proper way to do the laundry or clean the shrine.
- The clan accepted you into the fold, and you are allowed to sleep in the main building. Your intense study and earnest efforts to be accepted finally paid off. You were given the rank of *Genin*; now you must prove yourself worthy of it.
- The clan allowed you to lead the occasional ceremony at the Mikkyo temple. Martial arts and espionage training occupy much of your time. The Masters have taught you their mystic hand signs. You anticipate the day they will trust you enough to teach you all of their skills. You will be allowed to become a *Chunin* if you prove yourself worthy.
- You are one with the family clan. The secrets of Saiminjutsu were laid open for you. You are allowed to operate in the field as a full clan Ninja, with all the attendant danger and excitement. You have been commanded to uphold the honor of the clan and protect its interests at all times. You will be allowed to become a *Jonin* and begin your own clan, if you qualify for the rank. The clan elders are already looking at the unmarried children of neighboring clans for prospective partners.

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

Developing Ninja (optional rule)

This section gives rules for using Backgrounds in a unique manner. The player and Storyteller must decide if these rules are appropriate to any given chronicle. Developing a character as a true Ninja will involve the fighter's intimate involvement with the clan of adoption. This will naturally influence the chronicle; in fact, a chronicle can become preoccupied with the politics and everyday life of the clan.

If a character spends experience on the Clan Heritage Background, the Storyteller must work this into the chronicle. A character studying the Ninjitsu doctrine will first have to find a clan, which is a story in itself. Next the character must prove herself honorable and worthy enough to be accepted into the clan dojo.

This is no simple task; you may have to change the scope of your chronicle to let the character(s) seek out a Ninja clan. In any event there should be an initiation rite for each Background dot the character accumulates. Perhaps the character could be forced to survive in the woods, fend off multiple assailants, steal a trinket from a museum and return it without being caught, or decipher a difficult riddle. Whatever the rite, there should be some sort of test to acknowledge the fact that the character is becoming accepted as a true member of the clan, regardless of the nationality, gender or race of the new member.

COMMON ABILITIES

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

CLAN RANKS

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

Genin

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

Chunin

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

Jonin

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

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

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

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

Initial Chi: 5

Initial Willpower: 2

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

NINJITSU

Special Maneuvers

Punch:

- Boshi-ken (2 pts.)
- Ear Pop (2 pts.)
- Head Butt (1 pt.)
- Rekka Ken (5 pts.)
- Shikan-ken (2 pts.)
- Shuto (2 pts.)

Kick:

- Backflip Kick (2 pts.)
- Cartwheel Kick (2 pts.)
- Double-Hit Kick (1 pt.)
- Double-Hit Knee (1 pt.)
- Flying Thrust Kick (4 pts.)
- Handstand Kick (1 pt.)
- Heel Stamp (1 pt.)

Block:

- Deflecting Punch (1 pt.)
- Maka Wara (4 pts.)

Grab:

- Air Throw (2 pts.)
- Back Roll Throw (1 pt.)
- Disengage (1 pt.)
- Dislocate Limb (2 pts.)
- Eye Rake (1 pt.)
- Hair Throw (2 pts.)

Athletics:

- Drunken Monkey Roll (2 pts.)
- Flying Heel Stomp (3 pts.)
- Rolling Attack (3 pts.)
- Vertical Rolling Attack (2 pts.)
- Wall Spring (1 pt.)

Focus:

- Balance (3 pts.)
- Death's Visage (3 pts.)
- Entrancing Cobra (4 pts.)
- Leech (3 pts.)
- Sakki (3 pts.)
- Shrouded Moon (1 pt.)
- Speed of the Mongoose (3 pts.)
- Zen No Mind (3 pts.)

YUKI TAKADA

The Togakure-ryu, a powerful clan of Ninja, has been in existence for over 34 generations. Yuki Takada grew up immersed in the traditions of the Togakure-ryu. For many years Yuki studied the mystical teachings of her masters. She became quite proficient; indeed, her teachers felt that she had the potential to become a Jonin. To this end they pushed her hard and intensified her training.

By her 16th birthday Yuki had learned as much as her masters could teach her. Her education would have to proceed in the outside world. Thus, she began the infiltration missions that truly honed the skills of a Ninja.

Yuki spent the next nine years traveling the world under various guises, fulfilling her commitments to the clan. In this she succeeded admirably, bringing honor, glory and capital to the Togakure clan. The nature of the mission was of little consequence to her. Given enough preparation she could impersonate anyone, and there wasn't a security system sophisticated enough to keep her out.

Like most Ninja, and the Togakure-ryu in particular, Yuki disliked missions that involved killing. She always tried to protect the lives of those she spied upon. For this reason she and her clan avoided any interaction with Shadoloo, who are always in the market for trained assassins.

M. Bison was not pleased, to say the least. In his opinion an assassin not working for him was one working against him. To protect his criminal empire, he decided to destroy the Togakure clan and all who served it. He sent troops into Japan to besiege the clan's mountain strongholds. So far he has been unable to root out the clan, but it is only a matter of time. To preserve their way of life, the clan leaders summoned Yuki Takada and gave her one final mission.

Yuki was given permission to start her own clan, in the hope that when the Togakure clan fell, the teachings of the Mikkyo priests would survive. It was up to her, her masters decreed, to maintain the honor of the clan and bring a new, stronger Ninja legacy into the world. Yuki was saddened by the news, but agreed with the masters' conclusions. However, she has interpreted the order in her own manner.

Yuki entered the Street Fighter circuit for two reasons: first, to get a shot at M. Bison, thereby forestalling the destruction of her family; and second, to find a man worthy of wedding her and fathering her new clan. She believes that if she draws enough attention to herself, she may be able to divert Shadoloo's attention from her clan in the mountains of Japan. And maybe, just maybe, she'll be able to take down Shadoloo by cutting off its head — M. Bison. She has been partially successful in this endeavor. Shadoloo has tried to kill her eight times in the last six months. Bison has lost 18 assassins in these attempts.

To date she has not found an opponent strong enough to become a clan founder. Inside the ring, she wears the concealing hood of a traditional Ninja; therefore, no one knows what she really looks like. Opponents who have given her a challenge during a match occasionally notice a petite Asian beauty watching them for a few days afterward. Such fighters are never able to locate the woman after a first glance and can never catch her if they give chase. Perhaps this is as much a test as their match with Yuki in the ring.

Yuki owns and operates a *ryokan* (an old-fashioned inn), from which she intends to base her own clan. The inn is built in the resort town of Handa, near Tokyo. When she is not running the Street Fighter circuit or performing espionage missions, she can found here, daintily serving tea and sashimi to her guests.

Appearance: Yuki appears quite young for her age; she could easily pass for a schoolgirl half her actual age of 25. Inside the ring she wears the traditional black costume of the Ninja warrior. She wears a hooded mask to conceal her features, but has modified it, allowing her long black hair to flow down her back. She also likes to wear a gray camouflage vest similar to combat webbing. Within this vest Yuki stores many of the concealed weapons and pyrotechnic devices of the Ninja.

Playing Yuki Takada: You move quite silently and rarely speak. Your mission of beginning a new Ninja clan consumes your entire life. However, you manage to find time to enjoy yourself — especially in public. You're unsure whether this is because of your Ninjitsu training as a social chameleon or because you are actually having fun. In any case, few people outside of the ring are aware of your Ninja heritage and see you as the simple owner/operator of a quaint resort inn. You will try to protect your secrets by any means necessary except killing.

Quote: ...(quiet smile)...



STREET FIGHTER

Name: YUKI TAKADA
Player:
Chronicle:

Style: NINJITSU
School: CLAN TOGAKURE-RYU
Stable: NONE

Team: NONE
Concept: JONIN KUNOICHI NINJA
Signature: CLASPS HER HANDS BEFORE HER AND BOWS FORMALLY

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●●●●●
Stamina ●●●○○

SOCIAL

Charisma ●●●●○
Manipulation ●●●●○
Appearance ●●●○○

MENTAL

Perception ●●●●○
Intelligence ●●●●○
Wits ●●●○○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ●●●○○
Intimidation ●●○○○
Insight ●●●○○
Streetwise ●●●●●
Subterfuge ●●●●●

SKILLS

Blind Fighting ●●●●●
Drive ●●○○○
Leadership ●●○○○
Security ●●●●●
Stealth ●●●●●
Survival ●●●○○

KNOWLEDGES

Arena ●○○○○
Computer ●●●○○
Investigation ●●●●●
Medicine ●●○○○
Mysteries ●○○○○
Style Lore ●○○○○

ADVANTAGES

BACKGROUNDS

CLAN HERITAGE ●●●●●
CONTACTS ●●●○○
RESOURCES ●●●○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●●●●
Kick ●●●●○
Block ●●●○○
Grab ●●●○○
Athletics ●●●●●●
Focus ●●●○○

SPECIAL MANEUVERS

JUMP	KIPPUP
THROW	DEATH'S VISAGE
BOSHI-KEN	SAKKI
SHIKAN-KEN	ENTRANCED COBRA
SHUTO	SHROUDED MOON
CARTWHEEL KICK	WALL SPRING
FLYING THRUST KICK	
FOOT SWEEP	
HEEL STAMP	
DISENGAGE	
HAIR THROW	
Combos: BLOCK - FOOT SWEEP -	
HAIR THROW (DIZZY)	
WALL SPRING - HEEL STAMP -	
CARTWHEEL KICK (DIZZY)	

RENOWN

Glory
 ●●○○○○○○○○○○
 □□□□□□□□□□

Honor
 ●●●●●○○○○○
 □□□□□□□□□□

CHI

●●●●●●●●○○
 □□□□□□□□

WILLPOWER

●●●●○○○○○○
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ●●○○○○○○○○
 □□□□□□□□

Division: TRADITIONAL
Rank: 8

Standing

Wins 45 Losses 0
 Draws 0 KOs 42

EXPERIENCE

UNIQUE BACKGROUNDS

INTRODUCTION TO UNIQUE BACKGROUNDS

Unique Backgrounds are new additions to the **Street Fighter** game designed to enhance character variety. Creating a character who incorporates Unique Backgrounds is a little more complicated than making a run-of-the-mill Street Fighter. Some Backgrounds have new Special Maneuvers associated with them, while others give characters access to maneuvers they wouldn't normally be able to use.

UNIQUE BACKGROUNDS AND STYLES

Unique Backgrounds are meant to be used in conjunction with a fighting style. This doesn't mean that the character has to be dependent on the style, but she will need it to supply the basic moves.

Some Unique Backgrounds cost additional freebie points, while others modify existing freebie point costs. These modifiers are meant to ensure that new players are not overpowered by (or don't overpower) the rest of the team. They also reflect the fact that these people are fundamentally different, inside and out. It is harder for a cyborg to advance socially than a normal fighter. This makes up for any initial combat advantage a cybernetically enhanced character has.

UNIQUE BACKGROUNDS IN COMBAT

Some of the Unique Backgrounds work in unusual manners or provide combat bonuses. It is advisable to create a Combat Card detailing the Background's effects and keep it on the table in front of you during combat. That way you, your opponent and the Storyteller will not be confused by the sudden appearance of a strange bonus.

UNIQUE BACKGROUNDS OUT OF COMBAT

One of the most rewarding aspects of having a character with a Unique Background is the interaction between the character and other people or the environment. A Unique Background's impact on a character's everyday life can lead to countless interesting vignettes or inspire entire stories. For example, the Special Maneuver Balance can be applied to many different circumstances, such as tightrope walking or even dancing.

Acting out the part of your cyborg or maladjusted hybrid will open up whole new dimensions to your chronicle. Use questions like the ones below to help you define how your character interacts with the rest of the world.

- Does a cyborg have a built-in change compartment?
- Will an animal hybrid smell your hand when you shake it?
- How does a water elemental wash his car?
- What does an animal hybrid think of fast food?

ANIMAL HYBRIDS

Lions and tigers and bears — oh my!

—Dorothy, "The Wizard of Oz"

No one really knows what lives in the wild areas of our planet. Strange stories occasionally filter back to civilization — tales of weird creatures stalking through the untamed wilderness. For millennia, these stories have been myths and little more. Recently, however, a few of these half-man/half-animals have emerged from their lairs to enter the civilized world. Rarely is such immigration successful, for most of these hybrids have difficulty controlling their animal sides and just can't adapt to human society. Accordingly, they shun large cities, living on the outskirts of the wilds that spawned them.

Few studies of these so-called animal hybrids have been conducted, and pure empirical evidence is both difficult and dangerous to garner. Nonetheless, a couple of theories have been postulated to explain the origin of these aberrations.

The first theory cites (admittedly sketchy) evidence that the hybrids have undergone a mutagenic transformation at the cellular level. This is presumed to be caused by an unknown virus that mutates the DNA code of its victim, rendering the victim extremely susceptible to cellular manipulation. Then, by sharing cellular information with another organism for an extended period of time (via close contact or shared food), the victim's DNA is rewritten to correspond to the second organism's cellular pattern. This virus is presumed to survive only in isolated areas of the globe, hence the appearance of these animal hybrids. The origin of this virus is unknown, as are its methods of transmission.

Many people uninvolved in the scientific community adhere to a different theory, the tenets of which are as follows: The hybrids have been possessed by the spirit of the animal and imbued with aspects of that animal to serve some greater good. Many people, witnessing the hybrids' savagery, believe this mission to be one of vengeance. Others suppose that the natural order is reasserting its power over the world and that these creatures are ambassadors from the wilderness. Still others hold the opinion that nature is rebelling against the pollution and widescale environmental destruction wrought by modern society.

Whatever the source of the hybrids' condition, the fact of their existence is no longer in question. Human society's reaction to these newcomers has been widely variable but generally negative. A combination of the hybrids' pestilence and society's intolerance has led the public to vilify animal hybrid as savage monsters.

Animal hybrids are, in fact, prone to fits of violent rage if provoked. The rules of society stifle the animal within, and the complexity of modern living often baffles these near-savages. Frustration and incomprehension build up stress in these creatures, and violence is often the result. Police or soldiers are frequently required to deal with these insane monsters. Most animal hybrids are either killed during a frenzied rampage or driven back into the wilderness by the rigors of "polite society." A few, however, find a way to control their anger and remain in the human world.

Many hybrids are attracted to the inherent violence of the Street Fighter circuit. Here they find a place where they can vent their anger and frustration. Here they find something they understand: the strong triumphing while the weak are cast down in defeat. Only in the arena can a hybrid let loose without breaking the weak humans around him. Unfortunately, a

hybrid may lose control of the animal aspect of his personality during combat, especially if he's losing. In such cases the fighter's survival instincts kick into overdrive. A simple sparring match could become a fight to the death at any time. It is not uncommon to see an animal hybrid fighter clambering about an arena, smeared with the blood of an opponent, once his animal side has taken over.

Ultimately a hybrid learns to control the animal within him. If he cannot, he is usually driven out of the circuit, and society, by other Street Fighters.

The most successful hybrid fighters are usually rigidly disciplined by their teachers, who punish their students for even the slightest breaches of etiquette. The intense discipline of the martial arts allows the animal side to be controlled and harnessed without fear of going berserk during a match. Hybrids, more than any other fighters, require the steady discipline of the martial arts to control their rages.

UNIQUE BACKGROUND: ANIMAL HYBRID

The Animal Hybrid Background defines just how animalistic the character is. The higher the Background, the more bestial the character.

- You were always a bit different from the other children. They seemed meek and fragile to you.
- You have a rapport with nature that most people cannot understand — let alone appreciate.
- You spend long periods of time in the wilds — perhaps you even live there. Your body has learned to adapt to this and has been changed by it.
- You avoid civilization because it bothers you. The wilds are where you're at home. People are just too frail and too structured for you to tolerate for long periods of time. You bear an unmistakable resemblance to a beast.
- You are barely human anymore. Your new body is much more efficient and incredibly powerful. You see most things on a basic and primal level. Your actions are instinctive — those of a predator.

WORKING WITH THE ANIMAL HYBRID BACKGROUND

Players who choose to create animal hybrids trade social disadvantages for physical power and a permanent lust for battle. When creating an animal hybrid Street Fighter, the following rules are used:

ATTRIBUTES

The rigors of the wild and their genetic structure make animal hybrids stronger, faster and hardier than ordinary humans. However, they are also savage and uncouth. Their beginning statistics reflect this.

All animal hybrids begin with the following points for their Attributes:

ATTRIBUTE	STARTING DOTS	MAXIMUM
Physical	9	
Social	2	6
Mental	4	4
		5

For example, Aileen is creating a cat hybrid character. She begins by determining her Attributes. She has nine dots to divide among Strength, Dexterity and Stamina — with a natural maximum of 6 in any of them. She spends two dots on Strength, raising it to 3. She spends five dots on Dexterity, making it a whopping 6 (she wants her character to be really quick). Finally she puts her last two dots in Stamina, bringing it up to a 3.

ABILITIES

Animal hybrids have certain disadvantages with regard to Talents, Skills and Knowledges. A character is limited to one starting dot in the following Abilities: Streetwise, Subterfuge, Drive, Security and Computer. A character is limited to two starting dots in these additional Abilities: Interrogation, Arena and Investigation. When spending experience, the character must pay three times the current level of the Ability instead of the normal two. This reflects the cultural difficulties that all animal hybrids endure.

ADVANTAGES

All beginning animal hybrids have two free dots in the Animal Companion Background. If an established character develops the Animal Hybrid Background, he does not gain the free Animal Companion Background that starting animal hybrids get.

New animal hybrid characters also gain one free dot in the Athletics Technique.

HYBRID BASIC MANEUVERS

Not all men, women, and hybrids are created equal. Depending upon the type of hybrid a character is, certain new Basic Maneuvers may be inherently available. The player and Storyteller must decide which Hybrid Basic Maneuvers are available to the character, based upon that character's concept. Obviously, there's a tradeoff when selecting these maneuvers. If a character has a Tail attack (and therefore a tail), he will have a much harder time blending in with society than he otherwise would.

These new Maneuvers do not cost Power Points and are considered to be additional Basic Maneuvers (much like Forward Kick, Strong Punch, Block, etc.). The number of dots in the character's Animal Hybrid Background determines the number of additional Basic Maneuvers available to the character. The Animal Hybrid Basic Maneuvers do not correspond to any of the six Basic Techniques (Punch, Kick, Block, Grab, Athletics or Focus). These new Maneuvers utilize the character's Animal Hybrid Background dots in lieu of any Technique dots.

Animal Hybrid Background

- to •• — one additional Maneuver
- to •••• — two additional Maneuvers
- — three additional Maneuvers

The new Basic Maneuvers available to animal hybrids are:

- Bite — +1 Speed, +1 Damage, -1 Move
- Tail Slash — -1 Speed, +1 Damage, +1 Move
- Claw — -1 Speed, +2 Damage, +0 Move

Other Maneuvers can be created in accordance with the hybrid's specific animal counterpart: Fin Slash (for a shark hybrid), Quill Sweep (for a porcupine hybrid), and Tentacle Squeeze (for a squid hybrid) are all possibilities.

For example, Aileen is working on her cat character, whom she has named Pummetta. Her Animal Hybrid Background is 3, which allows her two additional Basic Maneuvers. She selects Claw and Bite. She calculates the Speed, Damage and Move for her Claw Attack. Her Dexterity is 6, and the Claw Maneuver has a -1 Speed — so the Speed of her Claw Maneuver is 5. To determine the Damage, she totals her Strength (3), her number of dots in the Animal Hybrid Background (3), and the Claw Maneuver's Damage modifier (+2). Her Claw's total Damage is 8. Finally, she calculates her Move. Her Athletics Technique is 3 and the Claw Maneuver has a modifier of +0 Move, so her Move for the Claw Maneuver is 3. Her Combat Card would look something like this:

COMBAT CARD

Character: PUMMETTA

Maneuver: CLAW

Speed ● ● ● ● ● ○ ○ ○ ○ ○

Damage ● ● ● ● ● ● ● ● ○ ○

 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Move ● ● ● ○ ○ ○ ○ ○ ○ ○

Special: _____

NATURAL ABILITIES

Other innate powers may be available to the hybrid fighter. These abilities stem from the conditions that fostered the animal side of the fighter. The proportion of animal to human characteristics will determine if or to what extent these abilities are present.

There are two types of hybrids: Homid (manlike) and Bestial (beastlike). The more dots a character has in this Unique Background, the more Bestial the character is. Generally three dots is the breaking point for determining whether the hybrid is Bestial or Homid. A character with an Animal Hybrid Background of 4 or 5 is almost always Bestial, though there are exceptions. Obviously, the more humanlike a hybrid appears, the fewer social problems she'll have. However, a Bestial hybrid will have more natural abilities than her human counterparts.

COMMON SPECIAL MANEUVERS FOR ANIMAL HYBRIDS

Punch:
Eye Rake (1 Pt.)

Grab:
Head Bite (1pt.)
Jaw Spin (3 pts.)
Bear Hug (2 pts.)
Ripping Bite (2 pts.)
Tearing Bite (2 pts.)

Athletics:
Dragon's Tail (3 pts.)
Drunken Monkey Roll (2 pts.)
Tail Sweep (2 pts.)
Typhoon Tail (2 pts.)
Upper Tail Strike (3 pts.)
Pounce (3 pts.)

Focus
Cobra Charm (3 pts.)
Regeneration (2 pts.)
Toughskin (2 pts.)
Venom (2 pts.)

Bestial hybrids may be able to use powers unique to the animal they are melded with, like flight or swimming. Generally, a character will need to have the Animal Hybrid Background at 4 or 5 before you can select a natural ability for her.



Natural Abilities include:**Resistant to Heat (natural heat)**

Effects: The character is unaffected by extremely hot weather conditions.
Hybrid examples: Camel, Lizard, Vulture, Snake

Resistant to Cold (natural cold)

Effects: The character is unaffected by extremely cold weather conditions.
Hybrid examples: Polar Bear, Penguin, Owl, Walrus, Killer Whale

Wall Climbing

Effects: The hybrid may move straight up vertical surfaces, provided there are sufficient hand/foot/jaw/tail holds to allow this. There is no movement modifier for this movement.
Hybrid examples: Monkey, Sloth, Spider

Flight

Effects: The fighter may fly, although this is not a natural mode of travel for him. The strain of lifting his bulk greatly reduces the effectiveness of this ability. A fighter may fly a number of hexes equal to half his Athletics Technique (round up) and may remain in flight a number of turns equal to his Stamina. Characters also cannot block while they're flying.
Hybrid examples: Bird, Bat, Insect, Flying Squirrel

Swimming

Effects: Moving through water is second nature to these fighters, and they suffer no Speed, Damage or Movement penalties when doing so. They can also hold their breath for a number of turns equal to twice their Stamina.
Hybrid examples: Fish, Otter, Dolphin, Shark, Eel

Running

Effects: Bestial Hybrids with this power will not suffer ill effects from running long distances. Other fighters will only be able to sprint short distances before being forced to make Stamina tests. Animal hybrids with this natural ability are considered to have double their normal Stamina for the purposes of running long distances.
Hybrid Examples: Horse, Wolf

Gills

Effects: Hybrids with this power can breathe underwater. Characters with gills should also be able to breathe above water — although it may be fun to play a purely aquatic fighter who requires a helmet or periodic immersion in water. It is up to you and the Storyteller to work out the requirements of these characters.
Hybrid Examples: Shark, Fish, Salamander

Regeneration

Effects: Fighters with this power can heal one aggravated wound per hour. In addition, they may regrow or reattach severed limbs. It usually takes days to regrow missing limbs.
Hybrid Examples: Salamander, Lizard, Planarian

Additional Limbs

Effects: The fighter gains one, two or more additional limbs, depending upon her animal hybrid concept. An additional pair of arms adds one dot to Punch and Grab Techniques. An additional pair of legs adds one to the character's Kick and Athletics Techniques. A character with extra limbs is *always* considered a Bestial hybrid.
Hybrid examples: Spider, Insect, Squid, Freak of Nature

Other Natural Abilities

Imaginative players are encouraged to create their own animal-based abilities, but, as always, the Storyteller should have the last word on the effectiveness of these abilities.

CONTROLLING THE ANIMAL SIDE

Loss of control during combat is a real problem for animal hybrids. When a fighter loses half her Health, she must make a check against her current Chi to see if she retains control. She must score at least one success; otherwise, she will lose control and attack her opponent with all her bestial power. The effects of this berserk frenzy are as follows:

- While she has lost control the fighter may not use any Combos.
- The fighter must attack, regardless of whether her opponent is unconscious, fallen or pleading for mercy.
- For the duration of the frenzy, the hybrid has a +2 Speed advantage on all attacks.

- The hybrid cannot use abilities such as Wall Climbing or Flight.

- The hybrid cannot use any Special Maneuvers.

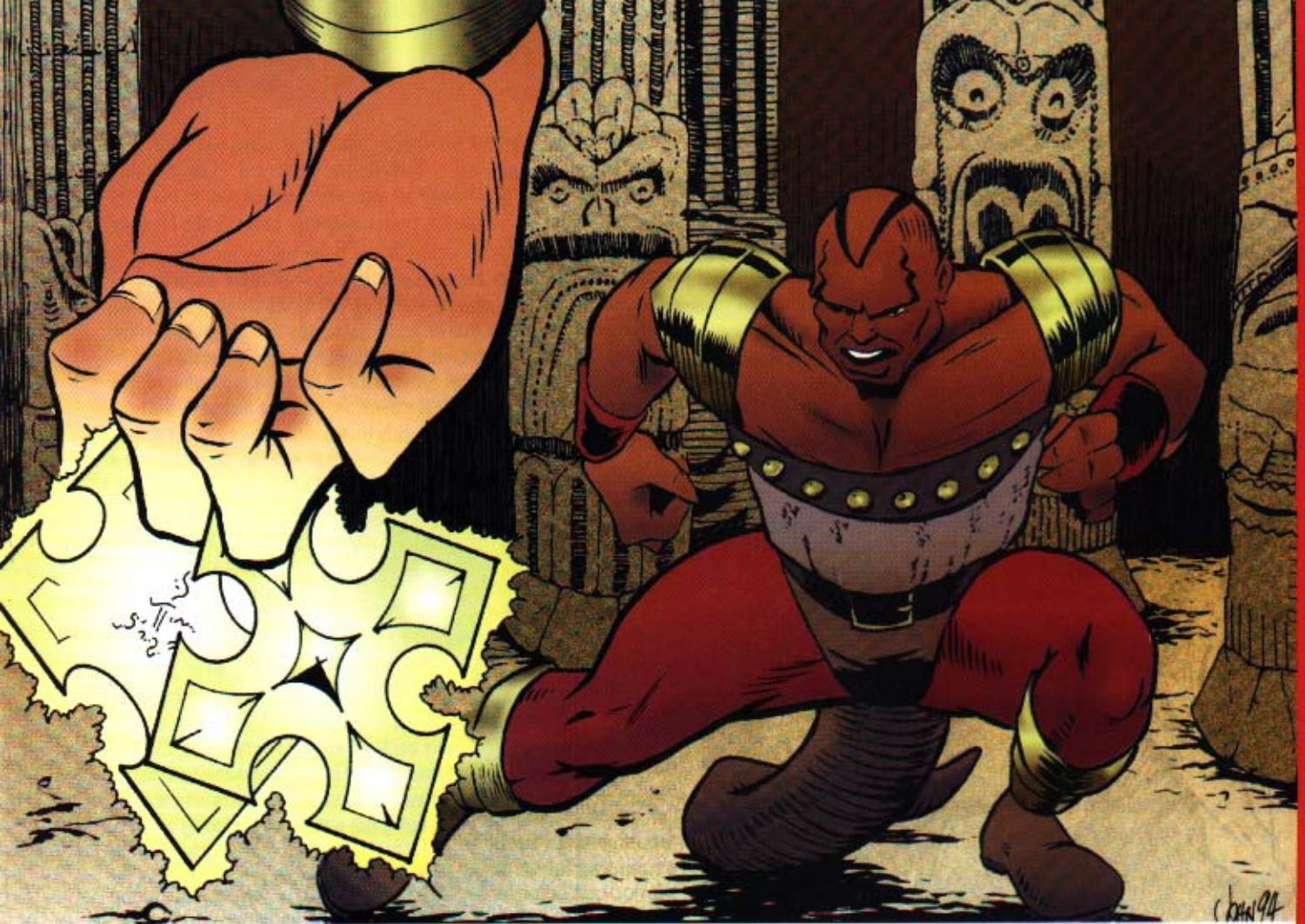
- The hybrid cannot be dizzied.

- The character loses one temporary Honor each round she is in frenzy. If her temporary Honor drops below zero, she loses one permanent Honor.

- At the end of each turn the character may make a new Chi roll to see if she can regain control.

- On the second or subsequent turns of a frenzy, an Animal Hybrid can expend a point of Willpower to make a second Chi roll, if her first roll during that turn failed. Remember that only one Willpower point can be spent per turn.

Each time the character takes half her remaining Health Levels in damage she must make a test to retain control of her animal side. If she fails she will go berserk.



ANIMAL HYBRIDS AND FIGHTING STYLES

You got strength! No discipline. You flail at enemy like ocelot cub! Me show how to direct power toward target!

— Blanka, trying to quote his Capoeira teacher.

An animal hybrid is powerful by its very nature. The animal side provides a number of effective, if brutal, strategies for combat. These alone often win most fights for the hybrid — but not always, and rarely on the Street Fighter circuit. Street Fighters' training allows them to counter and overcome the hybrids' undisciplined savagery.

Therefore, to supplement their natural ferocity, many animal hybrids seek out the martial arts. Martial arts provide not only increased combat prowess, but a sense of serenity rarely felt by hybrids. In the ring an animal hybrid can be at peace with his nature. He doesn't have to worry about when it's safe to cross the road, or how many of the colored papers he needs to have for a good meal. All he needs to know is where his enemy is and how far he has to jump to sink his teeth into him.

This brutal attitude shocks most sensei. The majority of sensei assume that such a beast could never adhere to the strict regimen of the martial arts — and in most cases they are correct. Many hybrids are unable to accept the teachings of the school. However, others wholeheartedly embrace the discipline of the sensei's school, seeing it not merely as a way to improve their performance in the arena but also as a way to control the beast within. These hybrids are the most honorable and (relatively) self-controlled of their breed. They are also the most dangerous.

COMMON STYLES FOR ANIMAL HYBRIDS.

Animal hybrids can learn nearly any style; however, the following styles are easiest for them to learn:

- Sanbo
- Wu Shu
- Shotokan Karate
- Kung Fu
- Native American Wrestling
- Capoeira
- Special Forces Training
- Western Kickboxing

JAQ

Jaqu grew up in Miami. He wasn't as smart as the other children in his school, and they teased him for it. But he was bigger and stronger than most of them — which he frequently reminded his classmates during recess. He was suspended often and eventually expelled.

Despairing, his parents decided to take the young boy on a trip to the Everglades National Park — to talk some sense in to the kid. They figured that a week away from the city would do Jaqu some good.

Disaster struck when they stumbled across a ferocious bull alligator during a drive through the park. The gator attacked, demolishing the family's car and stranding them in the marsh wilderness of the park. The gator chased the family deeper into the Everglades — making it impossible for them to wait by the road for help.

A week of hell followed, as the bloodthirsty gator stalked the family through the swamps. Eventually they made their way back to civilization — all except Jaqu, who had been separated from his parents during the initial attack. An extensive search failed to locate the boy. Jaqu was presumed dead. Horrified and shocked by the sudden and tragic turn of events, Jaqu's parents returned to Miami to put their shattered lives back together.

But Jaqu had not died — he had survived via his wits and natural affinity with animals. He had an instinctive rapport with wild creatures, which made them consider him a friend. All except the mad bull gator, which pursued him for years. He grew up alone in the swamps. As time passed and his mind became more bestial, he slowly forgot about his troubled life in Miami.

