

SUPPLEMENT

Beta 0.15
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FOR

STREET FIGHTER

THE STORYTELLING GAME

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SFRPG.COM

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Chapter 1:

INTRODUCTION

Beta version to show what's on the way.

I still need to:

- Illustrations
- Maneuver details (done on paper)
- Write chapters one and two
- Type chapter five (done on paper)
- Win/Loss records
- Combos

[insert introduction here]

Chapter 2:

SETTING

[insert setting here]

Chapter 3:

WORLD WARRIORS

[insert world warrior intro here]

STREET FIGHTER

Name: ADON
 Player:
 Chronicle:

Style: MUAY THAI KICKBOXING
 School:
 Stable:

Team:
 Concept:
 Signature: THUMBS DOWN

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 ●●○○○
 RESOURCES ●●●●○
 STAFF ●●○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

DIVE KICK, DOUBLE HIT KICK
 ELBOW SMASH,
 FLYING DIVE KICK,
 FOOT SWEEP, JAGUAR KICK,
 JUMP, MAKAWARA,
 POWER UPPER CUT, THROW,
 TIGER KNEE,
 WOUNDED KNEE

REOWN

Glory ●●●●●●●●○
 □□□□□□□□□□

Honor

●●●●●●●○○○
 □□□□□□□□□□

CHI

●●○○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
 Rank: 9 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: AKUMA
 Player:
 Chronicle:

Style: SHOTOKAN KARATE
 School: GOUTETSU'S DOJO
 Stable:

Team:
 Concept: PERFECTIONIST
 Signature: KANJI SYMBOL

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 ●●●○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR HURRICANE KICK,
 ASHURA WARP, BACKROLL
 THROW, DIVE KICK, DOUBLE
 FLYING FIREBALL, DRAGON
 PUNCH, FIREBALL, FLYING
 FIREBALL, FOOT SWEEP,
 FORWARD ROLL, HURRICANE
 KICK, IMPROVED FIREBALL,
 JUMP, KIPPLUP, LIGHTNING
 DROP, POWER UPPER CUT,
 RAGING DEMON, THROW

Combos:

RENOWN

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

CHI

●●●●●●●●
 □□□□□□□□

WILLPOWER

●●●●●●●●
 □□□□□□□□

HEALTH

●●●●●●●●
 □□□□□□□□
 ●●●●●●●●
 □□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
 Rank: NONE
 Standing _____
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: ALEX
 Player:
 Chronicle:

Style: WRESTLING
 School: TOM
 Stable:

Team:
 Concept: ORPHAN
 Signature: FACEPAINT

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 ●●○○○
 RESOURCES ●●○○○
 FAME ●○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR SMASH, AIR THROW,
 BACK BREAKER, FLASH CHOP,
 FLYING TACKLE,
 FOOT SWEEP, HEADBUTT,
 JUMP,
 JUMPING SHOULDER BUTT,
 POWER BOMB, SUPLEX,
 THROW

RENOWN

Glory ●●●●●●●●○
 □□□□□□□□□□

Honor

●●●●●●●●○
 □□□□□□□□□□

CHI

●●●●●●●●○
 □□□□□□□□□□

WILLPOWER

●●●●●●●●○
 □□□□□□□□□□

Division: WORLD WARRIOR
 Rank: 9 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

HEALTH

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

EXPERIENCE

STREET FIGHTER

Name: BIRDIE
 Player:
 Chronicle:

Style: WRESTLING
 School:
 Stable:

Team:
 Concept: THUG
 Signature: MOHAWK

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 ●●●○○
 FAME ●○○○○
 RESOURCES ●●○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR SMASH, BANDIT CHAIN,
 BUFFALO PUNCH,
 BULL HEAD, BULL HORN,
 CHOKE CHAIN, FOOT SWEEP,
 HEADBUTT, HEADBUTT HOLD,
 JUMP, POWER UPPERCUT,
 THROW

RENOWN

Glory ●●●●●●○○
 □□□□□□□□

Honor

●●●○○○○○
 □□□□□□□□

CHI

●○○○○○○○○
 □□□□□□□□

WILLPOWER

●●●●●●●●
 □□□□□□□□

Division: WORLD WARRIOR
 Rank: 9 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

HEALTH

●●●●●●●●
 □□□□□□□□
 ●●●●●●●●
 □□□□□□□□

EXPERIENCE

STREET FIGHTER

Name: CHARLIE
 Player:
 Chronicle:

Style: SPECIAL FORCES TRAINING
 School: U.S. AIRFORCE
 Stable:

Team:
 Concept: WAR HERO
 Signature: CLEANS HIS GLASSES

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 ●●●●○
 ARENA ●●●○○
 BACKING ●●●●●
 CONTACTS ●●○○○
 FAME ●○○○○
 RESOURCES ●●●●○
 STAFF ●●●○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR THROW, FLASH KICK,
 FOOT SWEEP, JUMP,
 KNEE BASHER,
 POWER UPPER CUT,
 SONIC BOOM,
 SPINNING BACKFIST, SUPLEX

RENOWN

Glory ●●●●●○
 □□□□□□□□□□

Honor

●●●●●○
 □□□□□□□□□□

CHI

●●●●●●●●●●
 □□□□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□□□

Division: WORLD WARRIOR
 Rank: 10 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

STREET FIGHTER

Name: **CODY TRAVERS**
 Player:
 Chronicle:

Style: **WESTERN KICKBOXING**
 School:
 Stable:

Team:
 Concept: **FALLEN HERO**
 Signature: **SHRUGS**

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 ●●●●○
 CONTACTS ●●○○○
 FAME ●○○○○
 RESOURCES ●○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

BAD STONE, CRIMINAL UPPER,
 FOOT SWEEP, JUMP,
 KNEE BASHER,
 POWER UPPERCUT,
 RUFFIAN KICK, SAND CHUCK,
 SLIDE KICK, THROW

REOWN

Glory
 ●●●●●●●●○○
 □□□□□□□□□□

Honor

●●●●●●○○○○
 □□□□□□□□□□

CHI

●●●●●●○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●●●●○○
 □□□□□□□□□□

Division: **WORLD WARRIOR**
 Rank: **9 (FREESTYLE)**
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

STREET FIGHTER

Name: DAN HIBIKI
 Player:
 Chronicle:

Style: SHOTOKAN KARATE
 School: SELF TAUGHT
 Stable:

Team:
 Concept: REVENGE SEEKER
 Signature: TAUNTS

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 ●●●●○
 CONTACTS ●●○○○
 RESOURCES ●●●○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR HURRICANE KICK,
 BACKROLL THROW,
 DRAGON PUNCH, FIREBALL,
 FOOT SWEEP,
 FORWARD ROLL,
 HURRICANE KICK, JUMP,
 POWER UPPER CUT, THROW

RENOWN

Glory
 ●●●●●●●●●●
 □□□□□□□□□□

Honor

●●●●●●○○○○
 □□□□□□□□□□

CHI

●●●●●●○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●●○○○○
 □□□□□□□□□□

Division: WORLD WARRIOR
 Rank: 9 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

HEALTH

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

EXPERIENCE

STREET FIGHTER

Name: DUDLEY
 Player:
 Chronicle:

Style: BOXING
 School:
 Stable:

Team:
 Concept: ENGLISH GENTLEMEN
 Signature: "DOWN FOR THE COUNT"

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 ●●○○○
 RESOURCES ●●●●●
 STAFF ●●●●○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

BRAIN CRACKER, COUNTER,
 DARTING PUNCH,
 DASHING PUNCH,
 DASHING UPPERCUT,
 FIST SWEEP, HYPERFIST,
 JET UPPERCUT,
 MACHINE GUN BLOW,
 POWER UPPERCUT, THROW

RENOWN

Glory ●●●●●●●○
 □□□□□□□□

Honor

●●●●●●●●
 □□□□□□□□

CHI

●●○○○○○○○○
 □□□□□□□□

WILLPOWER

●●●●●●●●
 □□□□□□□□

Division: WORLD WARRIOR
 Rank: 10 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

HEALTH

●●●●●●●●
 □□□□□□□□
 ●●●●●●●●
 □□□□□□□□

EXPERIENCE

STREET FIGHTER

Name: ELENA
 Player:
 Chronicle:

Style: CAPOEIRA
 School: HER VILLAGE
 Stable:

Team:
 Concept: PRINCESS
 Signature: HANDSTAND

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 ●●○○○
 ANIMAL COMPANION ●●●○○
 ARENA ●●●●○
 STAFF ●●●○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