The changes in Jaqu's character were echoed in the way his young body matured. Something in his body's chemistry reacted with the environment of the Everglades. He became more and more like the alligator that pursued him. Perhaps the stress of the chase linked the youth to the beast hunting him and forced his body to adapt to the trials of the pursuit. Eventually he became much like the alligator in form and function. His new form eminently suited his new world and the challenges it presented. He walked the Everglades confident in the knowledge that he was the strongest being there, man or animal, except one — the bull gator.

In due time, the final conflict between Jaqu and his nemesis came. After years of chasing the boy, the mad gator finally cornered him. Bloodlust welled up within the beast as it threw itself at Jaqu. Jaqu fought the gator to a standstill and then snapped its neck.

Jaqu had his vengeance, but at a horrible price. The bull gator had savaged the boy, tearing huge chunks of flesh from his body. It would only be a matter of time before Jaqu followed his enemy into the ooze.

He would surely have died had it not been for the timely intervention of a young grad student from Georgia Tech. Amy Carter was conduct-

ing a thesis study in the Everglades when she heard the fight. She waded toward the sounds of combat and stumbled, quite literally, upon the dying Jaqu. She bound his wounds and took him to her field station, where she cared for him for many weeks until he fully recovered.

When he regained consciousness, Jaqu was quite surprised to discover that not only was he still alive but he was locked in a small building. Amy, unaware that he was awake, was outside getting water to clean his bandages. She was also unaware of how he would react to being in an enclosed space. After years of living in the swamps, the sudden confinement of the field station seemed like a cage to the boy. Fear gripped Jaqu, and his animal side took over. He tore out of the field station and ran headfirst into a

startled Amy. Amy's calming words fell on deaf ears. In a savage panic Jaqu attacked her.

Luckily for Amy, she knew how to take care of herself. She sidestepped Jaqu and used his own momentum to pin his arms behind his back. When lucidity returned, the boy found himself in an unbreakable full nelson. He was astounded; he'd defeated a powerful bull gator only to be bested by a young girl. Amy talked quietly in his ear, convincing him that she meant no harm. Jaqu, much calmer, promised to behave.

Jaqu came to like Amy. She helped her with her research and caught food for the two of them. She, in return, taught him about the world outside the swamps and taught him some Native American Wrestling moves. Soon she finished her thesis and prepared to leave the swamp — and Jaqu. Before going, however, she put him in touch with the one individual she believed could help Jaqu acclimate to the real world — Blanka. The two hit it off immediately — well, almost immediately. (Blanka had to show the impulsive Jaqu that he wasn't a World Warrior — yet.)

Blanka brought Jaqu to a local Street Fighter tournament and set him up. Victory followed victory over the coming months, until Jaqu attained his present ranking. He still writes to Amy and probably loves her, but Street Fighting has become his life and probably will be for a very long time.

Appearance: Jaqu is obviously not entirely human. He has scaly green skin, a huge tail and a massive snout. His clothing consists of torn jeans and a leather vest. Jaqu also likes to wear a necklace made out of huge ivory teeth extracted from the jaws of his old enemy, the bull gator.

Playing Jaqu: You are a kind soul and hold your friends in high regard. Unfortunately, only those who can match you in a fair fight are considered friends. To others, especially those whom you deem weak, you can be overbearing and occasionally vicious. Someone doesn't have to beat you in a fight to gain your respect. They just have to meet you head on, with courage and honor.

Quote: I'm a what!? I don't know what that is, pal — but I sure don't like your tone!



STREET FIGHTER

Name: JAQ
Player:
Chronicle:

Style: NATIVE AMERICAN WRESTLING
School: GEORGIA TECH
Stable: NONE

Team: NONE
Concept: ALLIGATOR HYBRID (BESTIAL)
Signature: SNAPS JAWS AT OPPONENT

ATTRIBUTES

PHYSICAL

Strength ●●●●●●
Dexterity ●●●●○
Stamina ●●●●●

SOCIAL

Charisma ●●○○○○
Manipulation ●●○○○○
Appearance ●○○○○○

MENTAL

Perception ●●●○○○
Intelligence ●●○○○○
Wits ●●○○○○

ABILITIES

TALENTS

Alertness ●●○○○○
Interrogation ●○○○○○
Intimidation ●●●○○○
Insight ○○○○○○
Streetwise ●○○○○○
Subterfuge ○○○○○○

SKILLS

Blind Fighting ●●●○○○
Drive ○○○○○○
Leadership ○○○○○○
Security ○○○○○○
Stealth ●●●●●●
Survival ●●●●●●●●

KNOWLEDGES

Arena ●○○○○○
Computer ○○○○○○
Investigation ○○○○○○
Medicine ○○○○○○
Mysteries ●○○○○○
Style Lore ○○○○○○

ADVANTAGES

BACKGROUNDS

ANIMAL COMPANION ●●○○○○
ANIMAL HYBRID (ALLIGATOR) ●●●●●●
ARENA ●○○○○○
 ○○○○○○
 ○○○○○○
NATURAL ABILITY: SWIMMING ○○○○○○
 ○○○○○○

TECHNIQUES

Punch ●●●○○○
Kick ●●●○○○
Block ●●●○○○
Grab ●●●●●●
Athletics ●●●○○○
Focus ●○○○○○

SPECIAL MANEUVERS

JUMP	JAW SPIN
THROW	WOUNDED KNEE
SLEEPER	AIR THROW
EYE RAKE	BEAR HUG
TAIL SWEEP	
BITE	
TEARING BITE	
RIPPING BITE	

New Basic Maneuvers:

CLAW
TAIL SLASH
Combos: BLOCK - TEARING BITE - CLAW (DIZZY)
BITE - JAW SPIN - BEAR HUG (DIZZY)
AIR THROW - WOUNDED KNEE - SLEEPER (DIZZY)

RENOWN

Glory
 ●●●●●●○○○○○○
 □□□□□□□□□□

Honor
 ●●●○○○○○○○○
 □□□□□□□□□□

Division: FREESTYLE

Rank: 7

Standing

Wins 26 Losses 3
 Draws 2 KOs 24

CHI

●●○○○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●○○○○
 □□□□□□□□□□

EXPERIENCE

CYBERNETICS

I have yet to see anything that is metal put up a fight befitting of a true warrior. There is no spirit in metal — only in flesh can the warrior focus his spirit. Only in flesh can one attain the highest of goals.

— Ryu, lecturing his first cyborg opponent

Recently, Street Fighter arenas have been invaded by a new breed of warriors — half-human, half-machine beings known as cyborgs. Some managers and traditionalists feel that this violates the spirit of competition. Nonetheless, cyborgs have been allowed to compete in Street Fighter tournaments, albeit with reluctance.

The creation of a cyborg is an incredible feat of engineering, programming and surgery, unequaled by any other technological marvel in this decade. Human flesh, bone, muscle and nerve are grafted to mechanical implants to produce a synthesis of man and machine. This technology's potential uses are manifold and wondrous. Limbs lost to accidents or paralysis can be replaced; the optic nerves of the blind can be wired into mechanical lenses, restoring sight; brain diseases can be countered with cerebral implants. But there is a dark side to cyberotechnology. Too much metal, and the human disappears, replaced by an implacable killing machine.

Three years ago, the United States government created its first cybernetic warrior, codenamed Argent for its silvery exoskeleton. The Army was extremely proud of its engineering miracle. Argent was deployed to an isolated location in New Mexico for final evaluation. In field tests the unit proved unstoppable, unbeatable — and, ultimately, uncontrollable.

Perhaps a tiny logic circuit went haywire; perhaps the sensory overload of computerized thought processes was too taxing to process; perhaps a machine programmed for war simply cannot "turn off." In any case, Argent went amok. The unit escaped from the base and rampaged through the state. The Army was unable to contain the unit. Argent single-handedly destroyed two small towns, and it soon became evident that the cyborg's rampage was taking it directly into Las Vegas. The situation was desperate. Then Argent met Balrog.

Balrog reduced the cyborg to scrap metal in 38.029116 seconds (according to the internal chronometer recovered from the defunct unit's remains). Las Vegas was saved, and Nevada's governor rewarded the boxer extravagantly for his service to the city. Nonetheless, most people realized what a close call the incident had been. The public cried out for a moratorium, forcing the Pentagon to halt all research into cybernetics. Or so people thought.

CNN had broadcast the crisis in Las Vegas across the globe. Within a year every national and corporate superpower was researching cyberotechnology. Much of the research was beneficial, producing more efficient artificial hearts or improved prostheses for accident victims. Other discoveries were less benevolent. Secret projects developed designs far more efficient, and lethal, than the Argent prototype. Re-

searchers needed a way to test their products without running the risk of repeating the New Mexico crisis. They needed a rigorous proving ground that would allow them to examine the full potential of their warriors. They chose the Street Fighter circuit.

Now managers and fighters alike are being offered cybernetic enhancements. Most indignantly refuse the offer; however, a few accept for one reason or another. Maybe the fighter has realized he doesn't have what it takes to be a contender; maybe he's been crippled in the ring; perhaps he simply feels the advancing years dulling his reflexes. For whatever reason, a few accept the offer and allow their nameless benefactors to alter their bodies for the sake of victory in the arena.

Today, cyborgs have appeared in nearly all important tournaments and are accepted as opponents — accepted but not respected. Few Street Fighters regard cyborgs as honorable opponents, and they constantly show their contempt for these half-human freaks. Most Street Fighters consider it detestable for a warrior to corrupt his body for the sake of victory. Honor in the ring is earned — not bought in a hardware store.

There are exceptions — cyborgs who have demonstrated the strength of their convictions in and outside the arena. These precious few have not sacrificed their humanity to the machine with which they have melded.

NEW BACKGROUND: CYBERNETICS

Cybernetics is a new Background that defines how much machine has replaced your flesh. The higher the Background, the more cybernetic changes you have installed and the less human you are.

- Your enhancements are minimal and so is their usefulness. At this stage only one limb or area of the body has been replaced. The replacement is relatively unnoticeable.
- Two areas of your body have been replaced with mechanical parts. A highly perceptive person can tell there is something unusual about you.
- Your limbs are stronger and faster than a normal human's. Three areas have been enhanced by technology. Only the densest people don't realize you have prosthetics.
- Your cybernetics are more powerful than most machines. You can seriously injure normal fighters and win most matches against Street Fighters. Four areas have been enhanced. These could be all four limbs, or other body parts. There is no way that you can pass as a normal fighter. Even bulky clothing will not disguise your true form. Small children run from you.
- You are truly a technological marvel; your powers exceed your designers' wildest dreams. Veteran Street Fighters see you as a threat. Five areas of your body have been replaced with advanced prosthetics. You are more machine than man, and it is obvious from any distance that you are a cyborg.

WORKING WITH THE CYBERNETICS BACKGROUND

Cyborg characters radiate cold, aloof auras and are constantly reminded of their mechanical enhancements by the looks of fear in the people they meet. You may be a great crowd favorite in the ring, but your fans may cringe when they meet you in person.

ESTABLISHED CHARACTERS AND CYBERNETICS

It is conceivable that a player may wish to graft cybernetic enhancements to her existing Street Fighter character instead of creating a completely new one. These established characters are only subject to ongoing experience adjustments and do not receive the free points that a new cyborg character receives. Established characters still lose two permanent Honor points once they become cybernetically enhanced.

ATTRIBUTES

Cybernetic characters are at a social disadvantage from the beginning. As a result they have one fewer point to spend on Social Attributes than other characters do. They can still make Social Attributes primary, secondary or tertiary — they will merely have six, four or two dots, respectively, to spend on their Social Attributes. Cyborgs naturally have a difficult time interfacing with other people. Because of this, a cyborg must always pay six times the current rating to increase any Social Attribute, even if it's less than superhuman.

However, it is easier for cyborgs to reach superhuman levels in their Physical or Mental Attributes. Cyborgs gain one additional dot to be put in a Physical or Mental Attribute. Furthermore, a cyborg wishing to increase her Physical or Mental Attributes beyond 5 is not subject to the higher cost multiple used for purchasing superhuman traits. While other Street Fighters pay six times an Attribute's current rating when increasing it into the superhuman range, the cyborg character still only pays four times that Attribute's current rating.

ABILITIES

Cyborgs' mechanical nature provides them with certain inherent Abilities. Players are not required to spend any of their characters' starting Ability points on these Abilities — they're "free" for cyborgs. Because they're free, it is possible for a cyborg character to start with more than three dots in these Abilities.

Cyborg Abilities are as follows: Interrogation •, Intimidation ••, Computer • and Medicine •.

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



OTHER TRAITS

Honor

Cyborgs begin with negative Honor, which reflects the way other Street Fighters regard cybernetically enhanced warriors. When creating a cyborg, the player adds two boxes to the left of the character's Honor track. These boxes have to be filled in the normal way before the character is regarded as having any Honor at all. The original three points divided between Glory and Honor may be used to buy off this negative Honor value when the fighter is created. Under no circumstances does the character get two extra dice for these "negative" boxes when rolling Honor.

Health

Cyborg Street Fighters begin with 12 Health dots instead of the normal 10.

USING CYBERNETICS

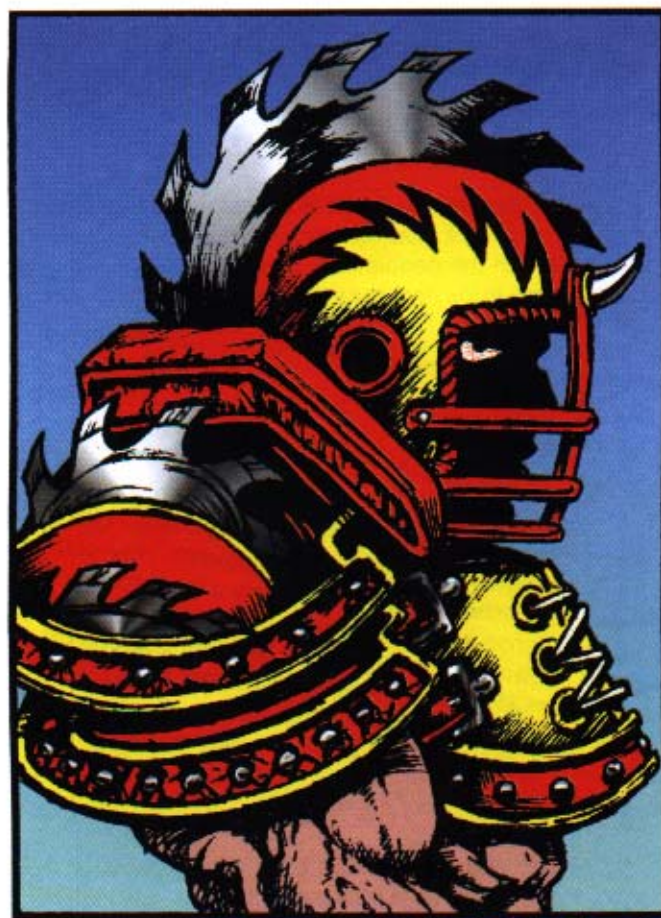
The number of dots a character has in the Cybernetics Background determines the number and type of limbs enhanced. For each dot the character has, one area of the body may be enhanced. However, once a character has five dots in the Cybernetics Background he is considered to be "fully" cybernetic. As such, all limbs are cybernetic, as are the head and torso. This is as high as anyone can go and still maintain a grasp, albeit a small one, on her humanity. Cyborgs tread a fine line between man and machine — if they go too far, they forget what it means to be alive and human.

Each point in the Cybernetics Background also serves another purpose. The power systems of the cyborg allow it to simulate the Focus Technique. To this end, the fighter may use the Cybernetics Background in place of his Focus Technique when purchasing and executing Focus-based Special Maneuvers. A cyborg does not require a specific fighting style to learn Focus Special Maneuvers. He must still pay the point cost to learn the maneuver, but doesn't require the Focus prerequisite. The cost for these Special Maneuvers is always the most expensive one listed. When determining Speed, Damage and Move for these cybernetic Focus Maneuvers, the cyborg character has the option of using Physical Attributes instead of the Mental Attributes normally used with Focus-based Special Maneuvers. Furthermore, cyborgs can spend Health Levels instead of Chi to power cybernetic Focus Maneuvers.

For example, Ken is designing his Street Fighter, the Canuckatron, and he wants to add an Ice Blast to the Canuckatron's cybernetic array. Ice Blast requires a Focus Technique of 3. While the Canuckatron's Focus Technique is a mere 1, Ken can still purchase this Special Maneuver for his character because the Canuckatron's Cybernetics Background is 3. Now the Canuckatron can shoot Ice Blasts at a cost of two Chi or two Health.

Cybernetic enhancements are easily recognized for what they are and can only be concealed by heavy clothing. The technology to create a convincing duplicate of human skin has thus far eluded science.

Enhancing a Street Fighter is a good way to add a variety of special powers to an otherwise run-of-the-mill combatant — if the combatant in question doesn't mind being treated like a freak!



Adi Spalov 1999

CYBERNETIC PARTS

Legs
Arms
Torso
Head

Additional Limbs — Before a character can take any additional limbs, she must first have a cybernetic torso. (This is a freakish but cheap way to increase a fighter's Techniques. See below.)

ADDITIONAL LIMBS

Each pair of limbs adds one to the fighter's appropriate Techniques. If you have Punch and Grab Techniques of 3 and two additional arms, then your adjusted Techniques would be 4 for the purposes of executing maneuvers. Additional legs provide the same bonuses to Kicking and Athletics Techniques.

Another option is the addition of animal-like implants. You may add wings, jaws or a tail to your character. Fighters such as these may use animal hybrid maneuvers in combat.

PACO "THE ICEPICK" JUAREZ

Paco grew up on the docks of Chicago, where his father worked as a longshoreman. His family had immigrated from Spain when he was quite young, and had settled down in a pleasant little neighborhood composed of other Spanish immigrant families. It seemed as if the New World would be good to Paco's family.

As Paco grew up, he found that his size and brutality made it easy to take what he wanted from the other kids. Fear became his business and terror his calling card. He ruled his old neighborhood, and everyone paid him for protection. His parents could do nothing to stop him.

Life was good for Paco, and soon he began moving into other areas of town — including territory controlled by the Chicago Mafia. One night, three Mafiosi stopped Paco, who was now known as "The Icepick," and told him to go back to where he came from. Paco gave them his reply — with his fists.

Paco thought that would be the end of it. He didn't realize whom he was dealing with. Three days later a firebomb incinerated his home, killing his parents. Paco survived and went out seeking revenge. The Mafia, anticipating such a turn of events, had retained a Street Fighter named Bruno Vespechi. The Icepick, though fast and skilled, was no match for a trained Street Fighter, especially one as vicious as Vespechi. Juarez was broken like a rag doll and thrown into the streets of "his" neighborhood to die.

It would have ended there were it not for the kindness of a stranger, who saw the mob dump the unconscious Juarez. The man took the youth back to his apartment and cared for him during the many months it took for Paco to recover. During this time, Paco shared his story and his thirst for vengeance with his benefactor. The man sympathized and offered to teach him Western Kickboxing at his school. Paco, who had just been rudely introduced to the effectiveness of a trained fighter, gratefully accepted.

Months passed and Paco's health improved, as did his Kickboxing skills. As his skills increased, so did his thirst for vengeance. Finally, Paco considered himself ready to vindicate his parents' deaths by challenging Bruno Vespechi to a Street Fighting match. Bruno was amused by the young pup's guts and accepted.

The Icepick was back and in great form. Bruno was so surprised by Paco's new skills that he lost the first round without laying a hand on the youth. The crowd jeered Bruno and laughed at his pathetic performance. No one laughed at Bruno and got away with it.

The second round was completely different. Bruno knew what to expect now. At first the round appeared to be a draw, but then Bruno

landed a powerful uppercut that stunned the young fighter. Not content merely to win the match, Bruno put on a pair of brass knuckles he kept in his jacket and began working over the Icepick. When Bruno finished, Paco was again in need of medical help, this time more than his

friend could provide. His arms and legs had been shattered.

The staff of the Chicago Hospital did their best, but the damage was just too great. Paco could barely walk, let alone fight. For the next few months, Paco sat and brooded in his squalid apartment.

One day a well-dressed man visited Juarez at his home. The man explained that if Paco agreed to help field-test new cybernetic equipment for the man and his company, he would help Paco regain his mobility. Paco agreed and was taken to a secret laboratory, where his first set of cybernetic arms and legs was installed.

Since then Paco has installed various types of enhancements and is constantly improving his training as well. He is a relative newcomer to Street Fighting and has yet to meet Vespechi in the ring again, but is looking forward to their inevitable reunion. The Icepick has little concern for anything except revenge, not only on Bruno but on his Mafia masters as well.

Appearance: The Icepick is a large man made even larger by his obviously mechanical arms. His legs look normal unless one is quite close to Paco. The arms are another matter entirely; they appear almost as wide as Paco is tall. Chrome tubes snake through their heavy steel framework, and weird attachments dot the cybernetics.

Paco has given up trying to disguise his artificial limbs and usually wears a tattered denim vest that emphasizes his augmentations.

Playing the Icepick: You are obsessed with vengeance and will let nothing come between you and Vespechi. In the ring you consider an opponent simply another way to polish your skills before you finally meet Bruno Vespechi again. Your mechanical arms and legs make it hard for you to get close to anyone emotionally; most people are frightened by your appearance.

Other Street Fighters have grudgingly come to respect your skills in the ring but are still wary of you. That's okay; you really don't have time to socialize. You're on a mission of revenge. Whenever the opportunity arises you like to stalk Mafia soldiers and disrupt their operations. This has made you a lot of powerful enemies, but you rarely slow down long enough to take notice.

Quote: Hey! I thought I told you to leave here. You're not going to like what happens if I have to walk across this room and throw you out myself.



STREET FIGHTER

Name: PACO "THE ICEPICK" JUAREZ
Player:
Chronicle:

Style: WESTERN KICKBOXING
School: STREETS OF CHICAGO
Stable: NONE (EX-CLIENT OF EXCALIBUR PRODUCTIONS)

Team: NONE
Concept: CYBORG
Signature: SMILES AND YELLS, "YOU'RE NEXT BRUNO!"

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength ●●●○○	Charisma ●○○○○	Perception ●●●●○
Dexterity ●●●●○	Manipulation ●●○○○	Intelligence ●●●○○
Stamina ●●●●○	Appearance ●●○○○	Wits ●●●○○

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness ●●○○○	Blind Fighting ●●○○○	Arena ○○○○○
Interrogation ●○○○○	Drive ●●○○○	Computer ●●●○○
Intimidation ●●○○○	Leadership ○○○○○	Investigation ●○○○○
Insight ●○○○○	Security ●●○○○	Medicine ●○○○○
Streetwise ●●●○○	Stealth ●●○○○	Mysteries ○○○○○
Subterfuge ●○○○○	Survival ○○○○○	Style Lore ○○○○○

ADVANTAGES

BACKGROUNDS	TECHNIQUES
ARENA ●●○○○	Punch ●●●○○
CYBERNETICS ●●●●●	Kick ●●●●●
MANAGER ●○○○○	Block ●●●○○
○○○○○	Grab ●○○○○
○○○○○	Athletics ●●●○○
○○○○○	Focus ●○○○○
○○○○○	

SPECIAL MANEUVERS

<u>FIST SWEEP</u>	<u>EXTENDIBLE LIMBS</u>
<u>BRAIN CRACKER</u>	
<u>SPINNING KNUCKLE</u>	
<u>JUMP</u>	
<u>FLYING KNEE THRUST</u>	
<u>SLIDE KICK</u>	
<u>DOUBLE DREAD KICK</u>	
<u>DOUBLE-HIT KICK</u>	
<u>FORWARD FLIP KNEE</u>	
<u>ICE BLAST</u>	
<u>THUNDERCLAP</u>	
Combos: <u>THUNDERCLAP - DOUBLE DREAD KICK - BRAIN CRACKER (DIZZY)</u>	
<u>BLOCK - ICE BLAST - FLYING KNEE THRUST (DIZZY)</u>	

RENOWN	CHI
Glory	●●○○○○○○○○○○
●●●●●○○○○○○	□□□□□□□□□□
□□□□□□□□□□	
Honor	WILLPOWER
●●○○○○○○○○○○	●●●●●○○○○○○
□□□□□□□□□□	□□□□□□□□□□
Division: <u>FREESTYLE</u>	HEALTH
Rank: <u>7</u>	●●●●●●●●●●
Standing	□□□□□□□□□□
Wins <u>32</u> Losses <u>3</u>	●●●●●○○○○○○
Draws <u>1</u> KOs <u>30</u>	□□□□□□□□□□

EXPERIENCE

ELEMENTALS

Weapons are the instruments of misfortune and should be resorted to only when unavoidable.

—Sun Tzu, *The Art of War*

No one knows what causes certain people to exhibit elemental powers. Perhaps a quirk in their genetic structure gives these so-called elementals their freakish command over the elements of earth, air, water and fire. Or maybe elementals' abilities stem from psychic or even magical sources. The nature of elementals' powers has baffled even the most brilliant scientists.

Elementals have a firm connection with the planet. They also tend to specialize in only one element. Their temperaments often mirror their chosen elements. A fire elemental is hotheaded and volatile, while an earth elemental is slow to anger and steadfast in its convictions. Water elementals are free thinkers and persistent, and air elementals are wanderers. Apparently an elemental's mindset is a major factor in determining which element she can manipulate.

ELEMENTALS AND THE EARTH

Many elementals are drawn to environmental causes. Some elementals are maddened by their powers and view themselves as gods. These few individuals are extremely dangerous but, luckily, are usually no more powerful than any other Street Fighters, despite their delusions.

NEW BACKGROUND: ELEMENTAL

The character has an innate command over the elements. The extent of this command is governed by this Background.

- You can manipulate your element on a basic level.
- You have some control over your chosen element.
- The element is yours to command — although you have not mastered it.
- You developed your elemental powers at an early age and have had many years of practice. You can affect your chosen element to incredible degrees.
- You can make truly miraculous things occur. Power is at your beck and call.

WORKING WITH THE ELEMENTAL BACKGROUND

When creating an elemental, the player generates the character per normal rules. The usual point costs for Attributes, Abilities, etc. apply. To become an Elemental, however, the character must purchase points in the Elemental Background. She must also specify the element (air, earth, fire, water) with which she has an affinity.

Elemental Special Maneuvers have the Elemental Background as an additional prerequisite. The dots in the Elemental Background prerequisite must be met along with any other prerequisites before the character can purchase a specific Elemental Special Maneuver.

An existing character may become an elemental at any time, provided he invests enough experience in the Elemental Background.

SOAK BONUSES

Elementals are unusually resistant to their own element, yet vulnerable to their opposed element. Because of this, Elementals have inherent Soak modifiers to certain types of damage. These modifiers are as follows:

Fire

- +1 to Soak versus fire-based attacks.
- 1 to Soak versus water-based attacks.

Water

- +1 to Soak versus water-based attacks.
- 1 to Soak versus earth-based attacks.

Air

- +1 to Soak versus air-based attacks and any Aerial Maneuver.
- 1 to Soak versus fire-based attacks.

Earth

- +1 to Soak versus earth-based attacks and any maneuver that results in a Knockdown.
- 1 to Soak versus air-based attacks.

ELEMENTALS AND FIGHTING STYLES

Elemental powers are supernatural in origin and very powerful. A fire elemental is easily the match of any normal warrior, but is often outclassed by a Street Fighter. Raw power and conviction can never equal efficient training. Elementals can study any style of martial arts, but tend to base their choice upon the type of elemental energy with which they are imbued.

COMMON STYLES PRACTICED BY ELEMENTALS

Fire

Kabaddi
Kung Fu
Shotokan Karate
Special Forces Training
Western Kickboxing

Water

Capoeira
Kung Fu
Ninjitsu
Savate
Special Forces Training
Western Kickboxing
Wu Shu

Air

Capoeira
Kung Fu
Kabaddi
Ninjitsu
Special Forces Training
Western Kickboxing
Wu Shu

Earth

Boxing
Kung Fu
Native American Wrestling
Sanbo
Special Forces Training

For whatever reason, elementals never study the Ler Drit style used by M. Bison.

SAPPHIRE

Sapphire Fulton was born and raised in Austin, Texas, along with her twin brother, Aaron. Her family was affluent and spoiled Sapphire rotten. Her father bought her and her brother into the best private college in the state. College, however, proved quite a shock to her. She was accustomed to getting her way and suddenly found herself in an environment where that wasn't always possible.

Anger and frustration built up inside of Sapphire, resulting in a literal explosion — a spontaneous blast of psychokinetic flame. Hours later, Sapphire was standing outside her dorm along with the other students while the fire department worked to contain the blaze she had unwittingly started. Not surprisingly, Sapphire told no one what had happened in her room that day. Eventually, she rationalized the explosion as a break in a gas line. Life went on as normal. However, she learned to keep her temper under control, or at least to be alone when it went off.

ELEMENTAL SPECIAL MANEUVERS

Air

- Air Blast (3 pts.)
- Elemental Skin (5 pts.)
- Elemental Stride (4 pts.)
- Flight (2 pts.)
- Heal (4 pts.)
- Lightness (3 pts.)
- Sense Element (1 pt.)
- Push (4 pts.)
- Vacuum (3 pts.)

Water

- Drain (3 pts.)
- Drench (2 pts.)
- Elemental Skin (5 pts.)
- Elemental Stride (4 pts.)
- Envelop (3 pts.)
- Heal (4 pts.)
- Pool (2 pts.)
- Sense Element (1 pt.)

Fire

- Fire Strike (3 pts.)
- Flaming Fist (2 pts.)
- Elemental Stride (4 pts.)
- Elemental Skin (5 pts.)
- Heal (4 pts.)
- Heatwave (3 pts.)
- Sense Element (1 pt.)
- Spontaneous Combustion (4 pts.)

Earth

- Elemental Skin (5 pts.)
- Elemental Stride (4 pts.)
- Heal (4 pts.)
- Pit (3 pts.)
- Sense Element (1 pt.)
- Stone (2 pts.)
- Wall (2 pts.)
- Weight (3 pts.)



Sapphire refused to think about her powers again — until one fateful day in the spring of her junior year. As she walked across the campus with her brother, she noticed a van slowly driving behind them. Upon being spotted, the van accelerated toward them. It screeched to a halt and several men in jumpsuits climbed out. Sapphire called for help, but the nearby students reacted too slowly. The men grabbed Sapphire and Aaron and began dragging them toward the van. Before Sapphire even knew what was happening, the man holding her was on fire and she was sprinting across the campus, her brother's desperate cries for help echoing in the distance.

It has been three years since that fateful day, and Shadoloo has made several more attempts to abduct her. Her parents disappeared shortly after her brother was kidnapped. Sapphire has since sought refuge with her Uncle Bob in New York. He taught her the ways of Karate so she could better defend herself.

Recently, she has heard stories about a man on the Street Fighter circuit named Vortex. Although she has never seen him, his description matches that of Aaron's. She has recently joined a New York Street Fighting stable and hopes the circuit will eventually lead her to her brother.

Appearance: Sapphire is of medium height, with short, spiky red hair. She dresses in jeans and tank tops, unless in the ring. There she wears a one-piece leotard underneath a ripped-up leather jacket. Although she is prone to mood swings, her eyes usually blaze with intensity.

Playing Sapphire: The spoiled girl within you has had to grow up quickly. You never did finish college, having fled to New York City shortly after your brother and parents disappeared. You are somewhat reserved and prefer solitude to the company of others. You are still short-tempered; however, you try to control yourself as best you can.

Quote: Oh, did I make you mad? You don't know the first thing about being mad.

STREET FIGHTER

Name: SAPHIRE
Player:
Chronicle:

Style: SHOTOKAN KARATE **Team:** NONE
School: TAUGHT BY UNCLE BOB **Concept:** YOUNG HOT-HEAD
Stable: EXCALIBUR PRODUCTIONS **Signature:** FIERCE DETERMINATION

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●●○
Stamina ●●●●●

SOCIAL

Charisma ●●○○○
Manipulation ●●●●○
Appearance ●●●●●

MENTAL

Perception ●●●○○
Intelligence ●●○○○
Wits ●●●○○

ABILITIES

TALENTS

Alertness ●●○○○
Interrogation ○○○○○
Intimidation ●●●○○
Insight ○○○○○
Streetwise ●●●○○
Subterfuge ●●●○○

SKILLS

Blind Fighting ●○○○○
Drive ●●●○○
Leadership ●●○○○
Security ○○○○○
Stealth ●●○○○
Survival ○○○○○

KNOWLEDGES

Arena ●●○○○
Computer ●●●○○
Investigation ●●●○○
Medicine ●○○○○
Mysteries ●○○○○
Style Lore ●○○○○

ADVANTAGES

BACKGROUNDS

ELEMENTAL ●●●●○
MENTOR ●●●○○
RESOURCES ●●●●○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●●○○
Kick ●●●○○
Block ●●○○○
Grab ●○○○○
Athletics ●●●○○
Focus ●●●○○

SPECIAL MANEUVERS

FIRE STRIKE
FLAMING FIST
HEAT WAVE
SENSE ELEMENT
POWER UPPERCUT
FLYING KNEE THRUST
THROW
JUMP

Combos: BLOCK - STRONG PUNCH
(W/FLAMING FIST) - THROW (DIZZY)
HEAT WAVE - FIRE STRIKE - FLYING
KNEE THRUST
JAB - SHORT KICK - TO FIERCE
PUNCH (W/FLAMING FIST) (DIZZY)

RENOWN

Glory
 ●●●●○○○○○○
 □□□□□□□□
Honor
 ●●●●○○○○○○
 □□□□□□□□

Division: FREESTYLE

Rank: 4

Standing

Wins 20 Losses 3
 Draws 1 KOs 13

CHI

●●●●●○○○○○
 □□□□□□□□

WILLPOWER

●●●●○○○○○○
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ●●●●○○○○○○
 □□□□□□□□

EXPERIENCE



Chapter 4:

RUNNING THE CIRCUIT

MANAGERS

I honestly don't know where I'd be without my manager. I'm certain I'd still be great, of course, but I wouldn't be nearly as organized or as marketable. She's wonderful!

— Fei Long, televised live on Good Morning Hong Kong

Managers are an integral part of the Street Fighter world. Without a manager, a fighter can expect endless scheduling headaches that will detract from her training time. A good manager can make all the little details flow together, leaving the Street Fighter free to concentrate on the next fight. Managers come in all shapes and sizes, and no two have the same managing style. Each is an individual, and like the Street Fighters they manage, some are incredible, and some are merely competent.

A manager can have any number of skills from other professions, such as Trainer, Accountant or Street Fighter. However, some of the best managers are strictly that — managers and nothing else. These managers are administrative and public relations specialists. They don't know how to make a good fighter, but they do make a good fighter successful. These managers are specialists in their profession and will rarely, if ever, leave their offices. They don't work well in the field and prefer to leave the business of the ring to professional trainers. But when it comes to booking fights and taking care of all the administrative needs of their fighters, they are right at home.

There is another breed of manager on the circuit, one that applies the hands-on approach to the Street Fighting biz. These managers involve themselves in every aspect of their fighters' training, from food preparation to arranging sparring practices to accompanying them around the globe from match to match. Managers such as these are frequently ex-Street Fighters, who have quit the circuit for less strenuous and safer occupations, even though they still crave the excitement of competition. Other managers enjoy looking out for their fight-

ers as they would their own children. In either case, these managers will follow their fighters to nearly all of their matches and often coach them from the side of the ring.

A fighter doesn't *need* a manager, but then they probably enjoy doing paperwork, court appearances and taxes.

CREATING A MANAGER CHARACTER

This character is usually played by the Storyteller, but can be played by one of the players. There are a few differences in the character creation which make this type of character less physically powerful than Street Fighters. However, it is usually the manager who can negotiate with tournament directors, obtain exit visas and do lunch with the rich and powerful.

When creating the character, you should adjust the character creation points as follows:

- Abilities preferred by this character are Manage, Bookie, Arena, Style Lore, Insight, Medicine, Streetwise and Subterfuge.
- Managers receive 10/8/5 dots for Abilities during creation instead of the usual 9/7/4.
- Managers receive 8 dots in Backgrounds rather than the usual 5.
- Reduce the number of dots allotted to Techniques from 8 to 4.
- Reduce the number of dots allotted to Special Maneuvers from 7 to 3.
- Manager characters can still purchase additional Techniques and Special Maneuvers with Freebie Points.
- These characters are not usually interested in any fighting style but may have picked up some moves from the streets or their fighters. They can only purchase moves which can be used by all styles only.
- Initial Chi: 1
- Initial Willpower: 4



ADAPTING A STREET FIGHTER TYPE TO BECOME A MANAGER

Some people only realize their life's calling after they have already committed years to another job or are forced to learn other skills simply to survive. Some characters realize that they want to be managers or have to be. Perhaps no other manager will handle a particular Street Fighter, and he is forced to manage himself. Maybe the fighter has become too old to hold his own in the ring, but can't bear to give up the life forever. Managing allows him to stay on the scene, maybe even help new fighters along.

To become a manager, the character must use their accumulated experience to develop the Abilities necessary for the job. These Abilities include: Manage, Bookie and Arena.

The extent to which a character develops these skills before becoming a manager will determine what kind of a manager that character is. Obviously, a character with one dot in each of these wouldn't have much of a clue, but could take their best shot at managing a team nonetheless. A character who is proficient at all of these Abilities would undoubtedly be an effective manager.

There are other Abilities which will greatly add to a manager's effectiveness. These secondary Abilities are necessary for Managers of high-ranking fighters. At high levels of competition, you need to be able to spot a shady deal and evaluate your fighter's opponent, or else you and your fighter will probably lose. The stakes at this level are too high for ama-

teurs. A bad business deal or booking a match against an opponent who is too strong for your fighter can be disastrous. This can bankrupt your business, or your fighter can be seriously injured, perhaps even crippled. Helpful secondary Abilities include: **Medicine, Style Lore, Insight, Investigation, Publicist** and **Streetwise**. The **Contacts** Background can also be invaluable to managers.

When making an established character into a manager, you do not receive any of the adjustments to character traits that you would if you were making a manager character from scratch. To create a Street Fighter with manager skills, simply purchase the appropriate Abilities during the character creation process as normal.

USING THE MANAGER SKILLS

To be an effective manager, you must first be able use your different Abilities and resources to the benefit of your fighter. Inefficiency and sloppiness on a manager's part can spell doom for even the most talented fighter.

ARENA

To locate a tournament, or even know that one is going to be held, the manager must roll his Perception + Arena. The number of successes will indicate to the Storyteller how much the manager knows about the tournament. This information may also be learned by the Street Fighters. Information which may be acquired consists of: the name and location of the

tournament, who hosts it, the date of the tournament, how long it lasts, the grand prize if any and who is attending.

Being adept at Streetwise and Investigation or having the Contacts Background will be useful for learning other things about the Tournament, such as any interesting rumors about the hosts, or what has happened at past tournaments.

Bookie

Unfortunately most teams do not bring in a lot of money for a manager, especially as the Street Fighting circuit is illegal in most countries. To actually make a team profitable, the manager must often place side bets on the success of the team in the tournament. Managers will often place bets on other matches during a tournament to increase their profit margin. Occasionally, unscrupulous manager will bet against their clients. Such managers do not last long once this knowledge is revealed.

Player characters may also use this skill, if they possess it. It is poor form for fighters to bet for or against themselves or their team during a match. A Fighter discovered doing so will lose one temporary Honor Renown. Going through a bookie will also result in the loss of temporary Honor.

To simulate the profits from side bets, roll the Character's Bookie Skill + Wits. The number of successes determines how much money the manager makes on side bets. The amount of money won is listed in the following chart. Alternately, the character could actually pick and place their fight bets using their own judgment leaving the luck up to the combat that actually occurs at the tournament.

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

This chart indicates the monetary amount won. You'll notice that there are negative values associated with the bets. No one ever said that gambling was safe. Only experienced gamblers should attempt betting on fights for a living. A botch result will double the maximum amount lost.

The Storyteller should take into account the size of the tournament where the betting is taking place. If it is very small, it is unlikely that they will win or lose more than a few grand, if that. Likewise, placing side bets doesn't have to be about money. Favors could be bet on nearly any other commodity imaginable. Street Fighting is usually on the black market, so anything's possible. Situations like these could become excellent subplots or even full-blown stories for the characters. Risk-takers, beware: if the bookie loses too much money, he runs the risk of not having enough cash to send the characters home.



MANAGE

There is a lot of work involved with managing a team, and the expenses can really add up. Most of the money won by a team at tournaments is funneled back into the overhead of the Stable. Of course, creative bookkeeping and good managing skills can reduce the overhead and allow more of the money to be kept by the team itself.

At the Storyteller's option, the manager can make an Intelligence + Manage roll at the beginning of each month to see how the manager is handling the team's mundane affairs. If the team was successful in their tournament bouts the previous month, then the manager can gain one additional die for every bout won. However, the manager also loses one die for every bout lost. The more successes gained on the roll, the higher the team's standard of living.

If the team is stuck in a losing streak, a manager can make a Manipulation + Manage roll. The number of successes needed to keep the team afloat are equal to the number of members in the team. Failure or too few successes means that the team is running out of money. They will need to draw from their own resources and had better start winning matches soon.

Of course, Storytellers should feel free to skip these rolls entirely, if it interferes with their story at all. Likewise, the Storyteller can just decide how well the team is doing based upon the manager's actions and decisions. Or Fate could play a hand and the team could fall into tough times in spite of their manager's best efforts.

PREPARING FOR A FIGHT

An inexperienced or poor manager will simply book and ship his team off to a tournament with little or no preparation. A good one will use all their skills and resources to prepare his team for the upcoming match well ahead of time.

To do this, he will use resources that go above and beyond his Manage Ability to ready the team. Streetwise, Style Lore, Contacts and Investigation can all provide valuable information. If successful, a manager can find out what other teams will be attending. He can also press more and learn details about the Street Fighters who belong to the other teams. If he is particularly successful, he can learn public (and sometimes private) details about the opposing Street Fighters. Once he learns as much as he can, he'll pass it all on to his team. Particularly resourceful managers will go so far as to prepare situations and circumstances that mimic a particular opponent's Special Maneuvers.

Good managers will also keep an eye on the maneuverings of other managers. It is easy for a novice team with a poor manager to be matched against an experienced group of ruthless fighters. An experienced manager will spot these uneven matches and avoid them. The importance of a good manager should not be neglected by a new team. He is well worth the price. A new team might not make any money with a manager, but they definitely won't make any without one and will probably end up in the hospital every other fight. A good manager is as necessary to a Street Fighter as a good Block Technique. Both will protect their interests.

STAFF

It's a good job, isn't it? Type something, will ya? We're paying for this stuff!

— Bill Murray, "Ghostbusters"

Like most athletes, Street Fighters are only as good as their support network. The making of a champion is a team effort. When the athlete or Street Fighter wins, it is not only a victory for her but also a victory for those who helped to get her there.

A staff is the individual or individuals who work with the Street Fighter to either hone her abilities or to take care of some other aspect of the Street Fighter's life. Staff members come from all walks of life and can be friends and family of the Street Fighter or simply professionals hired to do a specific job. This section takes a look at the many different types of staff a Street Fighter can have and what they can do for him in and out of the ring.

TEACHERS

There are four basic types of staff who can be involved in the ongoing training of a street fighter. These are Trainers, Mentors, Tutors and Instructors.

Each has a particular area of expertise and can help a Fighter increase a particular Attribute or Ability by decreasing the amount of experience necessary to improve. They do this through custom physical training programs and advanced instruction techniques.

Trainers

Trainers specialize in keeping their client in top physical condition. A personal trainer oversees many aspects of a street fighter's life. From dietary and sleep habits to personal workout regimes, a personal trainer does it all.

A personal trainer lowers the cost of improving a character's Physical Attributes (Strength, Dexterity and Stamina).

Mentors

Also known as etiquette specialists. Mentors are often some of the most overlooked on a Street Fighter's staff roster. Although their value may seem understated, Street Fighters from nearly all walks of life find new doors opened for them through the cultivation of good social graces. More than one Street Fighter has gone on to become a movie or fashion star as a result of their personal fame coupled with a mentor's guidance.

A mentor lowers the cost of improving Social Attributes (Charisma, Manipulation and Appearance).

Tutors

Tutors help their students to expand their thought processes. A good tutor uses a variety of methods to improve the student's memory skills, her awareness of the world around her and her ability to react to new and unexpected circumstances. Although many street fighters fail to see the benefit of this type of staff member, those who do invariably have the upper hand when forced to think their way out of a tricky situation.

A tutor lowers the cost of improving a character's Mental Attributes (Perception, Intelligence and Wits).

Instructors

Instructors come in all shapes and sizes. They can teach anything from auto repair to first aid to bungee jumping. A good source of instructors is essential for any character who someday dreams of outgrowing the fighting arena. An instruc-

tor may teach any Ability she is familiar with. However, an instructor can never raise a student's level of ability above her own.

An instructor lowers the cost of learning new Abilities (Talents, Skills and Knowledges) and improving existing ones.

Instead of gaining a single Instructor when selecting this type of staff, the character can opt to gain a source of Instructors (this could be college faculty, a street gang or anything in between). While this group will never be personally involved with a character like a single instructor would, it does allow the character a broader base of Abilities to learn from. The player and Storyteller should decide in advance what type of group this is and what types of Abilities the character can learn from them.

LEARNING FROM EXPERIENCE

A teacher must have the Instruction Ability (see the Street Fighter screen for this Talent) to be able to impart any of their knowledge to a pupil. The Ability can be applied to any of the applicable areas which they specialize in (i.e., a personal trainer could not teach a character Investigation). A teacher may never help her students advance beyond a five point rating in any area. This sort of intense knowledge can only be learned by oneself.

Teaching doesn't always result in a lower point cost. A teacher must roll her Intelligence + Instruction and get a number of successes equal to the current level of the Attribute or Ability that the character is improving. If the teacher does not get enough successes, the character must pay the full experience cost. However, if the teacher does roll the necessary number of successes then the character's experience costs are as follows: current rating x3 for Attributes and current rating x1 for Abilities.

RING DOCTORS

I'm a doctor, Jim, not a bricklayer!

— DeForrest Kelly, "Star Trek"

A ring doctor is able to heal aggravated damage between rounds or at least temporarily. By applying ice and local anesthetics, the doctor may allow the fighter to ignore the effects of aggravated damage until the match ends. The ring doctor is a highly specialized type of doctor who uses his skills in a very specific way. They are trained to patch up a fighter in the few minutes (3-10) which they are allowed to rest in between rounds. Their medical training is quite different from the training that most characters have access to.

The ring doctor rolls their Wits + Medicine Ability. For each success rolled, one aggravated damage box will be temporarily removed from the character. This is only lasts until the end of the match. Any further aggravated damage will be added to the rest when the fight ends. Aggravated damage will heal as normal whether it is treated by a ring doctor or not. A character should be careful though; it is possible to become seriously injured in this way.

Any doctor may heal one aggravated damage box on any character. This healing is in addition to any healing done in the regular manner, however only one box of aggravated damage may be healed by a doctor per week. While modern medicine is often seen as the ultimate solution to any medical problem, the fact is, only time can heal most wounds, unless you have been trained in the arts of Chi Kung Healing or Regeneration.



OTHER STAFF

A street fighter's staff need not be limited to those roles that help a character in the ring. A helpful staff can assist the character in everyday life as well. Many of these professions' beneficial effects might not be as noticeable as a trainer who can lower a character's experience costs. Nevertheless, these roles can make a Chronicle fun and interesting and in the long run can be worth their weight in gold. A personal trainer might not risk her life to smuggle a character his lock pick set while he's being held in some foreign jail cell, but his butler might!

The following is a list of other staff members a street fighter could have. This list is by no means all inclusive — players and Storytellers alike should feel free to add their own unique Staff as they see fit.

BUTLER

A butler is far more than the person who opens doors at your request. He organizes your household and ensures that your home (mansion or otherwise) is in good repair. He also takes care of your everyday needs, like repairing your clothes and laying them out for you, keeping track of your personal engagements and reminding you of appointments. He will also accompany you on your travels at your request.

PHOTOGRAPHER

How else will you get those 8 X10 action glossies to give to those special admirers? They can also be very helpful when you need to develop sensitive pictures of secret Shadoloo operations.



FASHION CONSULTANT

Do you really think that your combat gear is appropriate for tea with the Queen of England? What about a business meeting or a night on the town? Image is everything to these people, and a fashion consultant will make sure you look your best in every situation.

BODYGUARD

Okay, you can handle yourself in the ring, but can you deal with mobs of frantic fans? A Whirlwind Kick could clear a path from the cab to your hotel, but it could also end up in a lawsuit. These bruisers are trained to skillfully and diplomatically move crowds out of your way. They also watch your back in the real world.

CHAUFFEUR

You've got better things to do than drive. These retainers are expert drivers, trained not only to make your ride as smooth as humanly possible, but they're also skilled rally drivers. Need a lift to a dinner party or a high speed chase through the back streets of an unfamiliar city? Then you need a chauffeur.

PILOT

Across the Atlantic or a hot fire zone, these jet jockeys can do it. If you can buy, rent or borrow an aircraft, these guys can fly it for you. A pilot might seem like an obscure type of staff member, but the real movers and shakers fly in style. Besides, who else is going to air-lift you out of the steamy Mriganka jungles when things get out of hand?

MAID

Tired after a grueling night of being pummeled by another unknown Street Fighter? Let the maid draw your bath and turn down your bed for you. Just because you're a rough-and-ready fighter doesn't mean you can't enjoy some pampering every now and then.

There are plenty of other staff which would be willing to work for you, all you have to decide is what you want or need. A Private Investigator, Lawyer, Scientist, Accountant, Personal Secretary, PR Man (or Woman) or Go-fer are all good choices, and there are dozens of others you might like to use. The choice is up to you. The people who surround and support your character make a statement about who that character is and what she values. What is your statement?

TEAMS

You think you have a chance of beating me? You'd better bring the rest of your friends. You'll still lose, but you might not end up in the hospital if I have to knock out five upstarts instead of one.

— Sagat, intimidating an overconfident Street Fighter

Teams are a very important part of the Street Fighter circuit. Most tournaments are made up of team events with a couple of high-profile single combat matches. Fighters who are just starting out on their careers will often choose to join a team because fight promoters and managers realize that unknown fighters have little crowd-drawing potential. For a manager to

make any sort of profit off of novice Street Fighters, they have to book spectacular matches.

While beginning fighters are not popular with spectators, teams are. Perhaps this is the very thing that made the circuses of ancient Rome so popular. In any case, managers prefer to book teams of new fighters over unknown individuals. New fighters are usually quite receptive to the idea, feeling that there is a certain safety in numbers. They also come together as a team if they share a particular ideology or fighting style.

Teams often live together in a communal arrangement. Because the fighting circuit takes fighters on the road for much of their time, they tend not to have permanent residences. If they do, they will often have a small house where the team will live communally. This is not always the case, but the vast majority of teams do live together. Managers promote this type of living arrangement as it cements the solidarity of the group. On the road, teams will frequently rent a single suite or the floor of a hotel in whatever city their next match is in.

Not all teams have a manager, but there is always one member of the team who deals with the management issues which arise.

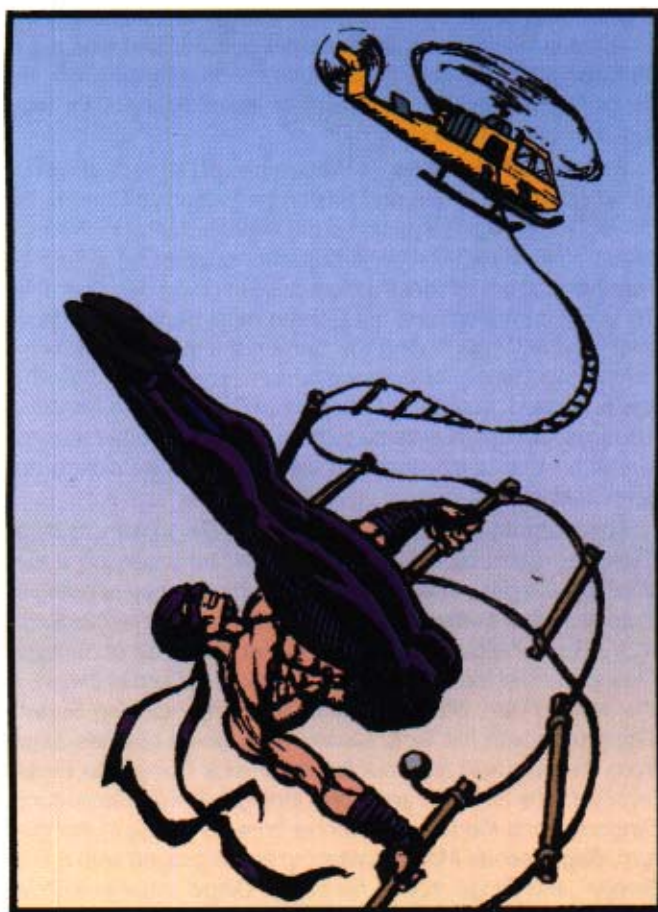
There are a few general rules of conduct that almost all teams live by:

- Team members may not leave the team until a replacement has been found, if required. Obviously if a member leaves on bad terms or is kicked out, this rule goes straight out the window.
 - When traveling abroad, all members come to the aid of their teammates in times of need.
 - The manager, or managing member, is responsible for all bookings, transportation, expenses, collecting the match purse and for distributing the winnings to the team.
- (Optional Team Rules)
- All members **MUST** keep their fighting skills at a level equal to the other members of the team.
 - A member who is not pulling his weight inside the ring will be given two months to improve his skill before being dropped from the team roster.
 - The manager, or managing member, will determine whether a team is effective or not. This will be determined by the ranking of the team and its members.
 - A sharp drop in standing may be sufficient grounds for disbanding a team.

These rules of conduct will usually appear in one form or another in the fighter's contract when they sign with a manager or join a Stable. The contract is just a formality, as the actual Street Fighting circuit is illegal to begin with.

TEAMWORK

Many teams have come to recognize the value of working together in the arena. The members of these teams don't just fight beside each other. They coordinate their maneuvers to increase their effectiveness as a unit. Many times, a finely tuned fighting team can make its opponents look like mere bar-room brawlers. A team can begin to use teamwork in two ways. The first is to communicate more in the ring and make certain that no one is stepping on anyone else's toes. The second way is Team Combos.



A Team Combination Attack can be a truly horrifying tactic. They can effectively Dizzy even the toughest opponents in a single turn. A Team Combo is, in essence, several or all of the team members practicing a series of well-placed attacks in precise order over and over again until they could do the series in their sleep.

BUYING TEAM COMBOS

Any two or more members of a team can decide to buy a Combo together. There are two types of Team Combos: Instant Combos and Extended Combos. Instant Combos take place within a single turn, with all characters striking a single opponent simultaneously. Extended Combos are far more insidious, as this type of Combo occurs over several Turns with each member of a team placing their blows, one after another. A fighter might not even realize he's being Combo'd until it's too late. When a team decides to purchase a Team Combination Attack, they must decide which type of combination attack they are purchasing. Each team member then selects one Maneuver and spends one Power point. That Maneuver is now part of a Team Combo.

Instant Combos — The characters simultaneously attack a single foe. Each character must do their maneuver on the same speed, which means that the faster team members must attack when the slowest one goes. All members of the team who are a part of this combo simultaneously attack their chosen target. All damage done to the target is cumulative for the purposes of determining a Dizzy. It is important that maneuvers not contradict one another. A Electro Shock or a Suplex would not be a good maneuver to play as part of a Team Combo. Attacks which affect more than one hex would

undoubtedly affect your teammates as well. Likewise an attack that leaves your target on the ground, and thus out of striking range, is also bad for teamwork. In the end, the Storyteller is the final arbitrator of which Maneuvers work together and which don't.

Extended Combos — These types of Combos sneak up on an opponent. When purchasing an Extended Combo, the players must decide in which order their characters will strike. These strikes are then done one after another on a Turn by Turn basis. If any of these strikes miss or do no damage, then the chain is broken, and the Combo must begin anew. However, if at any time during the Combo the target has taken a cumulative volume of damage which exceeds her Stamina, she is Dizzied. In order for this type of Combo to be effective, the target cannot take damage from any source other than the character that is supposed to be attacking him during any given round.

For example, Alex Stone, Mookie and Dingo want to do an Extended Combo on Sagat. They must be dreaming if they think they've got a chance at beating him, but they're going try in spite of their better judgment. Alex is first, and he hits Sagat with a Spinning Backfist, doing two Health levels of damage. During the first turn, Sagat also attacks and Dizzies Dingo. In the second turn, Stone distracts Sagat by blocking Sagat's Tiger Knee with his face. Meanwhile Mookie catches Sagat from the side with his Double-Dread Kick doing one Health level with the first kick and a whopping two with the second. Dingo spends the turn recovering from his Dizzy. In the third turn, Sagat sends Mookie crashing to the ground with a Foot Sweep, and Dingo makes his move. Dingo steps in with his Double-Hit Knee. His first hit does one Health level as does his second, bringing Sagat's total up to seven Health levels of

damage. This is just barely enough to Dizzy Sagat. If these character's can stand up to Sagat's devastating attacks for a few more rounds, they might have a chance of beating him through teamwork.

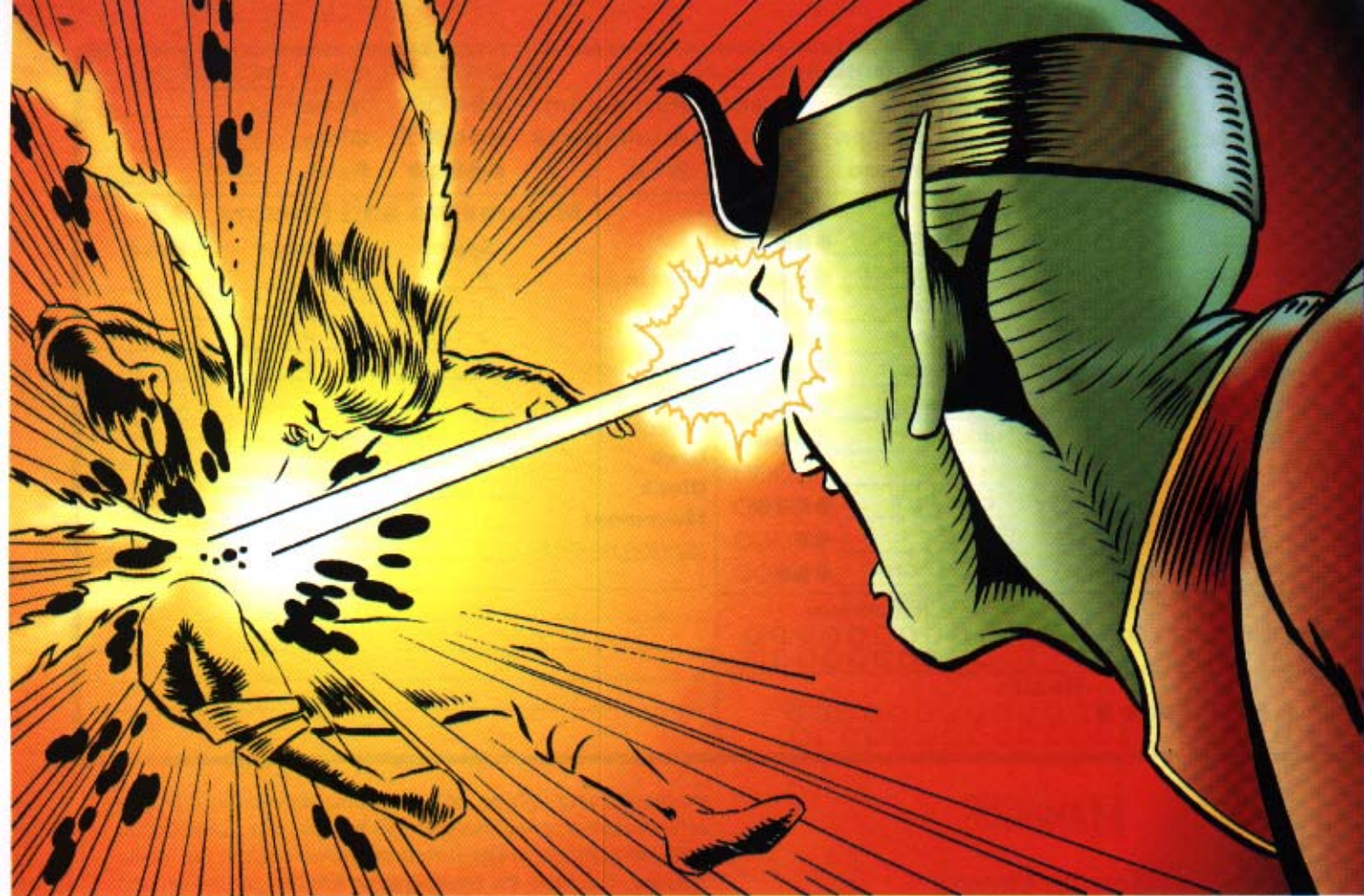
STABLES

Stables are always run by a manager, although the manager may have other businesses which he runs in addition to the Stable. In any case, the manager of the Stable is responsible for the conduct and management of the teams and individuals within the Stable. It is not uncommon for the manager to have assistant managers, if it is a particularly large Stable. The Stable is frequently based out of one particular city, where a training facility is owned or rented. The manager also lives in this area, usually near the facility. All fighters and teams have access to the Stable's facilities, staff and manager, although teams which are more profitable or higher in the standings usually have precedence.

The manager usually has a standard, though informal, contract, which all fighters or teams must sign to join the Stable. This contract outlines the duties of the fighter to the stable and various other clauses. Some particularly kind-hearted managers set aside a portion of the Stable's profits in a retirement fund for the fighters. Stables with this program are obviously more popular than other Stables.

Once a Team or individual becomes well-known, they will often be approached by a manager for admission into a Stable. Alternately, a fighter may seek out a manager to join their Stable. Most good teams have a manager and are part of a Stable. It makes their life so much easier and gives them more time to practice their arts. A Stable isn't essential to success on the Street Fighting circuit, but it certainly helps.