DOUBLE HIT KICK,
 FLASH KICK, FLYING SIDE KICK,
 FOOT SWEEP,
 HANDSTAND KICK,
 JAGUAR KICK, JUMP,
 MUSICAL ACCOMPANIMENT,
 REGENERATION,
 SLIDE KICK, THROW

RENOWN

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

CHI

●●●●●●●●○○○
 □□□□□□□□□□

WILLPOWER

●●●●●●●●○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

Division: WORLD WARRIOR
 Rank: 9 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

EXPERIENCE

STREET FIGHTER

Name: GEN
 Player:
 Chronicle:

Style: KUNG FU
 School:
 Stable:

Team:
 Concept: FORMER ASSASIN
 Signature: "FOOL!"

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 ●●●●●●
 CONTACTS ●●●●●○
 FAME ●○○○○○
 RESOURCES ●●○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

BRAIN CRACKER, BREAKFALL,
 CHI KUNG HEALING,
 DIM MAK, DIVE KICK,
 DOUBLE HIT KICK,
 FLYING DIVE KICK,
 FOOT SWEEP,
 HANDSTAND KICK,
 HUNDRED HAND SLAP, JUMP,
 KNEE BASHER,
 REVERSE WATERFALL,
 TRIPLE STRIKE,
 TUMBLING ATTACK

Combos:

RENOWN

Glory
 ●●●●●●○○
 □□□□□□□□

Honor

●●●●●○○○○
 □□□□□□□□

CHI

●●●●●●●●
 □□□□□□□□

WILLPOWER

●●●●●●●●
 □□□□□□□□

HEALTH

●●●●●●●●
 □□□□□□□□
 ●●●●●●●●
 □□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
 Rank: 10 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: GILL
 Player:
 Chronicle:

Style: PANKRATION
 School: ILLUMINATI
 Stable:

Team:
 Concept: MESSIAH
 Signature: RED AND BLUE BODY

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 ●●●●●●●
 CONTACTS ●●●●●
 RESOURCES ●●●●●
 STAFF ●●●●●
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

ACCURACY,
 DASHING CLOTHESLINE,
 DIVE KICK, ELBOW SMASH,
 FLYING DIVE KICK,
 FOOT SWEEP, IMPROVED
 DASHING CLOTHESLINE,
 JUMP, NECK CHOKE,
 PILE DRIVER,
 POWER UPPERCUT,
 PSYCHOKINESIS,
 PSYCHOKINETIC CHANNELING,
 *RESURRECTION

Combos:

RENOWN

Glory
 ●●●●●●●●○
 □□□□□□□□□□

Honor

●●●○○○○○○○
 □□□□□□□□□□

CHI

●●●●●●●●●●
 □□□□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
 Rank: 10 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: **GUY**
 Player:
 Chronicle:

Style: **NINJITSU**
 School: **ZEKU'S DOJO**
 Stable:

Team:
 Concept: **HERO**
 Signature: **NINJA HAND SIGNS**

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 ●●●●○
 CONTACTS ●●○○○
 FAME ●○○○○
 RESOURCES ●●○○○
 SENSEI ●●●●●
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

ADVANCING ELBOW,
 BACKFLIP KICK, BREAKFALL,
 ELBOW SMASH,
 FOOT SWEEP, JUMP, KIPPLIP,
 KNEE BASHER, LIGHT FEET,
 LIGHTNING DROP,
 NECK HUNTER,
 POWER UPPERCUT, SHADOW
 PENETRATOR, SLIDE KICK,
 SPEED OF THE MONGOOSE,
 THROW, TORNADO KICK,
 WALL SPRING, WIND DASH

Combos:

RENOWN

Glory
 ●●●●●●○○○
 □□□□□□□□□

Honor

●●●●●●○○○
 □□□□□□□□□

CHI

●●●●●●○○○
 □□□□□□□□□

WILLPOWER

●●●●●●●●●
 □□□□□□□□□

HEALTH

●●●●●●●●●
 □□□□□□□□□
 ●●●●●●●●●
 □□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
 Rank: 9 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: HUGO ANDORE
 Player:
 Chronicle:

Style: WRESTLING
 School:
 Stable: HUGE WRESTLING ARMY

Team:
 Concept: BEHEMOTH
 Signature: "I'M NUMBER ONE!"