EXCALIBER PRODUCTIONS (EXAMPLE STABLE)

- Headquarters:** New York City, New York, USA
- Manager:** Samson Prowse
- Facilities:** Excaliber Gym, Bronx, New York
- Staff:** Franklin Thompson, Physical Trainer (Instruction ●●●)
Ms. Jessica Byers, Tutor (Instruction ●●●●)
Parmid Singh, Mentor (Teach ●●)
Dr. Ludwig Von Riesling, Ring Doctor (Medicine ●●●●)
Jonathan Byers Publicist/Lawyer (Publicist ●●●) (Law ●●●)
- Street Fighting Stable:**
- Independents**

 - Sapphire
 - Nick Fontana
 - Harpol Jhaliwal

- Teams**

 - Excessive Force
 - Chimu Nihon

Typical clauses in a Stable contract:

- The manager is responsible for all bookings and administration of the Stable.
- If the manager neglects this duty, the team may sign with another Stable after a three month period has passed.
- The manager is responsible for all purse moneys and expenses.
- Unprofitable fighters and/or teams of fighters may be dropped from the Stable, if after a period of three months, they are unable to improve their standings.
- The Fighters waive all rights to media presentations, based upon their actions inside and outside the ring. This shall include book, video, TV and movie productions, as well as entertainment products, toys, posters, videos and roleplaying games. Any contracts of this nature must be approved by the manager.
- The manager will arrange for suitable medical care if such becomes necessary.
- This contract shall remain in effect for a period of two years and can be re-negotiated at that time. The contract may be rendered null and void if all parties involved agree, in the presence of a representative from a reputable law firm.

INDEPENDENTS

Sapphire (See Chapter Three for her background and statistics)

Nick Fontana

Harpol Jhaliwal

NICK FONTANA

Although he was born in Idaho, Nick has spend the majority of his young life on the streets of Seattle. His parents were very hardworking and careful in every aspect of their life, except when it came to Nick. It wasn't that they didn't love him — they just didn't have time for him. Two jobs, a mortgage and all the other little things in life combined to occupy their time with concerns other than their son's well-being.

Nick naturally sought refuge with his friends, other kids who were neglected by their parents too. It wasn't long before Nick was spending more time out of his parents' house than in it, usually playing with his band. He enjoyed the freedom and respect he got from his buddies. Together they were wild and uninhibited — maybe a little too wild. Before Nick knew it, he was in trouble with the law. A long series of misdemeanors and petty thefts followed him through high school. He was spending almost half of his time in Juvenile Hall. Nick would soon be turning eighteen, and the next time he got in trouble with the law, he wouldn't be sent to some youth camp — he'd go to prison. His life finally came to a sudden and drastic change the night of the robbery.

Nick wasn't the criminal, but simply passing by when he noticed an old man being accosted by two leather-clad thugs. Deep down inside, Nick was always a decent guy. He'd occasionally steal the odd item, but he never hurt anyone. Seeing these two hulking masses of meat closing in on a helpless old man enraged the boy. He rushed to the man's rescue, only to be confronted by one of the thieves who had pulled a knife. Nick

wasn't impressed and jumped at the man anyway. Nick was fast and strong and considered himself a good fighter, but he wasn't good enough.

He collapsed with the knife stuck between his ribs. The world was slipping in and out of focus, but Nick could still see what happened next. The old man jumped high into the air and kicked one of the thieves in the head with both feet. Then he must have pulled a gun, because a gout of flame shot from his outstretched hands at the second thug. All Nick remembered after that was the wizened face of the old man leaning over him, saying something like, "You are rough, young one, but not without merit."

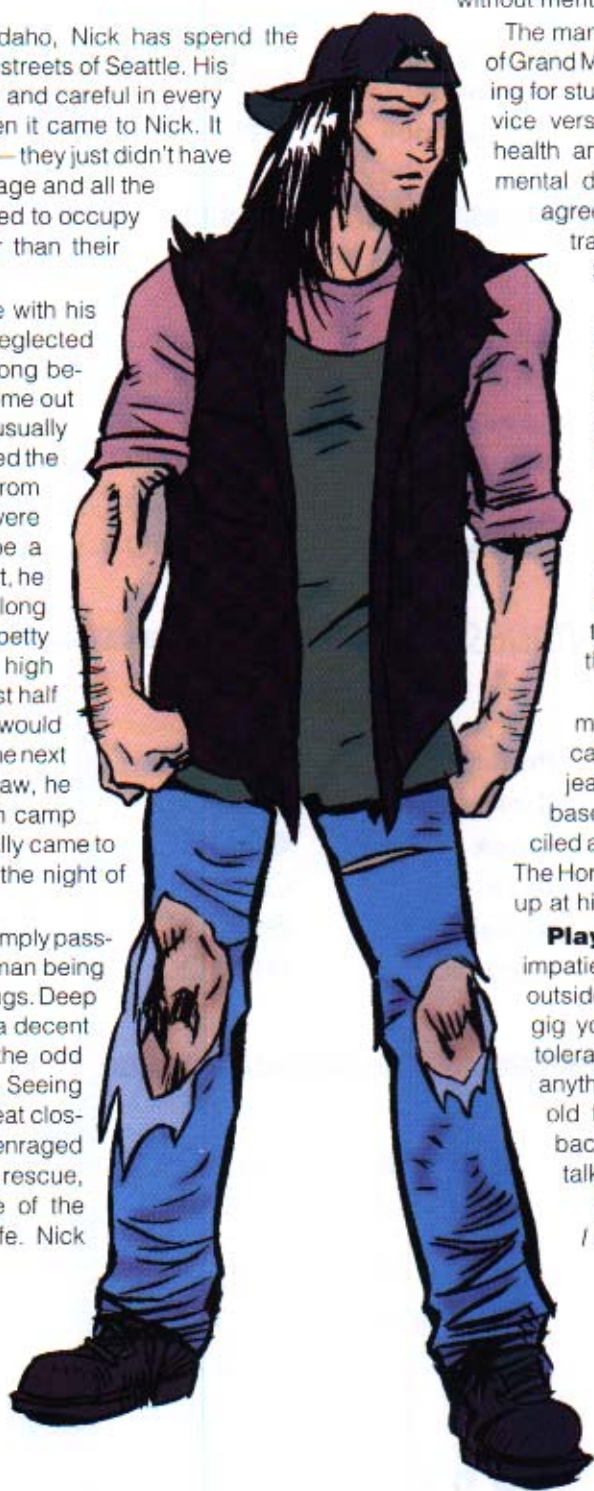
The man was Master Shimizu, a contemporary of Grand Master Gouken. He was in Seattle searching for students when he stumbled upon Nick, or vice versa. The master nursed Nick back to health and offered to teach him the ways of mental discipline and Shotokan Karate. Nick agreed and spent the next three years in training. Then the master told him about Street Fighting.

Nick was interested, especially when the Master told him that he was training him to become a match for the current champion Ryu. Shimizu wanted to become the next Grand Master and believed that to do so, he must produce a student to defeat Gouken's pupils in the ring. Nick was to be that student. That was six months ago, and Nick has been making good progress advancing in the standings. He is impatient to confront Ryu, even though he realizes that it will be years before he's ready.

Appearance: Nick is a cocky young man about 22 years old. He likes to wear casual clothes in the "Grunge" style. Torn jeans, Doc Martens, a plaid shirt and a baseball cap with his band's name stenciled across it. He still plays with his old band, The Horsemen, and occasionally they will show up at his matches.

Playing Nick Fontana: You're cocky, impatient and don't give a damn about the outside world. After a good match or a good gig you like to party 'till dawn. The master tolerates this, but only barely. You would do anything for the master, except desert your old friends, even if they are holding you back. You like Samson Prowse, even if he talks like a pansy.

Quote: *I might not look like much, but I can kick your sorry butt.*



STREET FIGHTER

Name: NICK FONTANA
Player:
Chronicle:

Style: SHOTOKAN KARATE
School: SEATTLE MARTIAL ARTS INSTITUTE
Stable: EXCALIBUR PRODUCTIONS

Team: NONE
Concept: STREET KID
Signature: PLAYS AIR GUITAR

ATTRIBUTES

PHYSICAL

Strength ●●●●○
Dexterity ●●●●○
Stamina ●●●○○

SOCIAL

Charisma ●●●●○
Manipulation ●●●○○
Appearance ●●○○○

MENTAL

Perception ●●○○○
Intelligence ●○○○○
Wits ●●●○○

ABILITIES

TALENTS

Alertness ●●○○○
Interrogation ○○○○○
Intimidation ●○○○○
Insight ●○○○○
Streetwise ●●●●○
Subterfuge ●○○○○

SKILLS

Blind Fighting ●●○○○
Drive ●○○○○
Leadership ●○○○○
Security ●●○○○
Stealth ●○○○○
Survival ○○○○○

KNOWLEDGES

Arena ●○○○○
Computer ○○○○○
Investigation ○○○○○
Medicine ○○○○○
Mysteries ●○○○○
Style Lore ●●○○○

ADVANTAGES

BACKGROUNDS

ALLIES (BAND) ●●●○○
SENSEI ●●●●○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

Punch ●●●●○
Kick ●●○○○
Block ●○○○○
Grab ○○○○○
Athletics ●●○○○
Focus ●●●○○

SPECIAL MANEUVERS

POWER UPPERCUT _____
DRAGON PUNCH _____
JUMP _____
FOOT SWEEP _____
FIREBALL _____

Combos: JAB - DRAGON PUNCH
 (DIZZY)
JUMPING SHORT KICK - FOOT SWEEP
 (DIZZY)

RENOWN

Glory
 ●●○○○○○○○○○○
 □□□□□□□□□□

Honor
 ●●○○○○○○○○○○
 □□□□□□□□□□

Division: TRADITIONAL
Rank: 3

Standing

Wins 11 Losses 3
 Draws 0 KOs 9

CHI

●●●●○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●○○○○○○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ○○○○○○○○○○○
 □□□□□□□□□□

EXPERIENCE

HARPOL JHALIWAL

Harpol does not know who her parents are, only that she grew up on the streets of New Delhi with a group of other street urchins. She presumes that her parents abandoned her because she was female, a practice common in India because of the dowry price demanded of parents when their daughters are married. Whatever the reason, the fact remains that Harpol was one of a large number of street children teeming throughout the city. Were it not for a kindly sect of Buddhist monks, she would have been relegated to a life of hunger and petty larceny.

The monks saw in her a potential for greatness which the rest of the world had missed. They took her in and taught her the serenity of their mystical teachings. She learned about her own potential and the world beyond New Delhi's crowded alleys. When she proved herself to be ready, the monks began teaching her the secrets of Kabaddi.

The girl took to the teaching as if she were born for that purpose. "Perhaps you were," answered the monks when she asked just that question. "You are the finest student we have ever had, but your days here are nearing an end. Greater challenges await you." Having taught her all they could, they introduced her to Dhalsim and the Street Fighting circuit.

Dhalsim looked deep within the girl and saw her potential, hidden like a pearl beneath the waters of a fast-flowing river — turbulent, yet beautiful. Dhalsim's teachings unleashed powers within the girl that she had no idea she possessed: powers over her own body, to produce goutts of acid from her mouth and power over cold. He completed her teachings and still acts as her sensei occasionally.

Appearance: Harpol is slim and beautiful, and prefers to wear her street clothes during matches. She wears a open-necked T-shirt and a dark leather jacket, with matching pants.

The monks and Dhalsim disapprove of her shoddy dress. She prefers to regard her tastes as an affirmation of her roots, namely the streets and alleyways of New Delhi, although she would never have been able to afford such clothes before joining the circuit. She also wears a lot of bracelets which create a pleasantly musical sound as she moves. Many opponents are distracted by the sound, a fact she takes advantage of.

Playing Harpol: You are playful and enjoy teasing your Buddhist teachers. Life is exciting, at least now that you no longer live in gutters. Occasionally you miss the simplicity of that life, but would never want to return to it. In fact, you are deathly afraid of being forced to live on the streets. To combat this fear, you have signed a contract with Samson Prowse and Excaliber Productions against Dhalsim's advice.

Recently you have been losing a lot of your matches, and Samson has put you on probation. If you don't start winning within three months, he will drop you from the Stable. This has made you desperate to win, which has caused you to become sloppy in the ring and lose more matches. All you need is a couple of solid wins to reinforce your self confidence — and soon.

Quote: *This city isn't very different from New Delhi. You have your poor and homeless as we do. There's always some guy with an attitude who thinks he's a Street Fighter. I'm here to set him straight.*



TEAMS

EXCESSIVE FORCE

Street Fighting Team

Stable: Excaliber Productions

Division: Traditional

History

Excessive Force was formed by Vladislav Kolchenko in the late '80s as a demonstration group touring the USSR. The team soon became bored with simply demonstrating its physical prowess and thirsted for real challenges. In 1992, they discovered the Street Fighter Circuit and have been competing ever since.

Their team name is not just a snappy title, it actually describes their fighting style to a T. The crowds love their violent and excessive enthusiasm.

MEMBERS

Alias	Real Name	Style	Rank	Notes
Major Carnage	Vladislav Kolchenko	Special Forces	6	Team leader
Hammer	Hideo Izumo	Sumo	5	
Anvil	Greg Hart	Sanbo	6	

MAJOR CARNAGE

Major Carnage is the only name that Vladislav Kolchenko answers to nowadays. At one time, he was a full major in the Russian military. Little is known about his military career, except that he was involved in the occupation of Afghanistan and had some part in Operation: Desert Storm. His specific roles in both of those military operations is unknown. He is one of the most decorated members of the elite Russian Spetsnaz unit. These soldiers are respected throughout the world as being some of the very best trained commandos. Major Vladislav Kolchenko was the best of these, until he became bored.

The current political climate within the former USSR made the Spetsnaz pretty much obsolete to Vladislav. Granted, there was plenty of work for the unit: breaking smuggling rings, quelling political coups and protecting the scattered nuclear arsenal from thieves. To Major Kolchenko, this was all pretty much routine work, which anyone could do. He wanted a real challenge, something where he could put his real talents to use. The Street Fighting circuit was ideal. He could break heads and demonstrate the strength of Mother Russia at the same time. He approached Zangief with the idea of forming a team for this purpose. Zangief agreed with the concept, but felt that Kolchenko was the wrong person for the job. "You're brutal and unfeeling," he said. "My Russia is a land of great warmth and strength. Your Russia died with Stalin."

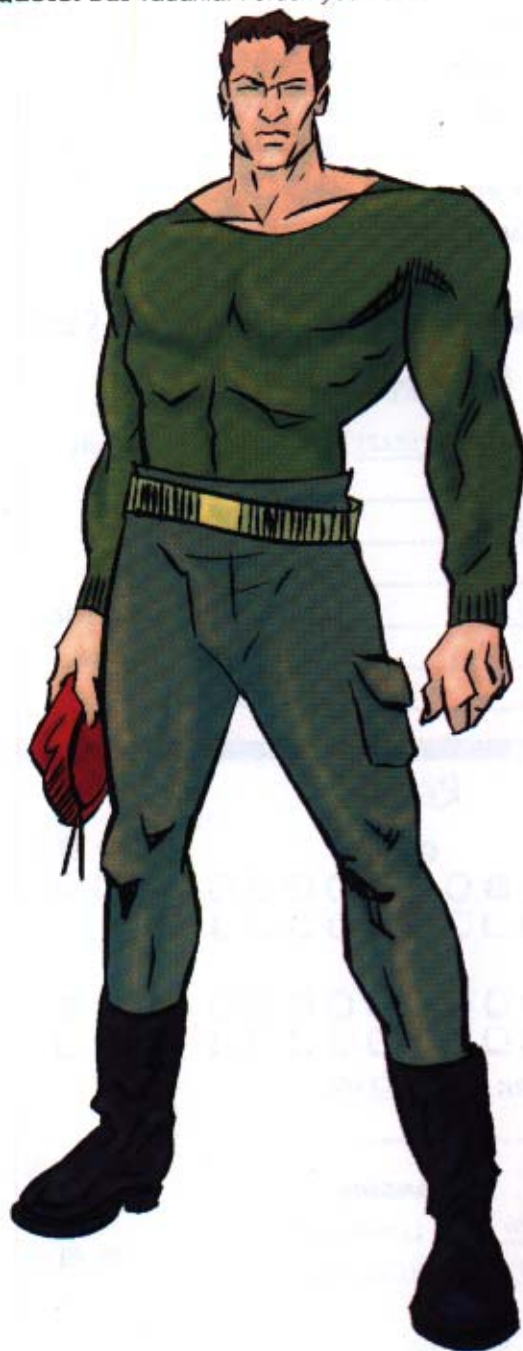
This has not deterred Vladislav, now Major Carnage, from his objective. Carnage lives on a small island in the Baltic Sea, which he dominates like an ancient Cossack lord. He has increased the population of the island by inviting/hiring a contingent of his old Spetsnaz buddies to serve him. It is rumored that he achieved his wealth by stealing from Iraq during the Desert Storm campaign, but no one knows for sure.

He was hired by Excaliber Productions, formed Excessive Force and started making waves on the Street Fighting circuit. Few people think of Major Carnage or his team as honorable fighters, but they do win matches, so Samson Prowse keeps them on.

Appearance: Major Carnage is a huge man with blond hair. He likes to wear the Spetsnaz uniform when fighting. The beret, striped shirt and wide legs cut a distinctive figure, one not easily overlooked on a crowded street either. Occasionally he will wear Russian military fatigues, but doesn't believe they are flashy enough to convey the true spirit of Mother Russia.

Playing Major Carnage: You are strong, as strong as the old USSR. You feel that if you demonstrate that the Motherland is still strong, then she will become strong again. You can not abide weakness and frequently hurt opponents in demonstrating your strength in the ring. You have been called brutal and unfeeling, but rarely give these opinions any thought. After all, they come from weak jealous foreigners. None of your countrymen would DARE speak to you that way, except that fool Zangief, but he has stayed in the West too long and has become weak. Soon you'll deal with him.

Quote: *Das vadania. I crush you now!*



STREET FIGHTER

Name: "MAJOR CARNAGE" VLADISLAV KOLCHENKO
Style: SPECIAL FORCES TRAINING
School: RUSSIAN SPETSNAZ
Player:
Stable: EXCALIBUR PRODUCTIONS
Chronicle:

Team: EXCESSIVE FORCE
Concept: SPECIAL OPS. COMMANDO
Signature: DOES A LITTLE COSSACK DANCE

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength ●●●●●	Charisma ●●○○○	Perception ●●●○○
Dexterity ●●●●○	Manipulation ●●●○○	Intelligence ●●○○○
Stamina ●●●●○	Appearance ●●●○○	Wits ●●○○○

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness ●●●○○	Blind Fighting ●●●○○	Arena ●●○○○
Interrogation ●●●○○	Drive ●●●○○	Computer ●○○○○
Intimidation ●●●●●	Leadership ●●●○○	Investigation ○○○○○
Insight ●●○○○	Security ●●○○○	Medicine ●●○○○
Streetwise ●●○○○	Stealth ●●●○○	Mysteries ○○○○○
Subterfuge ●●●○○	Survival ●●●○○	Style Lore ●●○○○

ADVANTAGES

BACKGROUNDS	TECHNIQUES
<u>ALLIES (RUSSIAN SPETSNAZ)</u> ●●●●○	Punch ●●●○○
<u>CONTACTS (RUSSIAN)</u> ●●●○○	Kick ●●●○○
<u>RESOURCES</u> ●●●●●	Block ●●○○○
_____ ○○○○○	Grab ●●●○○
_____ ○○○○○	Athletics ●●●○○
_____ ○○○○○	Focus ●●○○○
_____ ○○○○○	

SPECIAL MANEUVERS

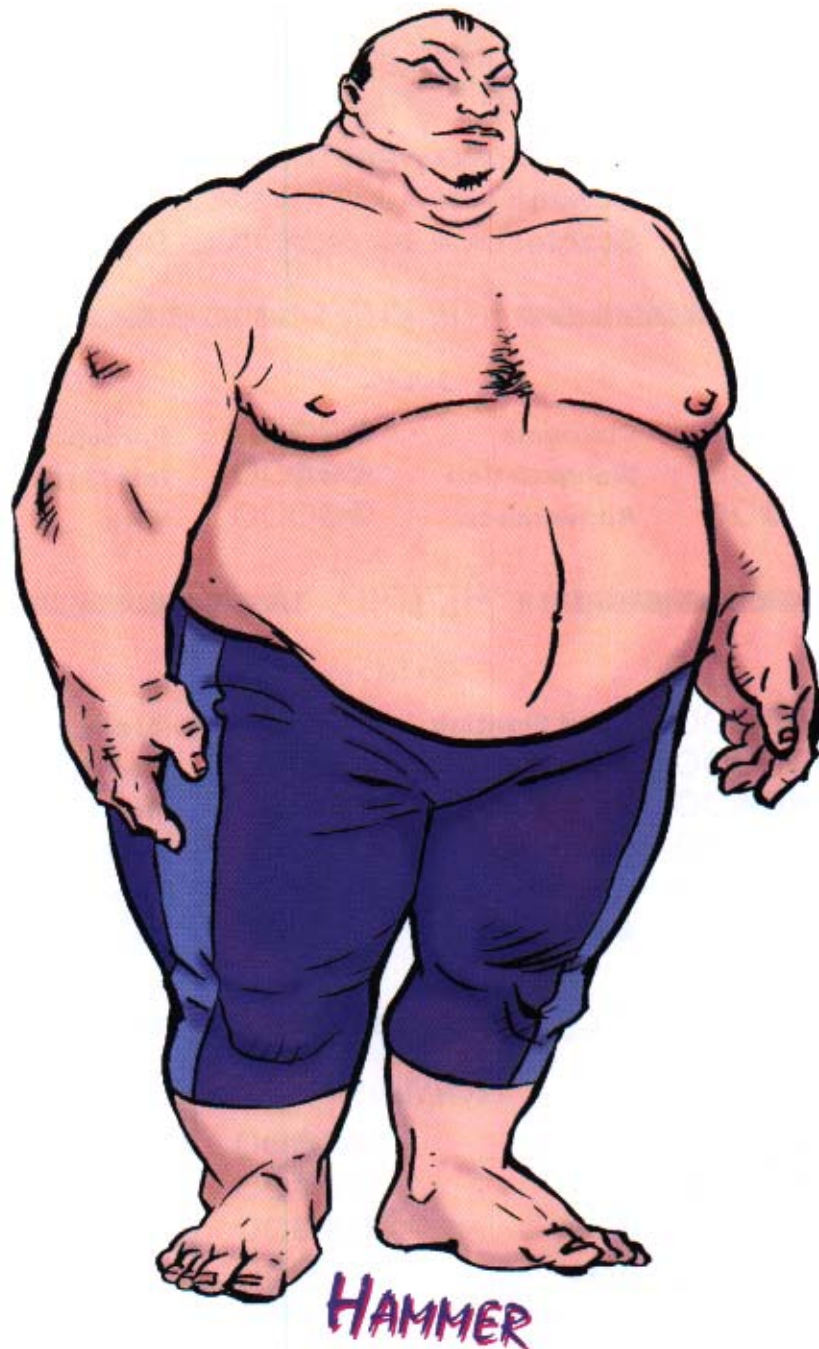
- HYPER FIST _____
- SPINNING BACKFIST _____
- SPINNING CLOTHESLINE _____
- TURBO SPINNING CLOTHESLINE _____
- BACK FLIP KICK _____
- FOOT SWEEP _____
- FLASH KICK _____
- SPINNING FOOT SWEEP _____
- NECK CHOKE _____
- _____
- _____
- Combos:** SPINNING CLOTHESLINE - _____
- FLASH KICK - NECK CHOKE (DIZZY) _____
- BLOCK - SPINNING BACKFIST- BACK _____
- FLIP KICK (DIZZY) _____
- _____

RENOWN	CHI
Glory	●●○○○○○○○○○○
●●●○○○○○○○○	□□□□□□□□□□
□□□□□□□□□□	
Honor	
●○○○○○○○○○○	●●●●●●○○○○
□□□□□□□□□□	□□□□□□□□□□
Division: <u>TRADITIONAL</u>	
Rank: 6	
Standing	
Wins <u>26</u> Losses <u>2</u>	
Draws <u>1</u> KOs <u>21</u>	

HEALTH

●●●●●●●●●●
□□□□□□□□□□
●●●●●●○○○○
□□□□□□□□□□

EXPERIENCE



HAMMER

Since he was a child, Hideo Izumo was raised to become a Sumotori, and this is the only life he has ever known. For twenty years, he trained to become a champion. If not for his violent temper, he would probably be Japan's finest Sumo now that E. Honda no longer enters Sumo basho (tourneys). Izumo's violent rage has caused him to become disgraced. He has shamed himself and his teachers by acting dishonorably and attacking fallen opponents.

It is customary for a Japanese warrior who has been disgraced to try to restore his honor and atone for his mistakes. Hideo is the exception to the rule. He embraced his dishonor, seeing it as a release from the rigid regimen and rules of conduct. He has since made a name for himself on the Street Fighting circuit, but it is not a good name and brings no honor. It is recognition though, the recognition which the Hammer lives for. Recently he has joined Excessive Force, and he feels very much at home.

Appearance: The Hammer is a huge hulking man who resembles a slab of beef, like the massive frozen carcasses in a meat-packing plant. Hideo likes to wear business suits in public, thinking that they lend him a touch of class and

respectability. Inside the ring, he prefers to wear the spandex pants, so popular with bikers, instead of the traditional mawashi which Sumo wrestlers wear. He says this is because he is a modern man and doesn't feel he needs to emphasize the archaic trappings of a dead sport. In fact, the mawashi has a deep religious significance to Sumotori, and Hideo has been banned from ever donning the clothing again. E. Honda has made it quite clear what would happen if Hideo disgraced Sumo again by putting on the mawashi, a fact Hideo would like to forget.

Playing the Hammer: You are arrogant and opinionated. What you can't intimidate people into giving you, you usually take anyway. Few people enjoy your company, except the other members of Excessive Force. You dislike being reminded of your fall from grace among Sumotori and will take your frustrations out on any Sumo you meet in combat, even outside of the Street Fighting circuit. You fear E. Honda and will go to great lengths to avoid meeting him. This is because of threats he has made against you, threats you firmly believe he will carry out.

Quote: *Konnichi Wa. I crush you now!*

STREET FIGHTER

Name: "HAMMER" HIDEO IZUMO
Player:
Chronicle:

Style: SUMO WRESTLING
School: NAGOYA SUMOTORI SCHOOL
Stable: EXCALIBUR PRODUCTIONS

Team: EXCESSIVE FORCE
Concept: BAR ROOM BOUNCER
Signature: BELLY FLOP (AIR SMASH)
 ON TOP OF DEFEATED OPPONENTS

ATTRIBUTES

PHYSICAL

Strength ●●●●●
Dexterity ●●●○○
Stamina ●●●○○

SOCIAL

Charisma ●●●○○
Manipulation ●●●○○
Appearance ●●○○○

MENTAL

Perception ●●○○○
Intelligence ●●●○○
Wits ●●●○○

ABILITIES

TALENTS

Alertness ●●○○○
Interrogation ●○○○○
Intimidation ●●●○○
Insight ●○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●○○○
Drive ●○○○○
Leadership ○○○○○
Security ○○○○○
Stealth ○○○○○
Survival ○○○○○

KNOWLEDGES

Arena ●●●○○
Computer ●●●○○
Investigation ●○○○○
Medicine ●●○○○
Mysteries ●○○○○
Style Lore ●○○○○

ADVANTAGES

BACKGROUNDS

ARENA ●●○○○
FAME ●●●●●
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

Punch ●●●●○
Kick ●●●○○
Block ●●●○○
Grab ●●●○○
Athletics ●●●○○
Focus ●●○○○

SPECIAL MANEUVERS

<u>EYE RAKE</u>	<u>STUNNING SHOUT</u>
<u>SLEEPER</u>	
<u>HAYMAKER</u>	
<u>WIDOWMAKER</u>	
<u>JUMP</u>	
<u>THROW</u>	
<u>HEAD BUTT</u>	
<u>HUNDRED HAND SLAP</u>	
<u>DOUBLE-HIT KICK</u>	
<u>KNEE BASHER</u>	
<u>AIR SMASH</u>	
Combos: <u>EYE RAKE - HAYMAKER - SLEEPER (DIZZY)</u>	
<u>DOUBLE-HIT KICK - STUNNING SHOUT - AIR SMASH (DIZZY)</u>	

RENOWN

Glory
 ●●●●○○○○○○○
 □□□□□□□□□

Honor
 ●○○○○○○○○○
 □□□□□□□□□

CHI

●●●○○○○○○○
 □□□□□□□□□

WILLPOWER

●●●●●●○○○
 □□□□□□□□□

HEALTH

●●●●●●●●●
 □□□□□□□□□

●●●○○○○○○○
 □□□□□□□□□

Division: FREESTYLE
Rank: 5

Standing

Wins 16 Losses 4
 Draws 2 KOs 16

EXPERIENCE

ANVIL

Greg Hart was born and raised in the oil fields of western Canada and owes much of his upbringing to the crews of the oil rigs in the area. When he graduated from high school, he joined a crew working the fields around Edmonton. The grueling works soon turned the lad into a massive man. He would often demonstrate his strength by shutting off the drilling equipment and turning the drilling bit by hand. The huge rods would bury into the ground almost as fast as the rig's engine could turn them.

Nights on the town were always wild, with Greg's mates laying huge bets on impromptu arm wrestling and fisticuffs matches. Greg always won these fights and enjoyed doing so. In these brawls he learned to despise the weak. It wasn't long before he discovered the Street Fighting circuit.

His first match was a real eye-opener for the ruffian. An opponent half his size, a girl no less, soundly beat him. The loss was more than he could bear. That day, he quit the rigs and went to Calgary to learn some sort of fighting style, any style. He stumbled across Sanbo at the Calgary Wrestling Studio and immediately began training.

His second match, two years later, was completely different — he cleaned up the ring with his opponent. Ma-

lor Carnage was a spectator and invited Greg to join his new Street Fighting team, Excessive Force. There has been no looking back for Greg "The Anvil" Hart.

Appearance: The Anvil is easily the largest member of Excessive force. He likes to wear a plaid shirt and denim vest with the sleeves torn off of both. Grubby jeans, hiking boots and a John Deere cap round out his wardrobe. Outside of the ring, Greg wears the same clothes and rarely changes, as is obvious from his body odor. He also likes to drive large trucks and hunt moose and bear, but considers it unsporting to use a gun.

Playing the Anvil: You are the strongest man in Canada, or so you think, but then no one has proven you wrong — yet. You consider yourself the champion of the common working man, but they are rarely as prejudiced and mindlessly brutal as you are. You live for the next challenge and will mercilessly punish any opponent that doesn't live up to your standards, standards which include the ability to bench-press a small car and drink three cases of beer, and not that American swill either!

Quote: *I'll crush you, eh!*



STREET FIGHTER

Name: "ANVIL" GREG HART
Player:
Chronicle:

Style: SANBO
School: CALGARY WRESTLING STUDIO
Stable: EXCALIBUR PRODUCTIONS

Team: EXCESSIVE FORCE
Concept: OIL RIG WORKER
Signature: POSES AND FLEXES MUSCLES

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●●●●	Charisma	●●○○○	Perception	●○○○○
Dexterity	●●●○○	Manipulation	●●○○○	Intelligence	●●○○○
Stamina	●●●●●	Appearance	●●○○○	Wits	●●●○○

ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Alertness	●○○○○	Blind Fighting	●●●○○	Arena	●●●○○
Interrogation	●●○○○	Drive	○○○○○	Computer	○○○○○
Intimidation	●●●●●	Leadership	○○○○○	Investigation	○○○○○
Insight	●○○○○	Security	○○○○○	Medicine	●○○○○
Streetwise	●○○○○	Stealth	○○○○○	Mysteries	○○○○○
Subterfuge	●○○○○	Survival	●●●○○	Style Lore	○○○○○

ADVANTAGES

BACKGROUNDS		TECHNIQUES	
<u>ALLIES</u>	●●○○○	Punch	●●●○○
<u>FAME (CANADIAN WRESTLING)</u>	●●●○○	Kick	●●○○○
_____	○○○○○	Block	●●●○○
_____	○○○○○	Grab	●●●●●
_____	○○○○○	Athletics	●○○○○
_____	○○○○○	Focus	○○○○○
_____	○○○○○		

SPECIAL MANEUVERS

- EAR POP _____
- SPINNING CLOTHESLINE _____
- AIR THROW _____
- BACK BREAKER _____
- BRAIN CRACKER _____
- NECK CHOKÉ _____
- PILE DRIVER _____
- SUPLEX _____
- STOMACH PUMP _____
- GRAPPLING DEFENSE _____
- _____
- Combos:** EAR POP - ROUNDHOUSE - _____
- STOMACH PUMP (DIZZY) _____
- GRAPPLING DEFENSE - BRAIN _____
- CRACKER - PILE DRIVER (DIZZY) _____
- _____

RENDOWN

Glory

●●●●●	○○○○○
□□□□□	□□□□□

Honor

●○○○○	○○○○○
□□□□□	□□□□□

Division: TRADITIONAL
Rank: 6

Standing

Wins 24 Losses 4
 Draws 1 KOs 23

CHI

●●○○○○○	○○○○○
□□□□□	□□□□□

WILLPOWER

●●●●●	○○○○○
□□□□□	□□□□□

HEALTH

●●●●●	●●●●●
□□□□□	□□□□□
●●●●●	○○○○○
□□□□□	□□□□□

EXPERIENCE

CHIMU NIHON

Street Fighting Team

Stable: Excaliber Productions

Division: Freestyle

(Chimu Nihon translates to Team Japan in English)

History

Chimu Nihon has only recently appeared on the Street Fighting circuit and is trying hard to live up to its self-appointed title of Japan's hero team. Their manager, Samson Prowse, has great hopes for the fledgling team and fully expects them to live up to their grandiose name. To date, they have won every match they have entered, with one notable exception. Due to unscrupulous manipulation, they were scheduled to face a team out of China called the Howling Mongol Horde. The Horde was made up of far more experienced warriors, rank 5 and above, who were attempting to add a cheap victory to improve their standings on the circuit. They did this, but not before the young Japanese warriors showed what they were made of. It was not an easy victory and one that neither team is likely to forget.

The team is the brainchild of leader Akira Leung, called Hikodoshi in the ring. Akira believed that the way to restore Japan's honor in the world community and within its borders was to inspire its youth. To this end, he has formed Chimu Nihon along the line of a popular Japanese phenomena, the Sentai warrior. Many television shows in Akira's home country featured teams of five adolescent super heroes fighting evil and protecting Japan. The members of Chimu Nihon are all teenagers and see themselves as the protectors of Japan's honor. They are on a mission to rejuvenate the soul of the country by instilling a sense of honor to its youth. If initial sales figures on Excaliber Productions' video release of the first Chimu Nihon tape are any indication, they are already successful.

MEMBERS

Alias	Real Name	Style	Rank	Notes
Hikodoshi	Akira Leung	Wu Shu	5	Team Leader
Orihime	Kyoko Kimura	Kung Fu	3	
Shoujo Tora	Yuki Otonashi	Capoeira	1	Tiger Hybrid
Seirei Kaji	Hikaru Matsuda	W. Kickboxing	2	Fire Elemental
Kuma Mizu	Hiroshi Matsuda	W. Kickboxing	2	Water Elemental



HIKODOSHI

Although Akira Leung was born in Japan as Akira Takashi, he uses the name of Leung out of respect for his adopted family in China. Akira's parents were high-level managers in a large Japanese corporation involved with importing goods from China. His father was in charge of deciding which factories they would continue to import from and which they would stop doing business with as a result of overhead cutbacks. Many managers went to great lengths to gain Mr. Takashi's favor, thus allowing their factory to remain in production for another year. Like most children, Akira was largely oblivious to the details of his parents' careers. This ignorance was shattered during the family's final trip to China when the police finally caught up with his father and arrested him on charges of bribery. Akira's father loved his son, though, and stalled the police long enough for him to escape.

Akira ran aimlessly through the streets, blinded by tears, until somehow he arrived at one of the factories his father had inspected. There was an old man there, whom Akira remembered seeing in a janitor's uniform earlier that day. For some reason, the man's face stuck in his mind. "Come, my child," the old man said. "They will be looking for you, and the streets of Beijing are not safe at this time of night. I have a small farm, a few miles out of town, where you will be safe. I live there with my family and my students. I would be honored if you would stay with me." "How many students do you have?" Akira asked. For a long time the man was silent, then quietly replied, "One. Now."

Akira lived with Master Leung and his family for many years. He studied Wu Shu with the master and went to a local school with the master's children. It soon became evident that Akira was very special, both athletically and academically. He became an expert martial artist and a scholar. He was very content with his life for the most part.

In the back of Akira's mind was the memory of the shame his father had brought to the family name. It would always haunt the boy unless he did something to restore the honor of the Takashi name, something which would return the honor his father had stolen from the country itself. He didn't know what he could do, but he knew he couldn't do it in China. He would return to the land of his birth — Japan.

Tokyo was not the way Akira remembered it from almost fifteen years ago. A depression covered the city. People worked and worked and never seemed to get ahead, while the corporations thrived. The spirit of the country seemed to be draining away. If only there was something he could do about it. Then it hit him: he would assemble a team of musicians, athletes and martial artists to tour the country,

possibly even the world. This team could revive the spirit of Japan. It was so obvious, he wondered why no one had thought of it before.

He met Kyoko Kimura while searching for corporate backing for his idea. Instantly, he knew that, while Japan's soul might be dying, its heart was doing fine. This beautiful, intelligent young woman would be his wife. Akira was so entranced by her that he almost missed his appointment with the head of the consulting firm where she worked. While the head of the firm couldn't see the profit in Akira's proposal, it didn't stop Akira from arranging a date with Kyoko.

Over dinner, he told her about his quest to restore his family's honor and his idea to restore the spirit of Japan to its people. Kyoko agreed that something had to be done, and she might be able to arrange a meeting with someone that could help. Three days later, Akira and Kyoko met with Samson Prowse the manager of Excaliber Productions, and Chimu Nihon was born.

Akira has become the leader as well as the founder of Chimu Nihon, which translates to English as "Team Japan." To instill the group with more of the spirit of adventure and of Japan's culture, he has given each of its members dramatic code names. He himself has adopted the name "Hikodoshi" after a constellation in the Southern Hemisphere. This group of stars is named after an ancient Japanese legend which emphasizes love, devotion and hard work, ideals Akira firmly believes in.

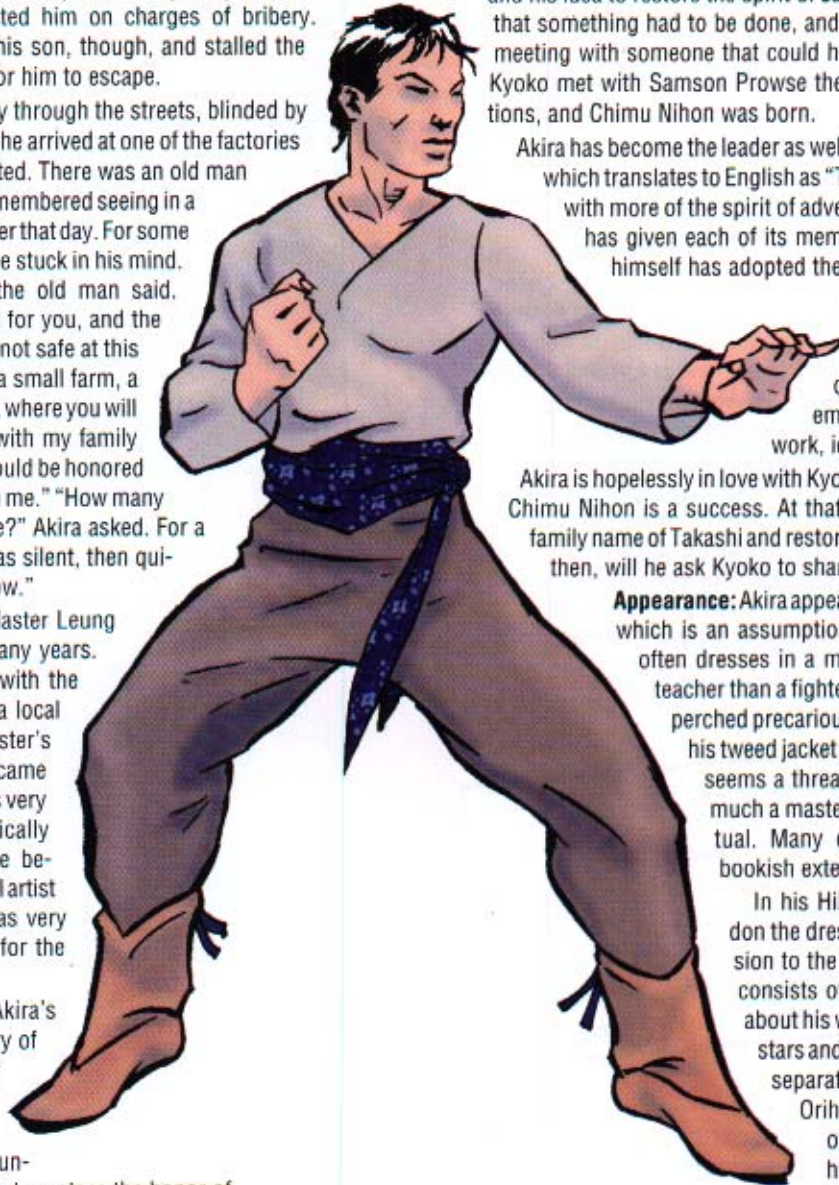
Akira is hopelessly in love with Kyoko. He intends to marry her once Chimu Nihon is a success. At that time he intends to reclaim his family name of Takashi and restore the honor to it. Then, and only then, will he ask Kyoko to share it with him.

Appearance: Akira appears to be thin and lightly muscled, which is an assumption he knows how to exploit. He often dresses in a manner more befitting a school-teacher than a fighter. With his small, round glasses perched precariously upon the end of his nose and his tweed jacket patched at the elbows, he hardly seems a threat to anyone. Not so — he is as much a master of Wu Shu as he is an intellectual. Many opponents have mistaken his bookish exterior for the real thing.

In his Hikodoshi persona, Akira likes to don the dress of a peasant. His one concession to the heroic nature of his profession consists of a beautiful silk sash he wears about his waist. The sash is decorated with stars and represents the Milky Way which separates him from his love in the sky, Orihime. He also likes to wear a pair of tasseled leather boots, given him by the Leung household when he left China.

Playing Hikodoshi: You often prefer to read a good book to a night out on the town, but when it comes to adventure, you're right in the thick of things. Honor means a lot to you and you have dedicated your life to restoring the tarnished honor of the Takashi family name. You see Chimu Nihon as a way to restore that honor by emphasizing the ideals of Japan and communicating these ideals to the rest of the world. Street Fighting has given you a way to do this, and Excaliber Productions has given you the means to do it.

Quote: *For the honor of Japan!*



STREET FIGHTER

Name: "HIKODOSHI" AKIRA LEUNG
Player:
Chronicle:

Style: WU SHU
School: LEUNG FAMILY DOJO
Stable: EXCALIBUR PRODUCTIONS

Team: CHIMU NIHON
Concept: INTELLECTUAL
Signature: PUTS ON HIS GLASSES AFTER A FIGHT

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●●●
Stamina ●●○○○

SOCIAL

Charisma ●●○○○
Manipulation ●●○○○
Appearance ●●○○○

MENTAL

Perception ●●○○○
Intelligence ●●●●○
Wits ●●○○○

ABILITIES

TALENTS

Alertness ●○○○○
Interrogation ○○○○○
Intimidation ○○○○○
Insight ●●○○○
Streetwise ●○○○○
Subterfuge ●●●○○

SKILLS

Blind Fighting ●○○○○
Drive ●○○○○
Leadership ○○○○○
Security ●●○○○
Stealth ○○○○○
Survival ○○○○○

KNOWLEDGES

Arena ●○○○○
Computer ●●●●○
Investigation ●○○○○
Medicine ○○○○○
Mysteries ●●●○○
Style Lore ●○○○○

ADVANTAGES

BACKGROUNDS

ALLIES (LEUNG FAMILY) ●●●○○
CONTACTS ●●○○○
RESOURCES ●●●○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

Punch ●●○○○
Kick ●●●●○
Block ●●○○○
Grab ●○○○○
Athletics ●●●●○
Focus ●○○○○

SPECIAL MANEUVERS

SPINNING KNUCKLE
DOUBLE-HIT KICK
LIGHTNING LEG
JUMP
THROW
FLYING HEEL STOMP
AIR THROW
DRUNKEN MONKEY ROLL

RENOWN

Glory
 ●●○○○○○○○○○○
 □□□□□□□□□□
Honor
 ●●●●○○○○○○○○
 □□□□□□□□□□

Division: TRADITIONAL
Rank: 5

Standing

Wins 18 Losses 1
 Draws 1 KOs 17

CHI

●●●○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●○○○○○○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ○○○○○○○○○○○
 □□□□□□□□□□

EXPERIENCE

ORIHIME

Kyoko Kimura has only been on the Street Fighting circuit for a short while and is relatively unknown outside of Japan. At an early age, she enrolled in the Tokyo Kung Fu academy for a course in Japanese flower arranging. Between classes, she would watch the students practicing their katas. The grace of their movements enthralled her, and she would often catch herself mimicking the moves as she watched.

It wasn't long before one of the students noticed her watching and ridiculed her. "Look at you," he said. "Are you afraid to take the class because you are small and weak?" He continued to taunt her, moving forward menacingly as he did. Kyoko was frightened by this rude man and tried to slip past him. He flung out an arm to stop her and, in a flurry of movement, found himself suddenly flying through the air. Kyoko was as surprised as the student; apparently she had learned more from watching the Kung Fu than she thought. The sensei, who had watched the altercation, agreed and invited Kyoko to become his student. Stunned, she accepted his offer.

A few years later, she graduated from business school and the Kung Fu academy. As she moved into the business world, her sensei urged her not to squander her skills and use them for the good of the people. She was confused by his words, but agreed to do what she could and accepted a job with a Tokyo-based investment firm.

She worked there for a couple of years, practicing her Kung Fu when she could and pondering her sensei's last words to her. She couldn't think of a way that she could be of use to the people of Japan, until one day in July of 1993, when she met Akira Leung.

Akira had just recently arrived in Japan, seeking his heritage, and the fulfillment of his mission of atonement. When Kyoko saw him, she realized that this man would be her husband. Akira's meeting with the board went very badly but he did manage to ask her to dinner.

Over dinner, he explained his Chimu Nihon concept: Japan needed a team of athletes or martial artists to travel overseas, promoting the ideals and philosophies of Japan to the rest of the world. So far, the government and many corporations had refused him. Things looked desperate for Akira and Chimu Nihon.

Kyoko asked if he had considered Street Fighting. Akira knew nothing about the circuit and said so. After a brief explanation, Kyoko said that she had certain business contacts with Samson Prowse, who owned Excaliber Productions. She volunteered to help him organize the project. He agreed, and together they set up Chimu Nihon.

They were surprised by the number of highly skilled applicants that applied for membership in the team, but decided to choose only five of the younger fighters. While there were many older, more experienced warriors, they reasoned that the young Street Fighters, who made the cut would best exemplify the youthful attitude of today's Japan. They were also surprised to discover that they were both accomplished martial artists and very much in love.

It was Kyoko's idea for the team to assume heroic code names to emphasize their ideals. She also insisted that she and Akira take the names of Orihime and Hikodoshi, who are constellations in the Japanese sky, depicting lovers separated by the Milky Way. Akira agreed and announced his intention to marry her once he had restored honor to his family name.

Appearance: Kyoko Kimura is small, even by Japanese standards. In her Orihime persona, she likes to wear a costume reminiscent of a traditional kimono, but abbreviated to allow her free movement. She is also fond of lilies and will frequently wear them in her hair during a fight. Opponents often ignore her in combat, mistaking her schoolgirl looks as an indication of her inexperience. Such fighters never make the same mistake twice. Outside of the ring, Kyoko prefers to dress in business suits and will often put her hair up to appear older.

Playing Kyoko: You are fun-loving and have a playful sense of humor, except when dealing with business matters. Chimu Nihon means a lot to you but not as much as your love for Akira Leung. You expect to marry him within the next two years, but realize that until then the team comes first.

Quote: *Street Fighting is like a delicate flower. It's pretty to watch but if you get too close, you could damage something. If you want my advice, don't get too close.*



STREET FIGHTER

Name: "ORIHIME" KYOKO KIMURA
Player:
Chronicle:

Style: KUNG FU
School: TOKYO KUNG FU ACADEMY
Stable: EXCALIBUR PRODUCTIONS

Team: CHIMU NIHON
Concept: BUSINESS WOMAN
Signature: GIGGLES AND MAKES VICTORY SIGN WITH HANDS

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●○○
Stamina ●●●○○

SOCIAL

Charisma ●●●○○
Manipulation ●○○○○
Appearance ●●●○○

MENTAL

Perception ●●●○○
Intelligence ●●○○○
Wits ●●○○○

ABILITIES

TALENTS

Alertness ●●○○○
Interrogation ○○○○○
Intimidation ○○○○○
Insight ●○○○○
Streetwise ●○○○○
Subterfuge ●○○○○

SKILLS

Blind Fighting ●●○○○
Drive ●○○○○
Leadership ○○○○○
Security ●○○○○
Stealth ●●●○○
Survival ●●○○○

KNOWLEDGES

Arena ●○○○○
Computer ○○○○○
Investigation ●●○○○
Medicine ●●●○○
Mysteries ●●●○○
Style Lore ○○○○○

ADVANTAGES

BACKGROUNDS

ALLIES ●●○○○
BACKING ●●●○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

Punch ●●●○○
Kick ●●○○○
Block ●●●○○
Grab ●●○○○
Athletics ●●○○○
Focus ●●○○○

SPECIAL MANEUVERS

HUNDRED HAND SLAP

MONKEY GRAB PUNCH

DOUBLE-HIT KICK

THROW

JUMP

HAIR THROW

DRUNKEN MONKEY ROLL

KNIFE HAND STRIKE

Combos: DRUNKEN MONKEY ROLL -

DOUBLE-HIT KICK - HUNDRED HAND SLAP (DIZZY)

RENOWN

Glory
 ●○○○○○○○○○○
 □□□□□□□□□□
Honor
 ●●●○○○○○○○○
 □□□□□□□□□□

Division: TRADITIONAL

Rank: 3

Standing

Wins 9 Losses 1
 Draws 0 KOs 8

CHI

●●●●●○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●○○○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ○○○○○○○○○○
 □□□□□□□□□□

EXPERIENCE

SHOUJO TORA

No one really knows that much about Yuki Otonashi or if, in fact, that is her real name. She is a tiger hybrid who was found living in one of the few wild areas of Japan, the Daisetsuzan National Park. Yuki has lived on the slopes of Daisetsuzan's three volcanoes for as long as she can remember. Unfortunately, that period of time only extends to a couple of years back. Her earliest memory consists of waking one morning to find herself surrounded by wild snow monkeys bathing in a hot spring. She doesn't know who her family was or where they might have gone, although she would dearly like to know. She has little tangible about her past, except a gold locket which she claims she has always had. The locket contains a picture of a young girl similar in appearance to Yuki, although obviously not part-tiger. There is also an inscription which reads, "Best wishes, Yuki Otonashi." It is unclear whether this is the name of the girl in the picture or if the locket was meant as a gift. In any case, Yuki has taken that name as it is as good as any other.

Akira Leung heard folktales about the mysterious Shoujo Tora, or Tiger Girl, in Tokyo and decided to investigate. The Tiger Girl had been hiding from the public for many years, and it was no mean task to locate her. Hunters had tried for years to find her with little success. Those few who did manage to catch sight of her usually regretted the encounter.

Eventually Akira succeeded in tracking her down and was able to befriend her. She was enthralled by his stories of civilization and the technological wonders it contained. She agreed to go with him back to Tokyo on one condition: that he help her research her past. Akira agreed, and soon they were driving back to Tokyo.

It wasn't long before Yuki took an interest in the newly forming Chimu Nihon and asked to join. Kyoko was hesitant at first, feeling that Yuki might not be able to control her tiger

instincts in combat, but agreed to a sparring match against her. Yuki lost to the more experienced Kyoko, but only barely. The fight was intense and brutal. Both girls were surprised by the ferocity and skill of the other and became fast friends. Akira, watching the match, noticed that Yuki incorporated many moves common to Capoeira in her style. When asked about this, Yuki replied that she had a dim memory of someone teaching her these moves, but that was all.

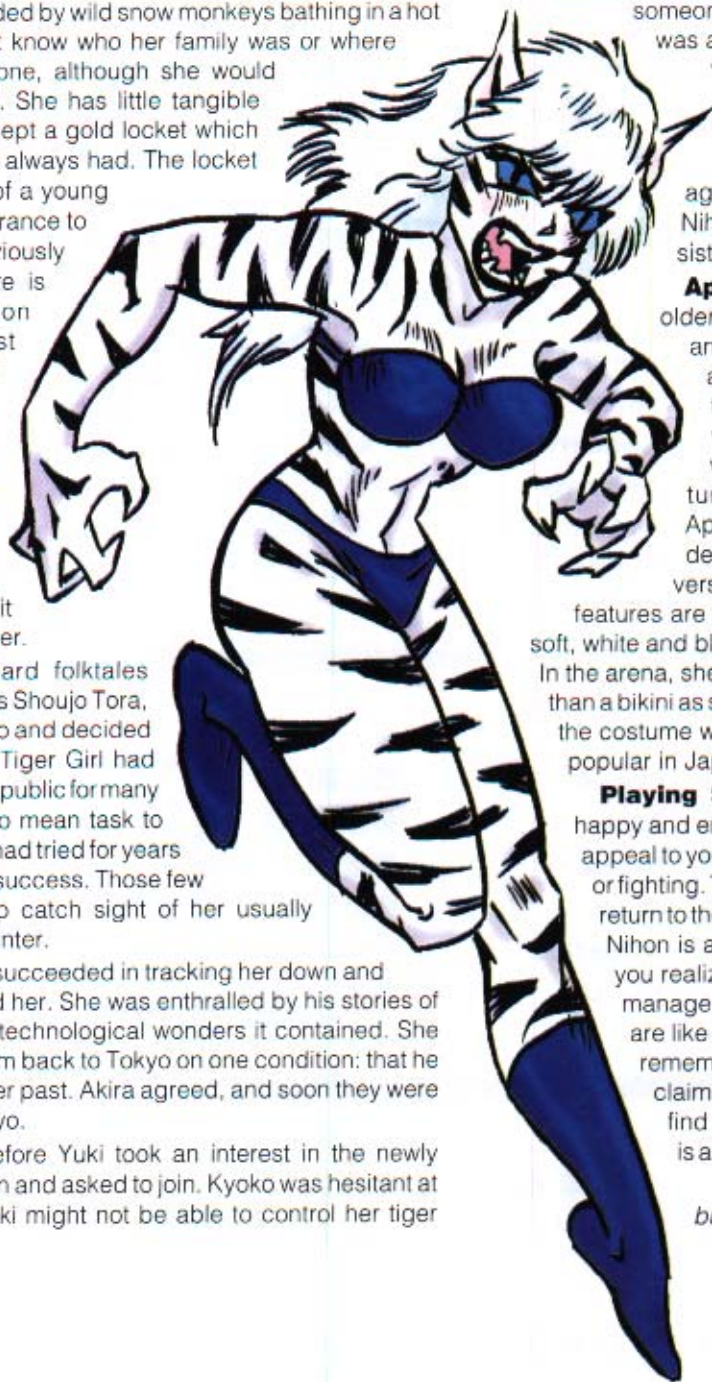
Yuki soon became a full member of Akira's team and decided to use the name the people had given her, Shoujo Tora. At apparently 15 years of age, she is the youngest person in Chimu Nihon. She looks up to Kyoko as a big sister and has a crush on Akira.

Appearance: Shoujo Tora appears much older than her 15 years. She stands five feet and ten inches and weighs one hundred and sixty pounds. Most of this is due to the tiger genes which have combined with her human ones. She has a lean, wiry build, with a tight, dense musculature which belies her body weight. Apparently her hybridized muscles are denser and more compact than the human version of the same. Her most distinctive

features are her catlike ears and tail as well as the soft, white and black striped fur which covers her body. In the arena, she likes to don costume that is little more than a bikini as so not impair her movement. Apparently the costume was inspired by an animation character popular in Japan at the time.

Playing Shoujo Tora: You are usually very happy and enjoy having a good time. Games of skill appeal to you, especially those that involve athletics or fighting. The wilds constantly call to you, and you return to them whenever you have free time. Chimu Nihon is an exciting group to be with, and while you realize that you are still inexperienced, you manage to pull your weight in the group. They are like the family you know you have but can't remember. You have confidence in Akira's claims that he can restore your memory or find your family, but until then Chimu Nihon is all you have. Perhaps that will be enough.

Quote: *Life was easier in the woods, but no way was it more exciting!*



STREET FIGHTER

Name: "SHOUJO TORA"
YUKI OTONASHI

Player:

Chronicle:

Style: CAPOEIRA

School: UNKNOWN

Stable: EXCALIBUR PRODUCTIONS

Team: CHIMU NIHON

Concept: TIGER HYBRID (HOMID)

Signature: FLEXES HER BICEPS
AND GROWLS

ATTRIBUTES

PHYSICAL

Strength ●●●●●
Dexterity ●●●●●
Stamina ●●●●○

SOCIAL

Charisma ●●○○○
Manipulation ●○○○○
Appearance ●●●○○

MENTAL

Perception ●●●○○
Intelligence ●○○○○
Wits ●○○○○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ○○○○○
Intimidation ●●○○○
Insight ●○○○○
Streetwise ●○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●○○○
Drive ○○○○○
Leadership ○○○○○
Security ○○○○○
Stealth ○○○○○
Survival ●●○○○

KNOWLEDGES

Arena ●○○○○
Computer ○○○○○
Investigation ○○○○○
Medicine ○○○○○
Mysteries ●●○○○
Style Lore ●○○○○

ADVANTAGES

BACKGROUNDS

ANIMAL COMPANION ●●○○○
(TIGER CUB) ○○○○○
ANIMAL HYBRID (TIGER) ●●●○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

Punch ●○○○○
Kick ○○○○○
Block ●●○○○
Grab ●●●○○
Athletics ●●●○○
Focus ○○○○○

SPECIAL MANEUVERS

TEARING BITE _____
HEAD BITE _____
JAW SPIN _____
JUMP _____
BACK ROLL THROW _____
POUNCE _____

New Basic Maneuvers:

BITE _____
CLAW _____

Combos: BLOCK - POUNCE - JAW
SPIN (DIZZY) _____

RENOWN

Glory
●●●○○○○○○○○
□□□□□□□□□□
Honor
●○○○○○○○○○○
□□□□□□□□□□

Division: FREESTYLE

Rank: 1

Standing

Wins 3 Losses 1
Draws 0 KOs 3

CHI

●●○○○○○○○○○○
□□□□□□□□□□

WILLPOWER

●●●●○○○○○○○○
□□□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□□□
○○○○○○○○○○
□□□□□□□□□□

EXPERIENCE

KUMA MIZU AND SEIREI KAI

(SPIRIT OF FIRE AND WATER DEMON)

Little is known about these twin brothers as they are reluctant to talk about their past, even with their teammates. Their real names are Hikaru and Hiroshi Matsuda. They acknowledge that they are in fact brothers, but will not talk about their

family, except to admit that they do have one.

The brothers first met Akira Leung when he was forming Chimu Nihon.

They claimed that the Earth itself sent them to help him rejuvenate the spirit of Japan. Akira was skeptical, or at least until the brothers demonstrated their incredible powers. After this, Akira was quite happy to welcome the twins onto the team. Since then, the Matsuda brothers have been valuable assets to Chimu Nihon.

The brothers have identical standings because they only fight together. The one occasion they lost was to the more powerful Howling Mongol Horde. The match was arranged by the unscrupulous manager of the Horde, an enigmatic woman,

known only as the Ice Princess. The Horde was far more experienced, but even so, they had a hard time dealing with Chimu Nihon, especially the Matsuda twins. In the end, despite the valiant efforts of Hikaru and Hiroshi, the Horde won, a sleazy victory which the brothers intend to shove down their throats sometime in the future.

Appearance: Hikaru and Hiroshi Matsuda are identical twins and appear to be around 16 years old. Hikaru is a little more handsome than his brother, but this is due more to grooming and a charismatic bearing than anything else. Outside of the arena the two tend to stick together and will often be seen signing autographs in Tokyo. Hiroshi is reluctant to meet his new fans and usually dresses far more conservatively than his flashy brother.

Inside the ring, the two wear close-fitting costumes to emphasize their "superheroic" personas. Hiroshi wears a blue costume, reflecting his

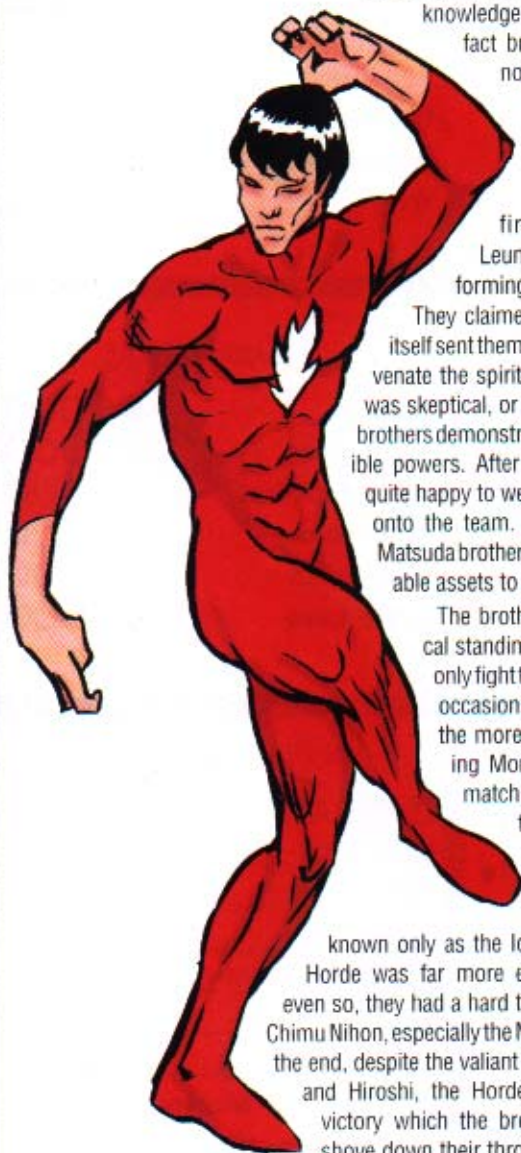
water-based elemental powers, and Hikaru's flame essence is indicated by his yellow uniform. They have tried to convince the other members of Chimu Nihon to wear similar fighting gear to foster team unity. So far they have not been able to convince Akira of the necessity, and Yuki is dead-set against it, (but then she isn't particularly fond of the clothing she's already forced to wear).

Playing Hikaru: As Hikaru Matsuda, you have a disposition to match the fire you control. You don't really have a hot temper, except with those who really ask for it. You are like a brushfire when it comes to your personal life. When you develop an interest in something, you consume everything about it, and move on to whatever else has sparked your interest when finished. This tendency has made it hard for you when it comes to school — or romance.

Playing Hiroshi: You are also influenced by your chosen element. You are cool, collected and slow to anger. As far as your outlook on life is concerned, you take it as it comes and conform yourself to the world around you. You know that everything happens for a reason, and if you work hard enough at something, you can change it. You are relentless in your pursuits, tending to study a problem until you have felt out every facet of it. Only after intense consideration will you act, using the least amount of effort necessary. Whether that force consists of an intelligent rebuttal during a discussion or a face full of sea water is as carefully considered as any other decision you make.