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 ●●●●○
 CONTACTS ●●●●○
 MANAGER ●●●●●
 RESOURCES ●●●●○
 STAFF ●●●●○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR THROW, BACK BREAKER,
 DASHING CLOTHESLINE,
 DOUBLE HIT KICK, EAR POP,
 ELBOW SMASH,
 FOOT SWEEP,
 GIANT PALM BOMBER, JUMP,
 MEAT SQUASHER,
 NECK CHOKE,
 POWER UPPER CUT,
 SHOOTING PEACH,
 SOMERSAULT PRESS, THROW,
 ULTRA THROW

Combos:

RENOWN

Glory ●●●●●●●●
 □□□□□□□□

Honor

●●●●○○○○○
 □□□□□□□□

CHI

●○○○○○○○○○
 □□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
 Rank: 10 (TRADITIONAL)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: **IBUKI**
 Player:
 Chronicle:

Style: **NINJITSU**
 School: **HER CLAN**
 Stable:

Team:
 Concept: **NINJA SCHOOLGIRL**
 Signature: **SMOKEBOMB**

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 ●●●●●
 ANIMAL COMPANION ●●●○○
 CONTACTS ●●○○○
 RESOURCES ●●○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

CHI BLAST, DISENGAGE,
 DOUBLE HEEL STOMP,
 EAR POP, EMPTY STEP,
 FLYING HEEL STOMP,
 FLYING THRUST KICK,
 FOOT SWEEP,
 IMPROVED STINGER, JUMP,
 KIPPUP, NECK BREAKER,
 POWER UPPERCUT,
 SLIDE KICK, SPIN KICK,
 STINGER, THROW

Combos:

RENOWN

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

CHI

●●●●●●●●○○○
 □□□□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
 Rank: 9 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: JULI (JULIA)
 Player:
 Chronicle:

Style: SPECIAL FORCES TRAINING
 School: SHADOWLOO
 Stable:

Team:
 Concept: ASSASSIN
 Signature: "MISSION COMPLETE"

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 ●●●●●
 CONTACTS ●●●●●
 BACKING ●●●●●
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

FLYING SIDE KICK,
 FLYING THRUST KICK,
 FOOT SWEEP, JUMP, KIPPLIP,
 POWER UPPERCUT,
 SPINNING BACKFIST,
 SPINNING KNUCKLE, SUPLEX
 THIGH PRESS

RENOWN

Glory ●●●●●●●○○
 □□□□□□□□□□

Honor

○○○○○○○○○○
 □□□□□□□□□□

CHI

●●●○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●●●○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

Division: _____
 Rank: _____
 Standing _____
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: JUNI
 Player:
 Chronicle:

Style: SPECIAL FORCES TRAINING
 School: SHADOWLOO
 Stable:

Team:
 Concept: ASSASSIN
 Signature: "MISSION COMPLETE"

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 ●●●●●
 CONTACTS ●●●●●
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

ADVANCING BLOCK,
 CANNON DRILL,
 EARTH DIRECT,
 FLYING THRUST KICK,
 FOOT SWEEP, KIPPLUP,
 POWER UPPERCUT, SUPLEX,
 TELEPORT SLIDE,
 THIGH PRESS

RENOWN

Glory ●●●●●○
 □□□□□□□□□□

Honor

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □

CHI

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

WILLPOWER

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

HEALTH

● ● ● ● ● ● ● ● ● ● ● ●
 □ □ □ □ □ □ □ □ □ □ □ □
 ● ● ● ● ● ● ● ● ● ● ● ●
 □ □ □ □ □ □ □ □ □ □ □ □

EXPERIENCE

Division: _____
 Rank: _____
 Standing _____
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: KARIN KANZUKI
 Player:
 Chronicle:

Style: KANZUKI-RYU (JEET KUNE DO)
 School: SELF TAUGHT
 Stable:

Team:
 Concept: HEIRESS
 Signature: LAUGHS

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

BACKING ●●●●●
 FAME ●●○○○
 RESOURCES ●●●●●
 STAFF ●●●●●
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

COUNTER, FOOT SWEEP,
 GUREN KEN, JUMP, KIPPLIP,
 KNEE BASHER, KNEE CRUSHER,
 PALM ARC, POWER UPPERCUT,
 REKKA KEN,
 STEPPING FRONT KICK,
 STEPPING SNAP KICK,
 THROW