Quote: Hikaru — Hey Squid-face! Use the litter barrel, that's what it's there for. Oh, yeah? Come here and say that, tough guy!

Hiroshi — The world is in a terrible state, surely you realize that? I would like to discuss the problem with you. Of course, next week will be fine, but I wouldn't bring any of the board of directors with you. Why? Because they might not be as understanding as I am concerning that secret merger you've been planning all year. Of course, it might not stay secret for long. Come by the office tomorrow. I look forward to it.



STREET FIGHTER

Name: "KUMA MIZU" (WATER DEMON) HIROSHI MATSUDA

Player:

Chronicle:

Style: WESTERN KICKBOXING

School: UNKNOWN

Stable: EXCALIBUR PRODUCTIONS

Team: CHIMU NIHON

Concept: ELEMENTAL (WATER)

Signature: SMILES AND MAKES A BALL OF WATER DANCE BETWEEN HIS HANDS

ATTRIBUTES

PHYSICAL

Strength ●●●●○
Dexterity ●●●○○
Stamina ●●●○○

SOCIAL

Charisma ●●○○○
Manipulation ●○○○○
Appearance ●●●○○

MENTAL

Perception ●●●○○
Intelligence ●●●○○
Wits ●●○○○

ABILITIES

TALENTS

Alertness ○○○○○
Interrogation ○○○○○
Intimidation ○○○○○
Insight ●●○○○
Streetwise ●●●○○
Subterfuge ●●○○○

SKILLS

Blind Fighting ○○○○○
Drive ●○○○○
Leadership ○○○○○
Security ●●○○○
Stealth ●○○○○
Survival ○○○○○

KNOWLEDGES

Arena ●●○○○
Computer ●○○○○
Investigation ●●●○○
Medicine ○○○○○
Mysteries ●●●○○
Style Lore ○○○○○

ADVANTAGES

BACKGROUNDS

ELEMENTAL (WATER) ●●●●●
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●○○○
Kick ○○○○○
Block ●○○○○
Grab ●●○○○
Athletics ●○○○○
Focus ●●●○○

SPECIAL MANEUVERS

JUMP _____
 FIST SWEEP _____
 ELEMENTAL SKIN _____
 DRENCH _____
 ENVELOP _____

Combos: JAB - FIST SWEEP - ENVELOP (DIZZY)

RENOWN

Glory
 ●○○○○○○○○○○
 □□□□□□□□□□

Honor
 ●●●●○○○○○○
 □□□□□□□□□□

Division: FREESTYLE

Rank: 2

Standing

Wins 7 Losses 1
 Draws 1 KOs 6

CHI

●●●●○○○○○○
 □□□□□□□□

WILLPOWER

●●●●●○○○○
 □□□□□□□□

HEALTH

●●●●●●●●
 □□□□□□□□
 ○○○○○○○○○
 □□□□□□□□

EXPERIENCE



ARENAS

Oh great! A rock shaped like a giant skull. They always mean trouble.

— Samurai Pizza Cats

Arenas are the pride of a Street Fighter and reflect the esteem in which a fighter is held by his hometown. It is possible to purchase and build an arena and keep its presence a secret from the general population. These secret arenas are not appreciated by Street Fighters, who will rarely set foot inside of one.

Street Fighting is a spectacle to be shared with the public, not a vice to be hidden away from prying eyes. There is no glory in competing in secret and no honor to be found confronting an opponent in the basement. An arena must be accepted by the fighter's people to be of any use to the fighter. Even Ryu's rooftop arena is known by his neighbors, if not certain authorities. There are benefits to having an arena of one's own but there are responsibilities as well.

For a description of the Arena Background see the **Street Fighter** rulebook, page 57.

MAKING AN ARENA

If a character buys the Arena Background, then allow them to construct an arena with the advantages listed below. If they wish to create one later, you should make it something they must accomplish in character, throughout the Chronicle, something more than a simple purchase with experience points.

PURCHASING BACKGROUNDS WITH EXPERIENCE

Generally, improving an existing Background or purchasing a new one entirely is done largely through roleplaying. If the character roleplays extremely well, like saving a bear cub from a trap and nursing it back to health, the character may even gain a Background, such as Animal Companion, without having to spend any experience points. Under most circumstances though, the character will still need to purchase the desired Background. It generally costs 2 experience points to purchase a new Background. Improving an existing Background costs 1 x that Background's current rating.

To create an arena, the fighter should have an Honor and Glory Renown equal to or greater than the level of arena they wish to purchase. (Beginning characters with the Arena Background do not need to meet this requirement.) The Arena Background must be bought using accumulated experience. If the character meets the Honor requirements, then they are generally accepted by their hometown. If the character is not honorable, then her arena will be visited by the police more often than spectators. If the fighter's Glory is not up to snuff, then she will attract ruffians and scum to the matches, which will cause problems for the townsfolk. In either situation, the arena will not stay open for long.

RESPONSIBILITIES

If the town accepts the fighter and allows the arena to be built, there are a number of responsibilities the fighter must live up to. This is an unwritten code and can vary from town to town. Typically it is an understanding which promotes good relations between the town and the Street Fighter.

These responsibilities often include:

- Protecting the town from harm.
- Help individuals in dire need of a protector.
- Minimizing the disturbance a match creates.
- Improving the area an arena is built in (donations or community work will suffice.)

In return, the townspeople will look out for the fighter:

- They will warn him of newly arrived fighters.
- Protect the fighter from ringside interference.
- Warn him of weapons about to be used by an opponent.
- Share a portion of the side bets with the fighter (but only if the fighter is winning).
- Provide safe houses when needed.

The importance of being accepted by your hometown can't be emphasized enough, especially since Street Fighters are involved in an illegal circuit.

ARENA ADVANTAGES

The larger the arena, the more advantages the owning Street Fighter gains when fighting in it. Also the more prestigious fighters will often seek out a well-known arena (and its owner). The Arena Ability can be used by the visiting fighter to understand and negate many these advantages, but only if the character has enough time to study the arena.

For each dot in the Arena Background, the advantages are as follows:

- The authorities can be convinced to look the other way. You have no real advantages, save for the luxury of having your own arena.

- At this stage, and hereafter, the fighter owning the arena doubles all of her gains and losses in Glory when fighting on her home turf.

- An arena of this size is fairly well-known (even if its owner is not). Nevertheless, it has the attention of the fighter's hometown and is "plugged in" to the Street Fighting circuit. All Honor gains and losses are doubled for the owning fighter when she fights on his own turf.

- Your arena is unique and somewhat spectacular. It has nooks, crannies and conditions that only you are truly accustomed to. When rolling for damage in your own arena, your difficulty drops to five (instead of six). You can decide exactly what kind of conditions make it this way. However, an opponent who makes a successful Perception + Arena roll can negate this advantage, if their successes match the size of the arena.

- You have an intimate knowledge of your arena, which is unlike any other in the circuit. For the first three turns of any round, you may add +1 to speed, damage or movement. As above, an opponent who makes a successful Perception + Arena roll can negate this advantage, if his successes match the size of the arena.



TOURNAMENTS

*There's trouble up ahead,
My mind is flashing red,
And evil's just around the bend.*

— Harlequin

TYPES OF TOURNAMENTS

There are many different tournaments scattered throughout the world. While all vary in size, theme and season, most fall into one of three categories: Traditional, Duelists and Freestyle.

TRADITIONAL

Conventional tournaments pit teams or single fighters from the same division against each other. There is a lot of diversity in these matches, and many different styles can be seen competing against each other. If you wish to push the boundaries of your training, this is the sort of tournament you'll want to enter.

Many of these tournaments are hosted by a single powerful Street Fighter or sensei who wishes to attract worthy opponents. Others are hosted by a school of fighters who all study the same style. This second group of tournaments are usually larger than those hosted by a single individual, mainly because the group will have more funds to finance the tournament and the facilities necessary to hold it in. These tournaments are usually deeply steeped in tradition and ceremony, though some are simply held in large gymnasiums.

These tournaments are the best place to go if a fighter wishes to practice her more basic maneuvers and rely more heavily on a solid fighting strategy and skill. Focus-based maneuvers and weapons are strictly prohibited, as are Cyborgs, Elementals and Hybrids. Some tournaments will even go so far as to have certain limitations as to what type of styles can participate.

All Traditional tournaments are rated on an A through D alphabetical system, with "A" tournaments being the top-rated events and "D" tournaments being open to lower-level students and such. Honor reigns supreme here, and a fighter must have a minimum rating of five before she can compete. However some D and C rated tournaments have been known to look the other way if their attendance is low.

Tournament Rating	—	minimum Rank to compete
A	—	8
B	—	6
C	—	3
D	—	1

DUELIST TOURNAMENTS

These tournaments feature a bizarre variety of fighters and an even stranger variety of weapons. Duelists wage their bloody competitions throughout a circuit even more illusive than the Freestyle matches. A Duelist tournament can also have a Traditional or Freestyle flavor to it. A Traditional match will involve two warriors using the weapons which their particular styles train them in (such as a fencing match). On the

other hand, a Freestyle match could pit a man with a bullwhip and a trained tiger against a lunatic with a chainsaw.

Duelist tournaments vary more than any other, so there is no official rating system. Usually a Duelist tournament is sponsored by a rich entrepreneur or by a group of society degenerates who are looking for exciting dinner entertainment. Honor is a rare quality in this division, and there are very few individuals who can make a career out of fighting in it, as casualties are very high.

FREESTYLE TOURNAMENTS

Many fighters like to combine moves learned from more than one style of fighting. Usually these fighters will compete in the Freestyle division. Freestyle is usually the "catchall" division, as many fighters have been known to switch from their old division into this one. (although it is not unheard of for a fighter to leave the Freestyle Division in favor of the Tradition or Duelist Divisions — rare, but not unheard of.) These fighters usually make the switch if their standing in their previous division has been irreparably damaged, usually by a long losing streak. Fighters who switch divisions are generally looked down on by their new division's members until they prove themselves in the ring.

A Freestyle tournament is more of a spectacle than a Traditional event. The mixing of styles and training in any one fighter can create surprising and spectacular moves. If a Traditional match emphasizes the grace and beauty of competition, a Freestyle match is a celebration of cutthroat brawling. It is rare for a single dojo to sponsor these events, and far more common for a country, organization or even a manager to host them.

Freestyle tournaments are the proverbial bread-and-butter matches for most Street Fighters. While there is no official ranking system, a simple roll of Intelligence + Arena will tell a character if the tournament is worth attending or not. There is an undercurrent of information at these tournaments, and many are used as fronts for nefarious activities. However, there exists a strong bond of camaraderie among the honorable contenders in this division.

MIXED TOURNAMENTS

A very rare type of tournament, but one that deserves to be mentioned is the Mixed tournament. Mixed tournaments take all comers and are very similar to Freestyle matches in this regard. However, there is a slightly wider range of styles, objects and allies allowed in a Mixed tournament. The rules for each Mixed tournament are unique to that specific tournament, and there are only a handful of them in existence. The most popular (as well as the most elite) Mixed tournament is the World Warrior Grand Tournament.

PRESTIGIOUS TOURNAMENTS

Here are a few well-known tournaments to provide your character with a new stomping ground (should he need one). Obviously, the Storyteller can, and probably will, create her own tournaments unique to your chronicle for your character to enter. You can use these tournaments included below as a place to hone your character's skills or as examples and templates for your own tournaments. Alternately, you can use them as settings for your own **Street Fighter** adventures.





MONK'S SCROLL TOURNAMENT, TIBET

This tournament is held every four years. Buddhist monks travel the world watching the Street Fighter tournaments. They then choose the fighters they deem worthy of competing in their tournament. No one knows or understands the criteria these ineffable monks follow when choosing the fighters. Many of the fighters are not ready for the intense level of competition they face at this tournament. Yet the monks still choose them.

Some think that the spiritual needs of the fighter calls to the monks and draws them to the arena where the fighter is. Others think they get some sort of perverse kick out of seeing beginners matched up against experienced veterans. The only facts known for sure are the style of tournament and the reward: a year of study in the Tibetan dojo. No one knows what they teach, as the winners are sworn to secrecy as part of their acceptance of the reward. However, it is known that fighters trained by these monks seem to have unusual command over their inner resources.

These Tibetan monks have taken a vow of silence to better foster their sense of brotherhood and to isolate themselves from the distractions of the outer world. In spite of this, they have little trouble locating the clandestine Street Fighter matches or the fighter to whom their invitation belongs. It is a great honor to be chosen by the monks, and no one has ever refused to attend the tournament.

The messenger delivers a scroll bearing the fighter's name and the location of the tournament, then silently withdraws, leaving the fighter to puzzle out the meaning of the scroll. The scroll's paper is yellowed and brittle with age, yet the fighter's

name is written upon this fragile paper. These monks must have a deft hand indeed if they are able to inscribe an invitation on ancient paper like this. Perhaps the invitations were already written and merely delivered as they are needed, but that would mean that they were written when the paper was new, obviously hundreds of years ago.

The tournament is held over four days at a simple monastery built upon a mountain in the Shipki Pass near the village of Gartok. The pass is one of the few means of traveling between Tibet and northern India. The best way to travel to the monastery is by flying into Delhi and taking a car or bus north to Simla. Often a car will be able to take you most of the way to the border, weather and other conditions permitting, of course.

At the border, a guide may be hired to take the fighters the rest of the way to Gartok. This part of the trip usually takes a week of continuous travel by horse. Gartok is a quaint little village dwarfed by the huge mountains that surround it on all sides. The main road which passes through Gartok goes from one end of Tibet to the other, although it looks more like a goat trail than a road. The natives are friendly and courteous, certainly more so than the Chinese army patrols and bandits which also pass through the area.

Overlooking the village is the monastery, perched precariously near the peak of one of the smaller mountains here and shrouded in mystery. None of the villagers has ever traveled the treacherous path up to the monks' home, but they greet the monks every four years as they leave the monastery to invite the fighters for the tournament. The inside of the monastery is sparsely decorated, and the fighting arena consists of a huge courtyard, ringed with statues of past champions. One of the

statues is of Dhalsim and another appears to be of M. Bison, although damage to the head of the statue makes it hard to identify the man.

All fighters are required to sleep in the village and to walk the path each day to the monastery. The rigors of this climb are presumed to purify the spirits of the fighters. Each day, all fighters will face one opponent, then return to the village. It is not unknown for tired or injured fighters to lose their footing on the steep slopes and fall into the treacherous gorge skirting the path, never to be seen again. The tournament continues until all but two Street Fighters are left, and these two face off for the prize.

The Tibetan Monk's Scroll Tournament is organized as an elimination style event with the following rules:

- Weapons are not allowed.
- All matches are single combat with no team events.
- The winner of each match advances to the next round.
- Any style or background is permitted to compete — providing they have been invited to do so by the monks.
- Competitors are chosen by the monks who seek out worthy Street Fighters.
- The level of competition is intense, and only warriors of ranks 5 to 8 are invited.
- The tournament is held every 4 years.

The Storyteller determines the reward, which will consist of one year's training with the masters of the Gartok Monastery.

THE OMNI RESOURCES OPEN, WORLDWIDE

This competition is notorious as one of the most grueling tournaments on the circuit, not for the level of competition, but for the sheer amount of combat involved. This event is held infrequently and is worldwide in scope. Omni Resources sponsors and offers its backing to the winner in the form of an exclusive contract, making the fighter a part of the Omni Resources Street Fighter Stable. If the fighters are already part of a Stable, the corporation will buy out their contract for an incredibly generous price. Losing fighters who have distinguished themselves are often offered positions within the corporation. All these considerations make the competition for these prizes extreme.

Omni Resources is a global corporation involved in many different businesses, but is most often associated with the exploitation of natural resources. One of the many branches of the company is Omni Home Entertainment, which specializes in made for video movie releases. Recently Omni has decided to start a new series of videos called *In the Realm of Conflict*, which contains highlights of their previous tournaments. The line has been immensely popular and profitable for Omni Resources.

The event is a round-robin format for teams of fighters. Single combat events are also held at the same time as the teams, but are less popular, both with the corporation and the viewing public. A team must win two out of three matches against any of the teams in their tier. Matches are organized by the judging council hired by Omni Resources to officiate the tournament. Each subsequent tier follows the same format, and matches continue to be arranged until all other teams are eliminated but two. These two compete for the final prize.

This round-robin style of tournament allows for many teams to compete and for the individual teams to choose their opponents. The sheer number and diversity of teams makes the combat grueling. Each team only fights a particular team once per tier, but will often meet the same team again and again as they both advance in tiers by beating other teams. Intense

rivalries often result from these recurring encounters, and it is not unknown for competitors to carry their antagonism for each other outside of the ring.

Omni Resources arranges for a neutral arena for the competitors to fight in. They usually make use of their facilities scattered across the globe. One match may take place in a London factory at night, while a couple of days later, the Street Fighters may be competing underground in a Welsh slate mine. A week later, the site could quite likely be of a logging camp in Northern British Columbia. Whatever the venue, Omni Resources always makes sure to have plenty of spectators on hand and a good film crew to record the combat. They also tend to plaster the arena with advertisements for their latest business acquisition or product.

Team managers also take advantage of the fact that the tournament is being recorded for video and attempt to secure endorsements from other companies for their fighters. Other multinational corporations are willing to sponsor teams of fighters so that their logos can be incorporated into that team's wardrobe. Most are satisfied with a small emblem somewhere on the fighter's costume, while others insist on a larger one. Who can forget the year a young Balrog appeared wearing a bright red jacket with the "Burger Kid" emblem stenciled on the back?

There are rumors that the tournament is a covert recruiting drive by Shadoloo. Omni Resources denies any connection with any criminal organizations and has a huge legal department ready to confront any accusations along those lines. A few Street Fighters have been jailed for slander and bankrupted by legal bills, but most know enough to keep their suspicions to themselves. Life is much easier that way, and there really is no solid proof of these accusations.

The Omni Resources Open is organized as a round-robin Freestyle tournament with the following rules:

- The use of weapons is permitted, except for firearms.
- All matches are team events. There is also a single combat tournament which follows the same rules as the team events.
- To advance to the next tier, a team must win two out of three matches.
- The final tier is determined when only two teams remain.
- Any style is permitted to compete.
- Competitors who wish to compete must sign a waiver, which allows all profits from filmed matches to be retained by Omni Resources.
- Any rank of fighter is invited to attend.
- The tournament is held once every few years and usually lasts about six weeks.

The prize consists of a contract making the team part of the Omni Resources Fighting Stable for one full year. Winners receive the corporate backing of Omni resources (equal to the Backing ●●●● Background) and access to the extensive training facilities of the corporation (equal to the Staff ●●● Background). There is also a \$500,000 purse for the winning team.

WORLD CIRCUIT TOURNAMENT, WORLDWIDE

Often called the "flashfire" tour, this tournament is the longest, most violent and least organized street fighting tournament in existence, and none of the fighters who participate in it would ever change it. Many Street Fighters are involved in this tournament and proud of it. This neverending tournament is commonly referred to as "the Street Fighting Circuit," and



many fighters don't actively seek out any of the other tournaments, as this is the only one which interests them.

The rules are simple: find a fighter, beat the fighter and have your results recorded. The Street Fighter circuit has established a 900 number for this purpose. Matches can be arranged by the fighters, managers or circuit administration, or they can just happen. The attraction of the circuit to many of the fighters is this lack of organization. It appeals to their vision of the world they live in. Like old fashioned gunfighters or ancient samurai, they like the idea of finding an opponent and calling them out.

A fighter must be prepared to accept a challenge at any time in any place. Of course they could always refuse a challenge, but to do so would lose face, as well as Honor and Glory. Another drawback associated with refusing challenges is less obvious. Once the fighters on the circuit hear rumors that a fighter has consistently refused challenges; they will frequently go out of their way to seek the coward out. Like sharks in a frenzy, the circuit will sense the weakness of one of their own and attack. If the fighter in question has refused matches with Street Fighters of equal or lower standing, they will be particularly zealous in their pursuit of the fighter. This holds true of teams which refuse challenges as well.

The World Circuit has no organization, except for a central body, which records participants and match results. The "guidelines" are as follows:

- Weapons are not permitted, unless both participants agree to their use. Firearms are always prohibited.
- Single or team matches are allowed, and results are recorded for any match held.
- A fighter may decline a challenge.
- A match can be held anytime, anywhere, although fighters are on their own if caught by the police.
- A fighter may challenge someone of any rank, though it is considered poor form for a higher-ranked opponent to challenge a lower-ranked one.
- New fighters may enter the circuit by challenging another circuit fighter.

M. Bison likes to invite the best of the fighters on the circuit to a private tournament, held sporadically at his island fortress. Other than this there is no reward, save Honor, Glory and the opportunity to be the best. Every six months, the top fighters' names are posted for all contenders to see.

The tournament is worldwide and never-ending.



BEYOND THE RING

MASTERS

The student has surpassed the master.
—Darth Vader, "Star Wars"

The ultimate attainment of any martial arts style is the rank of master. Masters embody the wisdom and enlightenment of their particular art form, often to the exclusion of all else in their lives. Solitude and meditation are their paths to enlightenment. The seeking of fundamental insight occupies their thoughts, and the quest for personal fulfillment consumes their lives. They see knowledge in every move they make and meditate upon the value of the most innocuous occurrence in their world. It is a great honor for a fighter to be selected by a master for personal tutelage.

Masters are a solitary lot, frequently sequestering themselves in secluded spots to better follow their disciplines. Most have left the affairs of the world to the more worldly followers of the martial arts, but not all. The World Warriors are all masters in their own rights. In their own way, they are advancing the beliefs of their martial arts by demonstrating their ideals in and out of the ring. Most masters teach only a select few and will not demonstrate their own powers outside of a dojo. These believe that meditation and practice are enough to perfect their arts, without resorting to competition. True masters rarely resort to brutish contests to further their studies.

Ryu tells a story from his early years as a student of the Grand Master of Shotokan Karate, the legendary Gouken. One day, a stranger had appeared at the gate of his master's dojo seeking entrance. At that time, Ryu was still had much to learn, but was filled with arrogance over what he was already capable of. Watching over his shoulder, Gouken bade the stranger enter and politely asked his business at the dojo.

The man answered that he intended to challenge Gouken for the title of Grand Master and advanced along the path towards Gouken. Taken aback, Ryu rushed to his master's side, seeking to protect the old man. When the stranger reached the dojo, Gouken acknowledged his claim as Grand Master and, bowing deeply, returned to his meditation. With that the stranger also bowed, showing his respect for the old man, and left.

Ryu was confused. How could his master have relinquished his title so easily? *He* would have fought for it, perhaps even died. He followed his master to ask him why: Gouken merely pointed to the intricate rock garden outside. Amid the delicate patterns of the pebbles were unsightly marks left by Ryu as he had rushed to his master's side.

As you can see, the distinction between masters of different ranks is not always one of training or experience. The way a master lives his life is as important to his ranking as his knowledge of his style. Sometimes the difference between masters and Grand Masters is one of discipline or attitude, not only of the master but of his students. The actions of a master's pupils always reflect on the master and can adversely affect his standing in the martial arts community.

The difference between Masters and Sensei

Many characters can begin the game with a sensei (by selecting a Sensei as a Background Advantage). However, not all of these sensei are automatically considered "masters." A character must have four or five dots in the Sensei Background for her sensei to be considered a master. There is little difference between a master and a sensei, save that of expertise. For guidelines as to what types of maneuvers Masters and sensei have access to refer to page 59 of the **Street Fighter** rulebook.

Finding a sensei can be quite difficult or surprisingly easy. Some masters run dojos which accept any students. From these classes they select the students who show the most promise for private tutelage. Gouken was known to operate such a school in Tokyo. Sometimes these schools are run by unscrupulous martial artists passing themselves off as masters when they are in fact little more than students themselves. The only way to be sure that your sensei is in fact a master is to learn from him. Eventually you will realize the true worth of your teacher. This is your first step upon the road to enlightenment.

Other masters dwell in remote locations to isolate themselves and their students from the distractions of the modern



world. Shrines and monasteries are frequent homes for sensei because of their serenity. Likewise, inaccessible locales are also favored, where simply finding the master is a trial. Rumors of a Wing Chun Kung Fu school deep in the Amazon Basin seem to bear out this fact.

Occasionally a master will accept a student of exceptional merit from another fighting style. Of course the student is required to immerse herself in the doctrines of the master's style. The basics must be learned and relearned before the student is ever introduced to the more advanced techniques. Learning new moves requires that the student learn to adapt his own style to that of the master. Many students are unable to do this and are forced to admit failure, sometimes after years of training.

A fighter skilled in more than one style of fighting is incredibly formidable and equally rare. A master may refuse to teach the applicant, or the student may not be able to handle the cross-training. No one knows if there are any truly successful Street Fighters who practice two styles.

FINDING A MASTER

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

Miyamoto Musashi, "The Book of Five Rings"

There are two methods used to find a true master willing to teach a Street Fighter. One is the Path of Honor. Masters on this path hold personal truth and enlightenment above all else. The other method is the Path of Glory. Masters and students on this path value only results and accomplishments. While many of them are great fighters, they have no inner harmony to speak of.

THE PATH OF HONOR

The Path of Honor requires that a fighter live by a strict code of ethics. If she maintains an honorable lifestyle and becomes known as a virtuous person, they might be accepted by a master. A master following the Path of Honor will only teach students who themselves are honorable and live up to the master's strict codes of conduct, which, depending upon the master, can include:

- The student does not kill.
- The student does not let others suffer.
- The student does not covet wealth.
- The student seeks challenges in combat, not victory.
- The student is judged by his peers as honorable.
- The student is proficient in their chosen style.

Only if the fighter measures up to these guidelines will a master agree to teach her.

Finding masters on the Path of Honor is not easy. These elusive masters like to make themselves difficult to find. They feel that the journey itself should be the first lesson.

Usually a fighter will hear of a master from a fellow fighter who trained with the master. Of course, this is all part of the master's ineffable plan. The student is sent out after being trained and allowed to send back honorable men and women who are in need of the master's lessons.

Traveling to the master's retreat or secluded dojo usually involves encountering injustice or evil influences along the

way. Most fighters take this in stride as the way the world works. This is not so. Why is a master's monastery built in an area frequented by bandits or in a small country suffering under the yoke of an oppressive ruler? This is because the master wills it. What better way to study the worth of a pupil than by regarding his reactions to the injustice around him? For this reason, the area around a master is frequently rife with crime and poverty. Occasionally a master is forced to move when his students clean up an area, but this is always a happy occasion, even if the master is forced to vacate a thousand year old temple.

On rare occasions, a master will seek out a worthy student. In these instances, the master never reveals his actual identity, but will let the student learn over time. There is always a reason why a follower of the Path of Honor leaves his home to seek a specific student. This may be to further his family or dojo's teachings, to defeat some evil or simply to tutor his replacement.

In any case, the master will set tasks or obstacles for the student to conquer as he advances in training. There is always some higher purpose behind these which the teacher intends the student to learn, such as the importance of love and mercy, or that the fight, not winning, is everything. Many valuable lessons can be learned from an honorable defeat.

Students of the Path of Honor are constantly bombarded by lessons of life and inscrutable riddles. Everything is a lesson to be learned.

(A fighter's Honor must be at least six and must always be higher than their Glory Renown to be taught by a master of the Path of Honor, though there are exceptions, such as Ken.)

THE PATH OF GLORY

Very few masters follow the Path of Glory. This group is very mercenary and will teach only the richest or most famous students. They are usually quite well known, being ex-fighters themselves or descendants of a well known dojo. These masters have become old or infirm and wish to relive their past glories through their students.

It is easy to find these masters, as they tend to advertise their presence. Fighters must already have established a name for themselves before a glorious master will teach them. Winning is everything to these men and women. If a fighter drops in his standings or experiences a losing streak, the master will be very angry. A losing fighter reflects poorly on his master's worth and cannot be tolerated. If the losing streak continues, the master will throw the student out of his dojo.

Following the Path of Glory is very difficult. Losing status is the same as failing. Most students don't fully comprehend the drives behind these masters, and few masters themselves understand it. The glare of television lights has blinded the master to the world around them. They live only to improve their skills and popularity, seeing it as a form of immortality.

These masters are constantly in demand for their teaching skill, but little more than fighting can be learned from them. Few honorable fighters can study from this kind of master for very long, but may be able to stay around long enough to pick up an important move or two before the master's attitude drives them away.

(A fighter's Glory Renown must be at least six to study from a master who is on the path of Glory. Fighters with high Honor will probably find their ethics compromised by such a master.)



USING MASTERS IN CHRONICLES

Most martial arts films revolve about the hero's search for a sensei. A Storyteller may add a lot to a chronicle by forcing her players to seek out a master to teach them the advanced moves in their particular style. After all, in real and reel life, you don't see a fighter spontaneously developing new Techniques and Maneuvers. Imagine the excitement you can have as your players search the world for an elusive Master of Wu Shu who has perfected The Great Wall of China.

LEARNING FROM MASTERS

To learn a new Special Maneuver, a player must first have acquired the move's prerequisites. Obviously there are no shortcuts. A fighter has to learn the basics before advancing to the more sophisticated moves.

If one of these prerequisites consists of another Special Maneuver, then the fighter will need to learn the prerequisite Special Maneuver first. Storytellers will have to use their discretion with this rule. Some moves and their prerequisites are very similar. Dashing Uppercut, which requires the Dashing Punch Maneuver, can probably be learned by oneself without a master. Rekka Ken is a completely different matter. A sensei's hand should be required to learn the Maneuver. A general guideline is if the Special Maneuver costs Chi or Willpower to perform, then it usually must be learned from either a sensei or a master.

It is entirely the Storyteller's decision as to which Special Maneuvers require instruction. However, any time a character

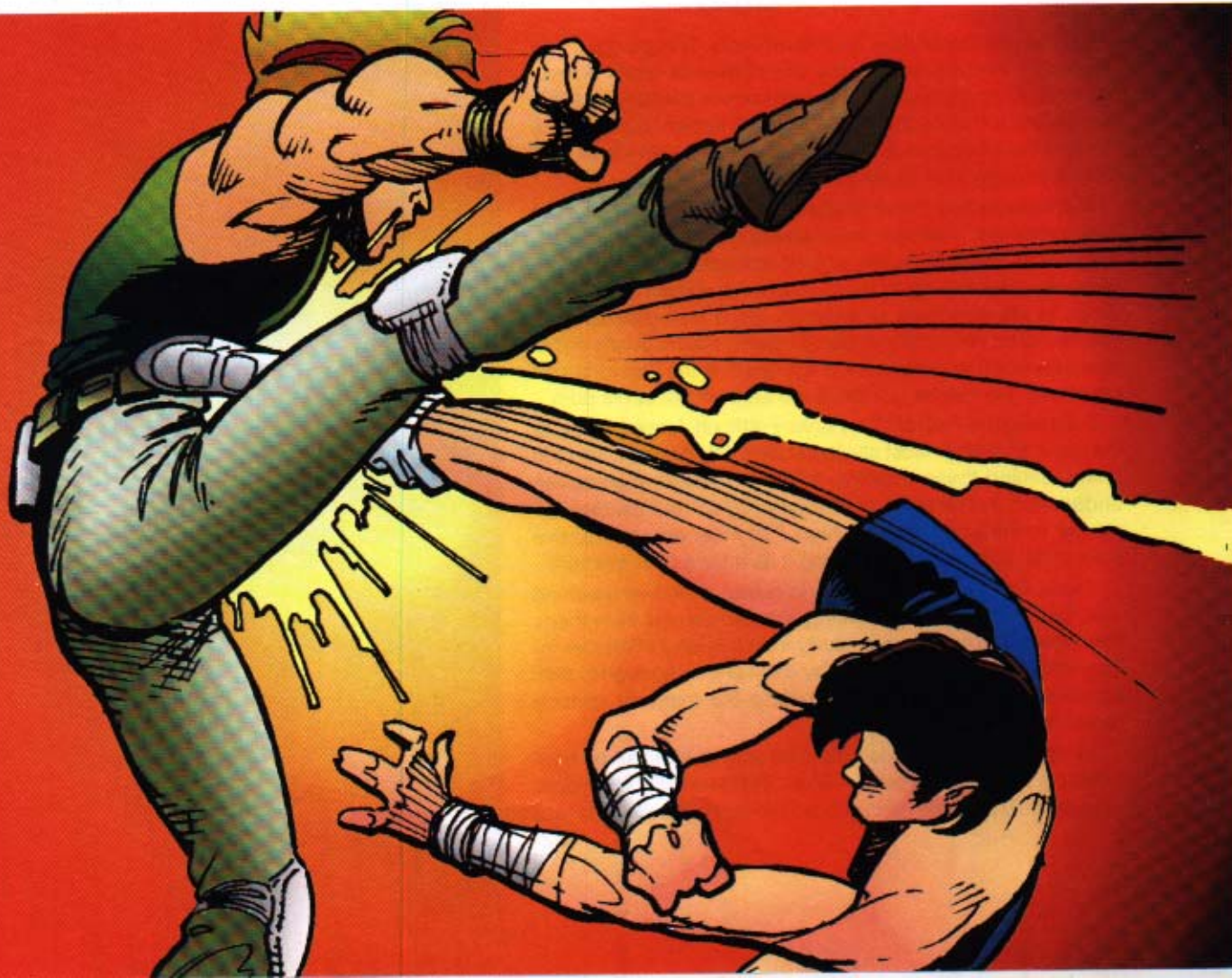
receives instruction for a new Special Maneuver, she benefits by getting a reduction on that maneuver's experience point cost. When learning from a sensei (or master), the Storyteller rolls the sensei's Charisma + Instruction. A success means that the sensei has expedited the student's learning process and that the student receives the benefit of a reduced experience point cost (3x the Power Point cost instead of 4x as normal). Failure indicates that the student still learns the maneuver, but must pay the full experience point cost. A botch indicates that the sensei could not convey the maneuver, and the student learns nothing. They lose no experience points because of this.

The length of time the student spends studying is entirely up to the Storyteller. Generally, the more advanced the Maneuver, the longer it should take to learn.

RETIREMENT

*You see me now a veteran
of a thousand psychic wars
I've been living on the edge so long,
where the winds of limbo roar.
And I'm young enough to look at
far too old to see.
All the scars are on the inside.
I'm not sure that there's anything left to me.*
— Blue Oyster Cult, "Veteran of the Psychic Wars"

Life on the circuit has an attraction for young fighters, which often fades as a fighter ages. Perhaps the simple repetition of the matches wears on the Street Fighter, or maybe they have





seen one too many fighters crippled in the ring. Then again, they could be simply getting old and slow. Whatever the reason, fighters will think about life outside of the ring and retirement. Yet many of these old war-horses are reluctant to leave the life behind altogether. Here are a few of the careers that retired fighters take up.

TRAINING HALL

It is common for a fighter to establish a dojo or training hall to teach students the ways of their fighting style. This allows the fighter to still be influential in the world he loves, even if he cannot continue in competitive matches. It also pays the bills.

A player may decide to retire a fighter who has been losing constantly and begin a new one. The old fighter may start a dojo and assist in the training of the new one. Perhaps the teacher has been hurt or forced off of the circuit and is using the younger student to exact his revenge. This can establish a continuity to a chronicle, like passing the torch from one character to another. Building a training hall can help a fighter who is walking the path of the master. They may teach and learn at the same time. Perhaps they have not reached the point where they are willing to abandon their life for the seclusion of a master's retreat. Many of these fighters become seduced by the success their students acquire. They turn away from the Path of Honor and towards the Path of Glory. These fighters have failed to become true masters but are still valuable teachers.

Some Street Fighters maintain a dojo during their competitive career, although most find that the pressures of competing occupy all of their free time.

MARRIAGE

Running the Street Fighting circuit brings you in contact with many, many people. It is possible for a fighter to meet that one special person, whom he wishes to spend the rest his life with. This person can be another fighter, a manager, a spectator or even the rookie cop who raided your first match and threw you in jail. Whoever the person is, the attraction is undeniable, and your fighter considers marriage.

The circuit just doesn't seem as much fun as it used to. It's all well and good getting punched in the head by Zangief, but if your loved one isn't there to kiss it better, what's the point? Maybe you should just get out of it while you still can, get a real job and raise babies.

Storyteller characters may be willing to settle down with a character you want to retire, but this doesn't have to be the end of your character's involvement in the action. Eventually the character may have children who are raised in the character's fighting style and eventually find their way onto the circuit. This has great possibilities for an ongoing chronicle featuring a family legacy of fighters.

MANAGING A STABLE

You've seen how it's done, but you know you can do a better job. As a fighter, you took night classes in Finance and Promotion and now you're ready to start your own Stable. You've got a bunch of investors lined up, and all you need are the fighters.

Your character may be reluctant to leave the Street Fighting life. Managing gives you an excellent opportunity to keep an

old character around as an extra. Granted the manager might not show up in all the stories, but he can still be involved in the action. This is an excellent solution for a player whose time demands don't permit her to play in all of the group's sessions, yet still wants to make guest appearances from time to time.

HOLDING A TOURNAMENT

Masters and training dojos commonly sponsor tournaments, but there is nothing stopping your fighter from holding one. A lot of prestige is given to the holder of a tournament. Many retired fighters are able to remain very influential in the Street Fighter circuit this way.

Your character will need to have the facilities to hold a tournament, such as an Arena Background of at least four dots. You will also need at least three dots of Resources (or Backing) to finance the tournament. Then you will need to supply the prize. A purse usually refers to a sum of money which is won by the best fighter, although sometimes jewelry and other objects are awarded. Other tournaments have more esoteric prizes, such as an old scroll with an ancient maneuver inscribed on it or an opportunity to study with a master. In any case, you will have to arrange for the prize.

To hold a tournament, a fighter must have at least six dots of Glory for the tournament to attract fighters. Any less and few fighters will even hear about the event. A fighter with the Promote Ability may add their dots in Promote to their Glory total for the purpose of advertising this tournament. Using promotion will attract more fighters, but the better competitors will realize that this is more hype than substance and think twice about attending.

The fighter must also have at least five dots of Honor to have fighters trust the tournament to be fair. There have been incidences of rigged or biased tournaments, and managers are always on the look out for these. The fighter holding the tournament may in fact be very honorable, but if they haven't had a chance to demonstrate this fact (i.e., acquired enough Honor), many managers will be reluctant to take a chance on it.

Holding a successful tournament will give the fighter (and the tournament itself) five temporary dots of Honor and Glory. There are advantages to holding tournaments. Many fighters see it as a form of immortality as well as an honor to have a tournament held in their name. Perhaps there will be a Chun Li Invitational or an M. Bison Cup tournament.

WALKING THE PATH OF AN HONORABLE MASTER

*The penetrating brilliance of a sword
wielded by a man of the way
strikes at the evil enemy
lurking deep within
one's own body and soul.*

— Morihei Ueshiba (1883 - 1969), founder of Aikido

Street Fighters often dream of attaining the rank of master in their particular style. Few have the will or discipline to actually attain this goal, but for many, the very pursuit of this goal is as good as attaining it. Ryu plans on becoming a master when he retires.





ABILITIES REQUIRED TO BECOME A MASTER

It is said that to become a master of any given style, a fighter must know everything about all other martial art forms. This isn't completely true, but a master must have an exceptional knowledge of the other styles in order to be prepared to counter their specific maneuvers. A master must have five dots in the Knowledge of Style Lore in order to meet this demand.

Knowing the many opponents is not enough. The master must also have keen wisdom when dealing with people. She must be able to look deep within a person and recognize what she sees there. How will a student know if she has potential if you yourself are unable to see it? A talent for Insight is required to plumb the depths of a disciple's essence and recognize the potential inside or the influence of evil. A master must have at least four dots in Insight.

Strange happenings have a particular attraction to masters. They believe that what has happened in the past has a direct connection to events which occur in the present. To be ignorant of the past is to be oblivious to the present. Places of ancient times are attractive to masters and are frequently sought out for their powerful influences. A master must have at least four dots in Mysteries.

Masters must also have the ability to convey their lessons to their students, otherwise a master's knowledge will die with her. Knowing the roots of a Maneuver or Technique is useless if you cannot express this knowledge in a way that your students can understand. A master must have at least four dots in Instruction.

TECHNIQUES

Masters must have four of their Techniques at a minimum of five dots. The other two may not be less than three. A number of World Warriors are already masters in their own rights. None of them are willing to forsake their lifestyle to become a master. However, no one is closer to retiring than Ryu. A great number of masters have Techniques higher than five, and one or two of the greatest are rumored to have Techniques beyond eight! In order to master a style a character must have also learned all of the Special Maneuvers associated with that style. Only then can they call themselves a master.



Appendix:

NEW
MANEUVERS
AND
ABILITIES

NEW SPECIAL MANEUVERS

Just when you think you've seen it all, some freak upstart hops in the ring and hits you with some move that's totally new. It takes you completely off guard. After having competed in the Street Fighter circuit, I really do believe that anything's possible.

— Dee Jay, interview in *Rolling Stone Magazine*

Over 50 new Special Maneuvers are included in this book. Some of them can be learned by anyone, while others are specific to the new styles and Unique Backgrounds introduced earlier.

PUNCH

BOSHI-KEN (THUMB DRIVE)

Prerequisites: Punch •••, Shikan-ken

Power Points: Ninjitsu 2

The thumb-drive fist, or Boshi-ken, is like a regular punch, except that the thumb protrudes along the front of the fist and is used for striking the opponent. Typically the force of the punch is directed at the nerve clusters of an enemy's muscles for maximum effectiveness.

System: An opponent struck with this punch will suffer numbness during the following round. If any damage is inflicted, the opponent suffers a -1 to Move during the next round. If no damage was scored by the Ninja, it is assumed that the strike missed the targeted nerve cluster and doesn't slow the target appreciably.

Cost: None

Speed: -1

Damage: +2

Move: +0

NEW SPECIAL MANEUVERS

Punch:

Boshi-ken
Haymaker
Shikan-ken
Shuto
Widowmaker

Kick:

Ax Kick
Cartwheel Kick
Heel Stamp
Reverse Frontal Kick

Grab:

Disengage
Dislocate Limb
Eye Rake
Jaw Spin
Ripping Bite
Sleeper
Tearing Bite

Athletics:

Displacement
Dragon's Tail
Esquives
Pounce
Tail Sweep
Typhoon Tail
Upper Tail Strike

Focus:

Air Blast
Balance
Death's Visage
Drain
Drench
Elemental Skin
Elemental Stride
Entrancing Cobra
Envelop
Fire Strike
Flaming Fist
Flight
Heal
Heatwave
Leech
Lightness
Pit
Pool
Push
Sakki
Shrouded Moon
Speed of the Mongoose
Spontaneous Combustion
Stone
Vacuum
Venom
Wall
Weight



HAYMAKER

Prerequisites: Punch •

Power Points: Any 2

The fighter actually winds up like a baseball pitcher to deliver this crude yet powerful punch. She first reaches as far down to the ground as she can without overbalancing herself. Then she whips her fist in a wide arc over her own head and directly onto her opponent's. The momentum imparted by the wide overhead swing imparts tremendous force to this maneuver. Because of the windup required, it is hard to move while executing this maneuver.

System: The Haymaker is used like any other punching maneuver, with the modifiers below.

Cost: None

Speed: -2

Damage: +4

Move: -2

SHIKAN-KEN (NINJA KNUCKLE FIST)

Prerequisites: Punch ••

Power Points: Ninjitsu 3

Shikan-ken is very similar to a Jab, but the striking surface is significantly different. Most punches are thrown with a clenched fist, which provides a wide area of impact. When throwing a Knuckle Fist, the Ninja does not flex the innermost joints of her fingers. This leaves the bony middle knuckles as the striking surface. The reduced area of impact increases the strength and damage of the punch.

System: An opponent struck by the Knuckle Fist must make a resisted Strength test to see if they are also knocked back one hex. This punch will cause a Knockdown against jumping opponents.

Cost: None

Speed: +1

Damage: +1 (may knock back an opponent one hex)

Move: +0

SHUTO (SWORD HAND)

Prerequisites: Punch •••, Shikan-ken

Power Points: Ninjitsu 2

The arm is swung in a wide arc toward the target. At the last moment, the Ninja's fist unclenches, and the fingers form a line 90 degrees from the palm. The lower edge of the fingers strikes the target with a force similar to that imparted by a sword or club.

System: This punch ignores any bonuses the target gains from armor, Toughskin or similar powers. A target without such protection suffers an additional +1 to damage.

Cost: None

Speed: -1

Damage: +3 (or +4, see above)

Move: -2

WIDOWMAKER

Prerequisites: Punch •••, Jump, Haymaker

Power Points: Any 1

This move is similar to the Haymaker, except that the fighter makes a short jump to increase the damage inflicted. Gravity and the punishing mass of the fighter propel the attacker's fist

directly onto the target's head. This move is slow, but when it connects, it will often end a fight.

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

The Widowmaker is an Aerial Maneuver and can be used to avoid projectiles.

Cost: None

Speed: -3

Damage: +5

Move: 2 (max.)

Kick

Ax Kick

Prerequisites: Kick ••, Jump

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

One of the few airborne kicks favored by Savate fighters, this move is also popular with other styles. The attacker begins this attack by jumping into the air and stretching his leg high above his head. He then slams the leg down onto his target's head or shoulders, using his height and momentum to increase the force of the blow. Few Street Fighters can withstand the ferocity of an Ax Kick.

System: This attack is considered an Aerial Maneuver and may be used to avoid projectiles. The fighter travels his allowed movement in the air using the -2 modifier and ends his attack in the same hex as his target. Because this attack targets the head from above, crouched opponents are struck. Jumping opponents are likewise struck and will suffer a Knockdown.

Cost: None

Speed: -1

Damage: +4

Move: -2

CARTWHEEL KICK

Prerequisites: Kick ••, Athletics ••

Power Points: Capoeira, Ninjitsu, Wu Shu 2; Any 3

The fighter flips into an acrobatic cartwheel, smashing her feet and fists into her opponent over and over again. The amount of ground covered is truly amazing. This move is also used to put distance between a fighter and an opponent who is pressing her too hard.

System: A Cartwheel Kick must travel in a straight line in any of the six directions available to the Street Fighter. When an opponent is encountered, the fighter does not stop but pushes her opponent back one hex. For each hex an opponent is pushed back, the opponent suffers one attack using the modifiers below.

The fighter may end her turn in any hex she likes along her line of travel. Cartwheel Kicks must travel in a straight line.

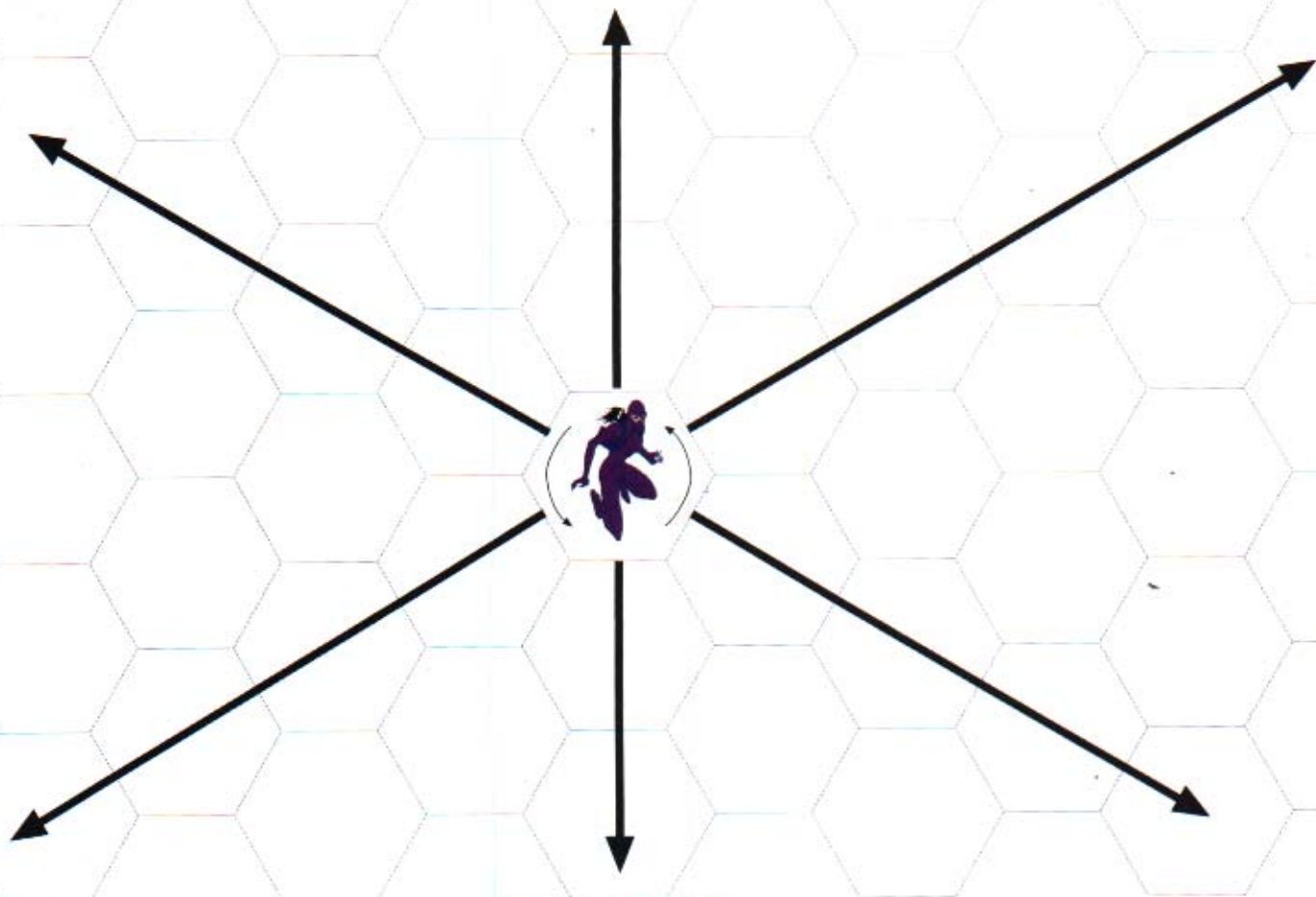
Cost: 1 Willpower

Speed: +0

Damage: +1 (per hex)

Move: +4





CARTWHEEL KICK

HEEL STAMP

Prerequisites: Kick •, Athletics •
Power Points: Ninjitsu 1, Any 3

The Heel Stamp is designed to increase the distance between a Ninja and an enemy who is pressing the Ninja too hard. The Ninja raises her leg in front of her and lashes out, slamming her heel into the closing opponent's chest or blocking arms. The two warriors are propelled directly away from each other.

System: The Ninja causes very little actual damage with a Heel Stamp; the maneuver is primarily used to gain breathing room or to set up a more offensive move for the next round (or to knock the opponent off a cliff, into a vat of sulfuric acid, etc.). The Ninja moves back one hex, while the target moves in the opposite direction.

The target is moved a distance in hexes equal to the (Ninja's Strength + Athletics) minus the target's Strength.

Cost: None
Speed: +2
Damage: -4
Move: +1

REVERSE FRONTAL KICK

Prerequisites: Kick •••, Double-Hit Kick
Power Points: Savate, Western Kickboxing 1; Wu Shu 2;

Any 3

The fighter launches a feint kick past the head of his opponent, then quickly reverses it with a sharp snapping motion, driving his heel into the back of the opponent's head.

System: The Reverse Frontal Kick hits only once, using the modifiers below. This kick ignores Block Maneuvers.

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

GRAB

DISENGAGE

Prerequisites: Grab ••, Athletics ••
Power Points: Ninjitsu 1; Native American Wrestling, Sanbo, Spanish Ninjitsu 2; Any 4

This maneuver utilizes a fighter's flexibility and quickness, enabling her to extract herself from an opponent's grasp.

System: A fighter may play this move during any turn in which she is in a Sustained Hold. When played, the captive fighter rolls a second time to try to escape from her captor. However, for the second roll the fighter rolls her Dexterity versus her opponent's Strength. If she escapes and has any Move left, she may move away from her opponent.

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

DISLOCATE LIMB

Prerequisites: Grab •••, Kick ••, Athletics •

Power Points: Capoeira, Ninjitsu 2; Kabaddi, Sanbō, Native American Wrestling, Special Forces 3

Jumping forward, the fighter grasps his opponent's arm tightly with both of his. He then lifts one leg into the pit of the opponent's arm and pulls with all of his strength. This pulls the shoulder joint loose from its socket, causing incredible pain and immobilizing the arm.

Very little damage is inflicted by this maneuver, but it is an effective way to deal with an opponent who specializes in punches.

System: The turn after a fighter's shoulder has been dislocated, he suffers a -3 Speed penalty. This is because he is forced to pop his arm back into its regular position. Any punches used this turn will have a -2 Damage modifier, as the fighter attempts to return some feeling to his arm. Alternately, the opponent can choose not to relocate his arm. However, he may only throw kicks until he take the time (and the -3 Speed penalty) to relocate his arm.

Cost: None

Speed: -1

Damage: +1

Move: +1

EYE RAKE

Prerequisites: Grab •, Punch •

Power Points: Ninjitsu 1, Any 2

In a truly desperate move, the fighter clenches her fingers into a claw and rakes them across her opponent's eyes. The pain caused by this is incredible but usually does not result in any permanent damage.

Few Street Fighters use this attack, as it is considered extremely poor form. Nonetheless, this move has often meant the difference between winning and losing a match.

System: Very little damage results from this attack, but for the next turn the opponent must fight blind. If her Blind Fighting Skill is zero, she is effectively dizzied.

A fighter forced to resort to this desperate move loses one temporary Honor point. If an Eye Rake is used in a tournament, he will also lose one temporary Glory point.

Cost: None

Speed: +2

Damage: -3

Move: +0

JAW SPIN

Prerequisites: Grab ••••, Athletics •••, Tearing Bite

Power Points: Animal Hybrid 3

Truly a terrifying tactic. The fighter assumes a crouching stance (apparently a Block Maneuver) and waits for her opponent's attack. When the attack is launched, the hybrid jumps, grips her assailant's limb in her jaws, and worries the opponent.

System: To be successful, the hybrid must actually allow the slower attack to hit. If the opponent's attack is faster, this maneuver cannot be played. Once the blow has landed



(assuming the hybrid is not dizzy and is still on her feet), she then executes the Jaw Spin.

When determining damage done by this attack, the Animal Hybrid Background is used in place of the hybrid's Grab Technique.

Cost: 1 Chi
Speed: +1
Damage: +5
Move: None

RIPPING BITE

Prerequisites: Grab ●●●, Bite

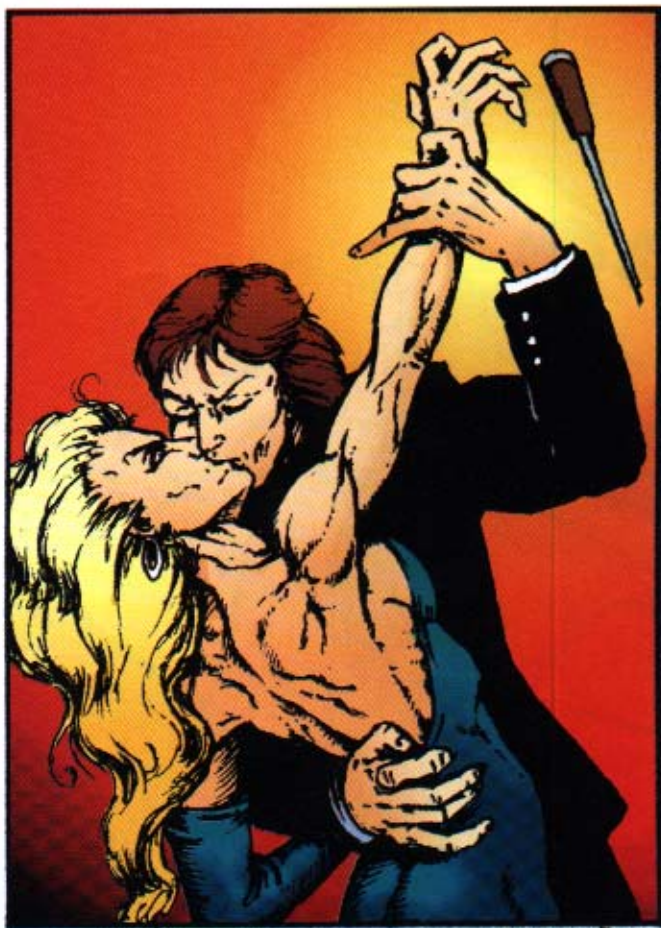
Power Points: Animal Hybrid 2

Animal hybrid Street Fighters often use their jaws as weapons. The fighter chomps down on the limb he wishes to weaken, and then tries to tear the muscles and ligaments from their connecting tissue. It is because of this maneuver (and others like it) that animal hybrids are looked down upon, in and out of tournaments.

System: The fighter leaps forward and indicates which limb he wishes to strike. A successful roll inflicts damage and causes the target to suffer a -1 penalty on both Strength and Dexterity for the remainder of the combat. This maneuver can be performed multiple times, thus further impairing an opponent.

When determining damage inflicted by this attack, the Animal Hybrid Background is used in place of the hybrid's Grab Technique.

Cost: 1 Willpower
Speed: -1
Damage: +1
Move: One



Ben Probert

SLEEPER

Prerequisites: Grab ●●●

Power Points: Sanbo, Native American Wrestling 3; Sumo, Special Forces 4; Any 5

The wrestler grabs her opponent and quickly positions herself behind him, simultaneously wrapping her arms around his neck and head. In this position she massages pressure points on the scalp while compressing the carotid artery, which controls the flow of blood to the brain. Eventually the lack of circulation will cause the opponent to lose consciousness.

System: If the character can maintain her grip for three rounds, including the first, she will automatically dizzy her opponent. This is a Sustained Hold.

Cost: 1 Willpower for the first turn only.

Speed: -1
Damage: +2
Move: One

TEARING BITE

Prerequisites: Grab ●●, Athletics ●●, Bite

Power Points: Animal Hybrid 2

This Special Maneuver is similar to the Head Bite (see the **Street Fighter** rulebook, pg. 119), except that as the fighter's teeth bear down on his opponent's neck, he also applies leverage to the victim and throws him over his back.

System: After applying the damage, the attacker then throws his opponent in the opposite direction from the one he is facing. The victim travels a number of hexes equal to the fighter's Strength -1.

Like the Jaw Spin, this Special Maneuver uses the Animal Hybrid Background in place of the fighter's Grab Technique when determining the damage for this attack.

Cost: 1 Chi
Speed: +1
Damage: +4
Move: One

ATHLETICS

DISPLACEMENT

Prerequisites: Block ●●, Athletics ●●, Punch ●, Esquives

Power Points: Savate 2; Spanish Ninjitsu 3; Wu Shu 4

This move consists of a quick sidestep, which allows the fighter to dodge an oncoming attack. The fighter may then execute a short jab if the opponent is still within range. Many opponents are intensely frustrated by this evasion, which is commonly practiced by Savate fighters.

System: This maneuver is completely effective only if the fighter has enough Move to initiate a counterattack and is quicker than his adversary. When the opponent begins his attack, the fighter must have enough Speed to interrupt the attack; otherwise, the Displacement is ineffective. The fighter executing the Displacement may then travel up to her full Move to the left or right of her opponent. Once the opponent's move is completed, the "displaced" fighter may move back in and counterattack if the fighter has any Move left. This maneuver can be used to evade projectiles, although a contested roll



must still be made (see "Evading Projectiles" under the Jump Special Maneuver in the **Street Fighter** rulebook, pg. 124).

The Street Fighter's Punch Technique is used for the purposes of determining damage.

Cost: 1 Willpower

Speed: +2

Damage: -1

Move: +1

DRAGON'S TAIL

Prerequisites: Athletics ••••, Upper Tail Strike

Power Points: Animal Hybrid 3

This Special Maneuver is similar to the Upper Tail Strike, but is more difficult to control and requires greater strength and coordination to perform. The fighter leans forward as if winding up for a powerful uppercut. He then shifts his weight in the other direction while twisting his lower body to snap the tail forward. Using sheer brute strength and momentum, the fighter crashes his tail across the upper body of the target.

System: The target suffers a Knockdown if airborne; otherwise a grounded target damaged by the Dragon's Tail will be pushed one hex directly away from the fighter.

When determining damage inflicted by this attack, the Animal Hybrid Background is used in place of the hybrid's Athletics Technique.

Cost: None

Speed: -1

Damage: +5

Move: -2

ESQUIVES

Prerequisites: Athletics ••, Block •

Power Points: Savate 2

An evasion technique similar to certain Aikido moves. The fighter simply sidesteps away from the attack, placing himself out of harm's way. As with Boxing, Savate strategies depend a lot upon avoiding an adversary's blows.

System: The fighter must have enough Speed to interrupt his attacker. As the opponent attacks, the player using Esquives simply moves his counter in any one direction up to two hexes. This move is similar to Displacement, except that the fighter may not initiate a counterattack with this move.

Cost: None

Speed: +2

Damage: None

Move: Two

POUNCE

Prerequisites: Athletics •••, Jump

Power Points: Animal Hybrid 2

The fighter drops into a crouch and explodes into a mighty leap at her prey. The ferocity of this maneuver often takes opponents by surprise. Experienced fighters may be tipped off by the low growl emanating from the fighter as she concentrates on the upcoming leap.

System: The hybrid hurls herself at her opponent. This is considered an Aerial Maneuver and can be used to avoid projectiles. The fighter lands on top of her opponent; if any



damage is scored, the opponent also suffers a Knockdown. As with most other Special Maneuvers available to animal hybrids, Pounce uses the Animal Hybrid Background in place of the Athletics Technique for the purpose of determining a Damage modifier.

Cost: 1 Willpower

Speed: -1

Damage: +2

Move: +4

TAIL SWEEP

Prerequisites: Athletics •, Upper Tail Strike

Power Points: Animal Hybrid 2

By crouching low to the ground and spinning around, the fighter may strike with her tail. Of course, the fighter must possess a tail. The tail sweeps out in a circle, smashing into the feet of all opponents in the hexes surrounding the fighter. All targets will suffer damage and a Knockdown. Because this is a Crouching Maneuver, jumping or airborne targets will not be hit.

System: Anyone in the six hexes surrounding the attacker will be struck and (if damage is done) suffer a Knockdown. This includes allies of the fighter who stray too close when the Tail Sweep is used. The Tail Sweep is a Crouching Maneuver.

Cost: None

Speed: -1

Damage: +1

Move: None

TYPHOON TAIL

Prerequisites: Athletics •••, Tail Sweep, Jump

Power Points: Animal Hybrid 3

The Typhoon Tail seems to have been inspired by the Hurricane Kick taught in Shotokan Karate. The fighter uses her leg muscles to propel herself high into the air. As she descends she pirouettes — tucking her legs beneath her body and allowing the tail to extend in a circle around her. She then angles her descent to strike her target's head.

System: The fighter begins the Typhoon Tail by moving up to her designated Move in hexes. During this time the fighter is airborne and cannot be hit by projectiles. Any opponent in the final hex of movement will be hit by the attacker's knees and take damage at a +5 modifier. This opponent is also knocked back one hex along the attacking fighter's trajectory.

At this point all fighters in adjacent hexes, including the one just hit, are struck by the spinning tail and are knocked back one hex away from the attacker. The Damage modifier for the second attack is +2.

Unlike other Animal Hybrid Maneuvers, the Typhoon Tail uses Athletics as the base Technique for damage — not the Animal Hybrid Background.

Cost: 1 Chi, 1 Willpower

Speed: -2

Damage: +5 (center hex) +2 for all adjacent hexes

Move: +1

UPPER TAIL STRIKE

Prerequisites: Athletics ***

Power Points: Animal Hybrid 3

By twisting her hips, the fighter may use her tail to strike at the head of an opponent directly in front of her. The ferocity of such an attack often takes fighters by surprise, especially ones trained to watch only the hands, feet and eyes of an opponent.

System: This attack uses the modifiers below. Airborne or jumping opponents will suffer a Knockdown if any damage is inflicted. As with most other Animal Hybrid Maneuvers, the fighter substitutes his Animal Hybrid Background for his Athletics Technique when determining damage.

Cost: None

Speed: +1

Damage: +2

Move: +1

Focus

AIR BLAST

Prerequisites: Punch •, Focus **, Elemental **

Power Points: Elemental (Air) 3

The elemental can summon a burst of air and direct it at his opponents. This blast comes from nowhere and often catches unwary opponents off guard.

System: The user of an Air Blast must have a clear line of sight to the target. The range of a blast equals the character's Intelligence + Elemental Background, in hexes. While the Air Blast is treated like a projectile, it is not visible to the common eye. Only those fighters who make a successful Blind Fighting roll (Perception + Blind Fighting) can attempt to interrupt this attack with their own maneuver.

Cost: 1 Chi

Speed: -1

Damage: +3

Move: None

BALANCE

Prerequisites: Focus ****

Power Points: Ninjitsu, Wu Shu 2; Kabaddi, Kung Fu 3; Shotokan Karate, Capoeira 4

By focusing his inner being, the fighter may reduce his mass to such a point that he can become effectively weightless at will. A fighter using this ability may stand on someone's outstretched arm without her feeling his weight. It is said that this ability was developed by fighters who watched Indian fakirs lying down on beds of nails without being harmed. Specialists can actually dance upon the head of a pin.

System: This ability is always in effect and allows the fighter to add +1 to Move when using an Aerial Maneuver. Make a special Combat Card for this power and place it by your character to remind yourself during combat that it is always in effect.

Cost: None

Speed: See description above.

Damage: See description above.

Move: (+1 bonus to Aerial Maneuvers)



DEATH'S VISAGE

Prerequisites: Focus ***

Power Points: Ninjitsu 3

With a special hand sign, the Ninja draws forth the fear in an opponent's heart and manifests it on her own face, especially her eyes. Only a truly brave fighter can shrug off the effects and attack the Ninja.

System: All within sight of the user of this hand symbol must succeed in a contested roll of Willpower against the Ninja's Manipulation + Focus. Anyone who fails the test must get as far away from the Ninja as possible. This is considered a Sustained Action (similar to a Sustained Hold), and overwhelmed opponents will continue to flee from the Ninja until they succeed in a contested roll or until three combat turns have passed.

Successful fighters may move and attack normally.

Cost: 1 Chi

Speed: +1

Damage: None

Move: None

DRAIN

Prerequisites: Focus **, Elemental **

Power Points: Elemental (Water) 3

Truly a vicious power, Drain causes the target to become dehydrated and weakened. The water held by the target's body actually seeps through her pores. A Street Fighter may not even be aware that she is being dehydrated, until she passes out. Affected fighters appear to glisten with sweat, even in extremely cold weather.

System: This is a projectile attack similar to Fireball, and can be dodged, even though there is no outward sign of a projectile. Characters who make a successful Perception + Mysteries roll will notice the projectile.

A target struck suffers one Health Level of damage, regardless of Stamina or Soak bonuses. The following round the target will also suffer a -1 Speed and a -1 Move penalty.

Cost: 1 Chi

Speed: -1

Damage: 1 (no Soak, no Stamina)

Move: -1

DRENCH

Prerequisites: Punch •, Focus **, Elemental **

Power Points: Elemental (Water) 2

A portion of the elemental's body transforms into a huge fist and lashes out at the target. This power usually originates from the fighter's extended arm, but may be projected from any part of the body, such as the back or head (which makes the Drench unpredictable).

System: The range of Drench equals the elemental's Intelligence + Focus Technique. This is a Focus-based maneuver; however, damage is determined according to the fighter's Punch Technique and the modifiers listed below.

Cost: 1 Chi

Speed: +1

Damage: +2

Move: -2





ELEMENTAL SKIN

Prerequisites: Focus ••, Elemental ••••

Power Points: Elemental (All) 5

The elemental is able to transform her body into the elemental essence in which she specializes. The effects vary but always last for a short time, during which the fighter usually closes with her luckless opponent.

System: The following modifiers apply to combat against elementals of the different types. These effects last for a number of turns equal to the elemental's Focus Technique.

Fire

Anyone who attacks the elemental in this form may take damage from striking the elemental (similar to Maka Wara). The elemental uses his Focus Technique to determine damage. The attacker's Stamina applies for defense in the usual fashion.

All punching, grabbing or kicking attacks by the elemental have an additional +1 damage modifier.

Water

Any attack that successfully damages the elemental in this form subtracts one success from the damage done (i.e., if someone hit the water elemental for four Health Levels of damage, the elemental would only take three Health Levels).

Air

All Aerial Maneuvers against the air elemental suffer a -2 penalty on the attack's Damage modifier.

All projectile attacks such as fireballs cause one fewer Health Level of damage (similar to the Water effect, above).

Earth

All punching or kicking attacks aimed at the elemental suffer a -2 penalty on the attack's Damage modifier. When in this form the elemental cannot be thrown and is unaffected by Knockdowns.

Cost: 1 Chi, 1 Willpower

Speed: -2

Damage: Varies. See above.

Move: None

ELEMENTAL STRIDE

Prerequisites: Focus ••, Elemental •••••

Power Points: Elemental (All) 4

Similar to the Yoga Teleport, except that the elemental melds into his element and travels through it to appear magically in another place. The same element must also be in this second area. Thus, a water elemental may dissolve into one pool of water only to appear suddenly out of another the next round.

System: This power has no range limit with regard to most combat hex-maps. Striding fighters reappear at the end of the same round they disappeared.

Outside of combat the elemental may move invisibly through his element at a rate of (Stamina + Focus) miles per hour.

Cost: 1 Chi (outside of combat the Chi cost is 1 per hour traveled)

Speed: +1

Damage: None

Move: See description above.

ENTRANCING COBRA

Prerequisites: Focus ••

Power Points: Ninjitsu 4

By gesturing with this particular hand sign, the Ninja can confuse an opponent. The intricate weaving of the Ninja's fingers through the air baffles the target with its grace and complexity. Simple-minded opponents will stare for hours at the writhing hands of a Ninja master, or at least until the Ninja returns them to their senses with another attack.

System: The Ninja must succeed in a contested roll of his Dexterity + Focus versus the target's Wits + Mysteries. If the Ninja wins, treat the target as if she is dizzied next turn.

Cost: 1 Chi

Speed: +2

Damage: None

Move: -1

ENVELOP

Prerequisites: Focus ••, Grab ••, Elemental •••, Drench

Power Points: Elemental (Water) 3

This power produces two fists similar to those produced by the Drench power. Both fists attempt to grapple the target and, if successful, will cover him completely. An Enveloped fighter will begin to drown. Most elementals will only sustain this hold until their target passes out. Truly evil elementals will sustain it longer.

System: The Envelop functions much like a Grab Maneuver. If two fighters are engaged in a Sustained Hold and are in the same hex, then both will be affected. Each round the target

must succeed in a Stamina test to see if he is dizzied by lack of oxygen.

The range of the Envelop extends a number of hexes equal to the fighter's Focus Technique and requires an unobstructed line of sight.

Envelop is a Sustained Hold and may be maintained a number of rounds equal to the Elemental's Focus Technique. If the line of sight is broken by an obstacle or another fighter, the Envelop is dispelled. Unlike most Sustained Holds, the target may move and fight normally, except that his Speed is at -2.

Cost: 1 Chi (first round only)

Speed: -2

Damage: +1 (first round) -1 each following round

Move: -2

FIRE STRIKE

Prerequisites: Focus ••, Elemental •••, Flaming Fist

Power Points: Elemental (Fire) 3

A long gout of flame extends from the elemental's hands, setting ablaze anything in its path. Most elementals shoot the flame from their hands, but it can come from any part of the body. The flame extends in a straight line from the fighter.

System: The character uses the modifiers below to produce a long gout of flame that is in effect a "line of death" on the arena floor. The fighter uses her Focus Technique to determine the length of the flame in hexes. The Fire Strike must travel in a straight line and, like the Yoga Flame, occupies the hexes for the duration of the combat turn. This damage is applied to any character standing within the affected hexes.

Fire Strike





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

FLAMING FIST

Prerequisites: Punch •, Focus •, Elemental ••
Power Points: Elemental (Fire) 2

The fire elemental can surround her hands with flames for brief periods of time, causing her foes additional damage or setting things on fire. Her fist blazes for a moment before she strikes her opponent and then dies down once the blow has landed.

System: Add the Damage modifier below to any basic Punch Maneuver. The player must select a basic Punch Maneuver and play the Flaming Fist with it. The Flaming Fist does not affect the Speed or Move of the maneuver, only the Damage.

Cost: 1 Chi
Speed: See above.
Damage: +3
Move: See above.

FLIGHT

Prerequisites: Athletics •, Focus ••, Elemental •••
Power Points: Elemental (Air) 2

Air elementals can summon the winds to propel themselves through the air. Usually this is accompanied by a gust of wind

that whips any loose objects hither and yon. The possessor of this skill can also fly without creating the associated disturbance (though few do—the wind blast is wonderfully dramatic).

System: Outside of combat this power allows the fighter to fly without tiring, at a speed equal to (Focus + Dexterity) x 10 miles per hour. He can lift any amount of weight he would normally be able to carry on the ground.

In combat, the player must stand still for a full turn while activating the Flight power. He may block, but cannot initiate any offensive attacks. The following turn the fighter will be treated as an airborne target, and may attack and move normally, using the modifiers below in addition to any provided by the move he decides to use. His Move in hexes equals his Stamina. Furthermore, he is only affected by Aerial Maneuvers or by projectile attacks.

Cost: 1 Chi per turn in combat, 1 Chi per hour out of combat
Speed: +1
Damage: None
Move: Stamina

HEAL

Prerequisites: Focus •••, Elemental Background •••
Power Points: Elemental (All) 4

By drawing upon the Earth's essence and power, the elemental may transform her own internal energies into a healing aura. This is very similar to Kung Fu's Chi Kung Healing ability, but it may also be used to heal animals and environmental damage.



System: The character must be able to touch the person or animal to be healed. One Health Level is restored per point of Chi the character spends. This power also extends to the natural world, and it is not unusual for elementals to be seen using it to clean up polluted rivers, mine trailings and such.

In nature, one Chi purifies up to five square feet of polluted area. Certain especially polluted areas may require more than one Chi per five square feet.

Cost: See description above.

Speed: -1

Damage: None

Move: -1

HEATWAVE

Prerequisites: Focus **, Elemental Background ***

Power Points: Elemental (Fire) 3

The fire elemental can suddenly raise the temperature around a person or object — making the air difficult to breathe and disorienting an opponent. A person affected by this feels as though she's suddenly stepped inside an oven. Dizziness and nausea often follow.

System: The elemental rolls damage, but only for the purposes of calculating a dizzy. The opponent actually takes no damage. This maneuver bypasses any bonuses the opponent gets from blocks. This is considered a projectile and can be dodged as such.

Cost: 1 Chi

Speed: +0

Damage: +2 (special; see above)

Move: +0

LEECH

Prerequisites: Focus ***, Grab **

Power Points: Kabaddi, Ninjitsu 3; Kung Fu 4

No one knows what ancient order developed this power, although a few Kabaddi masters speculate that it descended from the Mongol Empire. They believe that this ability was researched by the wise men of Genghis Khan's court in a futile attempt to discover immortality. Khan believed that the life energies of his foes would be able to sustain his life throughout the centuries.

Leech is similar to the Regeneration power, except that each Chi spent allows a combatant to drain one Health Level from his opponent and transfer it to himself. To use this power, the fighter must be able to touch his opponent.

System: No other actions may be initiated once Leech has begun. A fighter may attack and then use Leech, but not the other way around. For each Chi spent, one Health Level will be transferred from the target to the attacker. The maximum number of Chi that may be spent equals the attacker's Focus Technique. An attacker may not increase his Health Levels beyond his maximum.

A target must be successfully grabbed in a Sustained Hold before Leech may be used. The hold is treated as still being in effect for purposes of the target breaking the hold, except that damage is allocated as above instead of by the original hold's modifiers.

Cost: See description above.

Speed: +0

Damage: See description above.

Move: None

LIGHTNESS

Prerequisites: Athletics ••, Focus •••, Elemental •••, Flight

Power Points: Elemental (Air) 3

This power reduces the weight of the target (which doesn't need to be the elemental), allowing him to jump quicker and farther than normal.

System: The affected fighter may add +2 to his Speed and +3 to his Move for all Jump-enhanced maneuvers next round. The elemental is not required to concentrate on the effect during the round, and may move and attack normally. Lightness lasts for a number of turns equal to the Elemental's Focus Technique.

Cost: 1 Chi

Speed: +1 (initial) +2 (target, following round)

Damage: None

Move: +1 (initial) +3 (target, following round)

PIT

Prerequisites: Focus •••, Elemental •••, Wall

Power Points: Elemental (Earth) 3

A gaping hole is torn out of the earth beneath the elemental's opponent. Many fighters are caught off guard by this maneuver.

System: In order to be effective, the Street Fighter must target his opponent after she has finished her movement. Otherwise, the elemental must select a hex as the target for the pit. Any fighter who ends her turn on this hex falls into the pit. Use the modifiers below for damage from the fall. The pit is five feet deep plus one additional foot per dot in the elemental's Focus Technique. Fighters who fall into the pit must spend their next action climbing out. Treat this action as a Move Maneuver at -4 Speed. Pits should be marked on the hex map because, once created, a pit is permanent.

This power will not work if the fighter is not in contact with the ground; even thin wooden planks will negate this maneuver. Using Pit in an arena will result in the loss of one temporary Glory Renown, because of the damage it causes. Fighters will often be asked to make reparations.

Cost: 1 Chi

Speed: -1

Damage: +1

Move: -1

POOL

Prerequisites: Focus ••, Elemental ••••

Power Points: Elemental (Water) 2

The body of the fighter dissolves into a pool of clear water, which cannot be damaged by physical attacks or projectiles. The Street Fighter is able to move underneath and around thin obstacles, such as crates and poles, or under doors that are not watertight.

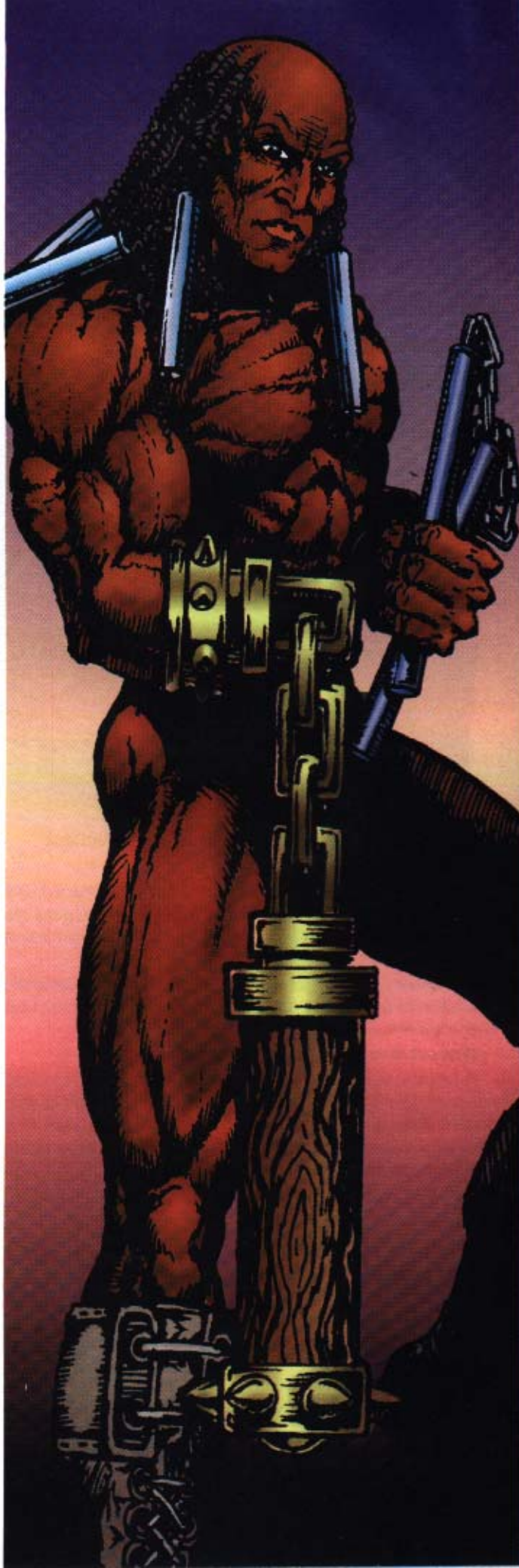
System: Physical maneuvers will not affect the character, who can still move, although Focus-based maneuvers like Ice Blast and Fireball will still damage him.

Cost: None

Speed: +1

Damage: None

Move: -2





PUSH

Prerequisites: Focus ●●●, Elemental ●●●, Air Blast

Power Points: Elemental (Air) 4

Clasping both hands together and pushing forward, the fighter funnels a hurricane-strength gust of wind toward the target. Unprepared opponents have been thrown dozens of feet by the winds produced.

System: A blast of air with a width (in hexes) equal to the character's Focus Technique starts one hex-line in front of the character and continues forward for three hexes.

[Insert hex diagram for maneuver here]

Anyone in this path suffers one hit, which may be blocked normally. Use the Damage modifiers below. Any fighter who suffers damage is moved an equal number of hexes in a straight line away from the elemental. Jumping or airborne opponents will suffer a Knockdown as well.

Cost: 1 Chi

Speed: -2

Damage: +1

Move: None

SAKKI

Prerequisites: Focus ●●●●●

Power Points: Ninjitsu 3

This power does not require the elaborate hand signs that other Saiminjutsu powers do. Sakki allows the Ninja to read others' intentions and react to them. The Ninja is able to sense the emotions of those around her. Any intention to harm her is

perceived as a distinctly unpleasant sensation, escalating to intense discomfort in cases of strong hatred or imminent danger. A sleeping Ninja with this power is aware of her surroundings at all times, and any aggression directed at her will trigger the Sakki, whether it is an assassin standing over her with a drawn sword or a sniper across the alley from her home.

The attack must be directed specifically at the Ninja. She would be able to sense a bomb planted in her own car, but not one planted in her friend's car. An unsuspected blow aimed at her head can be easily avoided, while she would have little idea that her associates were also targets. Sakki is never taught to non-Ninja.

System: During combat with only one visible opponent, this skill is of little value, unless the Ninja is blinded somehow.

Outside of the ring, Sakki has many applications. The Storyteller must tell the Ninja that something "bad" is going to happen. The Ninja can take her next action protecting herself, or she can try to warn and save those nearby. If she does this, and innocents who would otherwise perish are saved thereby, the Ninja gains a temporary Honor point.

This power is always in effect, even when a character is sleeping.

Cost: None

Speed: None

Damage: None

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

SHROUDED MOON

Prerequisites: Focus ●●, Athletics ●

Power Points: Ninjitsu 2

This power allows the Ninja to slip away into shadows. As this is a Focus-based maneuver and has nothing to do with the actual blackness of the shadow, it may be utilized in broad daylight.

System: An opponent must succeed in a resisted test in order to see the Ninja. The opponent rolls Perception + Alertness against the Ninja's Focus + Stealth to spot the Ninja. If the Ninja cannot be spotted, no attack can be made. An opponent can blindly attack a hex at random; if she chooses the wrong hex, however, her next action is taken at -2 Speed.

The Ninja may move up to the maneuver's full movement without being seen, only to reappear the next turn. If the Ninja remains unspotted, his next action is at +1 Speed.

Cost: 1 Chi

Speed: +0

Damage: None

Move: -1

SENSE ELEMENT

Prerequisites: Focus ●, Elemental ●

Power Points: Elemental (All) 1

The elemental can intuitively sense the presence, amount and composition of his chosen element, provided it is nearby. Earth elementals can discern the composition of the soil, the structure of a ledge, or the weak spot in a natural stone wall. Air elementals can sense any pollution in the air (including the air inside someone's lungs), detect the presence of air behind sealed doors, and sense subtle shifts in air pressure and temperature. Water elementals can discern the composition of nearly any liquid, sense any moisture buildups, and gauge an opponent's fatigue level through his level of dehydration.

Finally, fire elementals can calculate the temperature of any object or area, gauge their opponent's body temperature, and discern any object's combustion point.

While this power may not be all that helpful in the ring, many elementals find Sense Element to be an invaluable tool in other circumstances.

System: The character rolls Perception + Elemental Background to discern information about her chosen element. There is no cost to activate this power; the elemental is acutely aware of her chosen element at almost all times.

Cost: None

Speed: Not applicable.

Damage: None

Move: Not applicable.

SPEED OF THE MONGOOSE

Prerequisites: Focus •••

Power Points: Ninjitsu 3

The Ninja must concentrate on the form of her body's Chi and the method in which she wishes to tap it. By forming the intricate and secret hand sign of the Mongoose, she may draw on its power to increase her natural speed.

System: The Ninja may only move this combat turn and cannot block or attack. The following turn she may choose to add +4 to her Speed or +6 to her Move (the latter must be in a straight line).

Cost: 1 Chi

Speed: +2

Damage: None

Move: -2

SPONTANEOUS COMBUSTION

Prerequisites: Focus •••, Elemental ••••, Heatwave

Power Points: Elemental (Fire) 4

With this awesome power, the elemental can make his opponent literally burst into flames. Unsuspecting or unfocused opponents will suffer horribly as they burn uncontrollably. Victims of this attack will continue to burn until they either extinguish the flames or the elemental allows them to go out.

System: The elemental must defeat the defender in a contested Focus roll. If the elemental succeeds, the defender bursts into flames, taking the damage listed below. Each round thereafter, the elemental can continue to expend Chi to keep the fire burning. The affected character can counteract this expenditure of Chi by spending one action rolling on the ground and putting the fire out. Unfortunately, it is not always wise to do this in the middle of combat: any character who rolls out a fire suffers a -2 Speed penalty on her next action.

Cost: 2 Chi first round, 1 Chi thereafter

Damage: +5 first round, +2 thereafter

Move: -2

STONE

Prerequisites: Focus ••, Punch ••, Elemental ••, Wall

Power Points: Elemental (Earth) 2

The elemental may form a small boulder from thin air and throw it at her target.

System: This is a projectile attack, very similar to a Fireball or Ice Blast. The more Focus the elemental has, the larger the stone is. Because the stone is thrown, this Focus Maneuver

uses Strength instead of Intelligence to determine the damage inflicted.

Cost: 1 Chi

Speed: -2

Damage: Strength + Focus Technique

Move: None

VACUUM

Prerequisites: Focus •••, Elemental ••••, Air Blast

Power Points: Elemental 3

Perhaps the most dangerous of all elemental powers. The welder may temporarily remove the air in any given area. When this power takes effect, there is a loud crack similar to thunder as the surrounding atmosphere rushes to fill the vacuum. Any target in the area affected will feel the air sucked out of his lungs, while almost simultaneously the air around him smashes into every part of his body.

System: The user of this power designates one hex as the target hex. Any fighter in that hex must succeed in a Stamina test or be automatically dizzied the following turn. He then suffers damage according to the modifiers below.

Air elementals are unaffected by this power. A target with a higher Speed may interrupt and move out of the affected hex before the vacuum forms.

Cost: 1 Chi

Speed: -2

Damage: +2

Move: -2



VENOM

Prerequisite: Focus **, Athletics **, Grab **, Bite

Power Points: Animal Hybrid 2

The fighter has fangs, which allow him to inject a mild poison into his target. The poison will paralyze small animals, but only serves to slow the tougher Street Fighters.

System: On a successful attack the target suffers damage according to the modifiers below. For the next two turns, the victim will act at -1 Speed and will automatically lose one additional Health Level per turn of the poison's effect. Venom may not be used in conjunction with any other biting attacks — although it may be worked into an effective combination with other biting attacks.

Cost: 1 Chi

Speed: +1

Damage: +2 (Lingering effects for the next two turns. See above.)

Move: -2

WALL

Prerequisites: Focus •, Elemental **

Power Points: Elemental (Earth) 2

Simple yet effective. The elemental causes a solid wall of earth to erupt from the ground, either hitting an opponent or blocking his attack.

System: The elemental selects a hex other than her own and fills it with a wall of earth. The range of this power is Perception + Focus. Anyone in this hex at the time the power is evoked suffers the listed damage below. Otherwise the wall

must be circumvented or beaten down. As with the Pit Special Maneuver, the elemental must be in contact with the earth for this maneuver to be effective.

A wall has a number of Health Levels equal to the Elemental's Focus Technique, and a Stamina equal to her Elemental Background.

Cost: None

Speed: -2

Damage: +2

Move: None

WEIGHT

Prerequisites: Focus ***, Elemental ****, Wall, Stone, Pit
Power Points: Elemental (Earth) 3

The very essence of the planet is at earth elementals' beck and call. This includes gravity! The elemental may force the planet itself to root the target to the earth for a short period of time. Affected fighters are surrounded by a bizarre effect similar to waves of heat from a hot highway. The opponent suddenly feels as if her weight has been doubled — then tripled.

System: This is a projectile attack and may be dodged as such. Otherwise the target will not be able to jump for the following round, and will suffer -2 Speed and -2 Move. This effect cannot be sustained but can be used successively.

Cost: 1 Chi

Speed: -2

Damage: None

Move: -1



NEW ABILITIES

TALENTS

MANAGE

All managers, or fighters who wish to manage, must have this Ability. The Manage Talent allows the character to run the business side of the Street Fighter circuit. It encompasses everything from travel bookings to medical coverage. A good manager with a good team can keep expenses down and make a profit. If the manager also has the Publicist and Bookie Abilities, profits can be incredible.

- Novice: You can open a bank account and calculate simple interest. (If you have a calculator on hand, that is.)
- Practiced: You can balance your checkbook. Figuring out compound interest is a snap for you. If you were interested in the fast-food industry, you would be a shoe-in for assistant manager.
- Competent: Your friends ask you to do their taxes for them and you always get them refunds. Most small businesses have a 50/50 chance of success in their first year; yours is 70/30.
- Expert: Your friends still ask you to do their taxes and you agree, but only so you can claim them as dependents on

your own taxes. You can spot a profitable business deal a mile away and invest heavily in the stock market.

•••• Master: Donald Trump, Bill Gates, Howard Hughes — and you. You could sell freezers to Eskimos. You've had a lot of profitable business experience, which makes you ideal for high-level CEO positions.

Possessed by: Financial Consultants, Business Managers, IRS Agents, Team Managers

SKILLS

BOOKIE

It isn't easy to make a buck in this world. Sometimes you have to be smart about it. Like letting the poor sap in the ring take the lumps while you collect the dough betting against him. Sometimes it's your friend in there, but the money's good, and someone's got to look out for your buddy. Even if that means betting against him occasionally.

- Novice: You like to place bets on just about everything, but rarely break even.
- Practiced: The lotteries look attractive, but you have learned enough about statistics to realize that the odds just aren't in your favor.
- Competent: People ask your opinion on horse races and blackjack odds. You can usually place winning bets, but not consistently enough for your friends to trust your judgment.

•••• Expert: You've decided to carry a pager because too many people need to get a hold of you wherever you are. Placing bets has become a lucrative sideline, and you consistently win. The gambling houses all know you by name — they don't like you, but they know you and will take your bets.

••••• Master: You don't need a day job. No one in town will take your bets anymore, but that's okay because you have enough capital to cover most bets on your own. You have your own clientele, who gamble only with you. You are an expert at statistics and calculating odds. Occasionally there is an upset and you some lose money, but rarely.

Possessed by: Gamblers, Bookies, Loan Sharks, Mafia Bookmakers

PUBLICIST

This Skill allows you to advertise an upcoming event in order to attract paying customers. This can be a little tricky sometimes — some countries frown on the circuit and those that don't always want a cut off the top. It's best to keep the authorities out of the ring and the accompanying deals.

• Novice: You believe that advertising in the classified section of the local paper is the best way to attract an audience.

•• Practiced: Spreading posters on telephone poles attracts more people, but few of the real movers.

••• Competent: You know how to contact the people most interested in the Street Fighting circuit. You let them do your work for you, as they spread word of the upcoming match to interested parties.

•••• Expert: You know the major players in nearly every city in which circuit matches occur. Managers envy your advertising savvy, and fighters seek you out to finance their matches. Important city officials know you by name. They may not like or approve of you, but they know you.

••••• Master: Nothing happens on the Street Fighter Circuit without your knowledge. You can make one call to any city in the world and organize a match. Your services are sought out by the largest, best-financed stables. Your name is known by important government officials, who may help or hinder you depending upon how you play your cards. Shadoloo has also taken an interest in your activities.

KNOWLEDGES

CYBERNETICS

This is the ability to install and upgrade cybernetic implants. You have combined high-tech know-how with medical and prosthetic technology to achieve truly amazing results. You can repair, upgrade and, given time, build cybernetic limbs.

Before a character can learn Cybernetics, he must attain five dots in the Medicine Knowledge.

• Student: You know the basics of prosthetics technology and how to replace simple equipment. Simple repairs are the best you can manage. You know enough to refer the patient to a more qualified technician.



















•• College: At this stage you are able to recognize the inefficiency of most artificial limbs. You begin to design improved models, but lack the technical knowledge to build them.















••• Masters: Scientific teams have offered you a position in their ranks. You are respected by your peers as an inspired scientist and a hard worker. A few of your papers concerning prosthetic replacements have been published in medical and technical magazines.

•••• Doctorate: Your advice is solicited for all manner of projects. You can completely rebuild and improve any "off the rack" prosthetic device, increasing its efficiency tenfold. Were the technology involved not so expensive, your designs would be the medical standard.

••••• Scholar: Few people ask you for advice, because few can understand the concepts you talk about. The word "revolutionary" doesn't do justice to your work. Some of your patients regard their accidents as the best thing that ever happened to them — your cybernetic replacements are that good.

Possessed by: Doctors, Mad Scientists, Inventors, Nobel Prize Winners.

								
								
Anvil	Hammer	Harpol	Seirei Kaji	Hikodoshi	Kuma Mizu	Icepick	Jacques	Major Carnage

						
						
Jaq	Nick Fontana	Orihime	Samson Prowse	Shoujo Tora	Sapphire	Yuki Takada

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Running the circuit has never been this difficult. See the side of street fighting that few talk about: the undiscovered wilds, the horrid results of men fused with technology and the keys to unlocking dark sorcerous power. Be prepared the next time you step into the ring — there's no telling what you'll face!

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- Detailed source material on Animal Hybrids, Cybernetics, plus two new styles.
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