RENOWN

Glory ●●●●●●●●○
 □□□□□□□□□□

Honor

●●●●○○○○○
 □□□□□□□□□□

CHI

●●●○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●●●●○
 □□□□□□□□□□

Division: WORLD WARRIOR
 Rank: 9 (TRADITIONAL)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

STREET FIGHTER

Name: MAKOTO
 Player:
 Chronicle:

Style: RINDOUKAN KARATE
 School: RINDOU DOJO
 Stable:

Team:
 Concept: DOJO SAVIOR
 Signature: BAGGY GI

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 ●○○○○
 RESOURCES ●○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AXE KICK, BOARD BREAKER,
 FIST SWEEP, FOCUS,
 FOOT SWEEP,
 FORWARD FOOT SWEEP,
 HEADBUTT, NECK CRUSH,
 POWER UPPERCUT,
 STEPPING CRESCENT,
 VITAL CRUSH,
 WIND SPLITTER

RENOWN

Glory ●●●●●●●○
 □□□□□□□□

Honor

●●●●●●●○
 □□□□□□□□

CHI

●●●●●○○○○○
 □□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□

Division: WORLD WARRIOR
 Rank: 9 (TRADITIONAL)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□

EXPERIENCE

STREET FIGHTER

Name: NECRO (ILLIA)

Player:

Chronicle:

Style: PROGRAMMING JEET KUNE DO

School: ILLUMINATI

Stable:

Team:

Concept: GUINEA PIG

Signature: "OUTTA MY WAY!"

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 ●○○○○
 CYBERNETICS ●●●●○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

EXTENDIBLE LIMBS,
 FLYING BODY SPEAR,
 FOOT SWEEP, HAYMAKER,
 JUMP, LEG TOSS,
 POWER UPPERCUT,
 SHOCK TREATMENT,
 SPINNING CLOTHESLINE,
 TURBO SPINNING CLOTHESLINE,
 WIDOWMAKER

RENOWN

Glory
 ●●●●●○
 □□□□□□□□□□

Honor

●●●●●○
 □□□□□□□□□□

CHI

●●●●●●●●●●
 □□□□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□□□

Division: WORLD WARRIOR
 Rank: 9 (TRADITIONAL)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

STREET FIGHTER

Name: ORO

Player:

Chronicle:

Style: SENJUTU

School: SELF TAUGH

Stable:

Team:

Concept: HERMIT

Signature: BOUND ARM

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 ●○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

ACCURACY,
 DOUBLE HEEL STOMP,
 DOUBLE JUMP,
 DRAGON PUNCH, FIREBALL,
 FLYING HEEL STOMP,
 FOOT SWEEP,
 IMPROVED FIREBALL,
 INFERNO STRIKE, JUMP,
 NECK CHOKE,
 POWER UPPER CUT, RAG DOLL,
 SPINNING BACKFIST,
 TELEKINESIS, WALL SPRING

Combos:

RENOWN

Glory
 ●●●●●●●●○○○
 □□□□□□□□□□

Honor

●●●●●●●●●○○
 □□□□□□□□□□

CHI

●●●●●●●●●●
 □□□□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
 Rank: 10 (FREESTYLE)
 Standing _____
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: Q
 Player:
 Chronicle:

Style: WESTERN KICKBOXING?
 School: ???
 Stable: ???

Team: ???
 Concept: MYSTERY MAN
 Signature: MASK

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

CAPTURE AND DEADLY BLOW,
 DASHING PUNCH,
 FOOT SWEEP, HAYMAKER,
 HYPERFIST, JUMP,
 POWER UPPERCUT, THROW,
 TOUGHSKIN

Combos:

RENOWN

Glory ●●●●●●●○○
 □□□□□□□□□□

Honor

●●●●●●●○○
 □□□□□□□□□□

CHI

●●●●●●○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
 Rank: 9 (FREESTYLE)
 Standing _____
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: "RAINBOW" MIKA NANAKAWA
 Player:
 Chronicle:

Style: WRESTLING
 School:
 Stable:

Team:
 Concept: PRO WRESTLER
 Signature: "RAINBOW!"

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

FAME ●●●●○
 RESOURCES ●●●●○
 STAFF ●●●●○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR SMASH, AIR THROW,
 BREAKFALL,
 DAYDREAM HEADLOCK,
 DUCKING FIERCE,
 FLYING PEACH, JUMP,
 PARADISE PANCAKE,
 SHOOTING PEACH,
 SLIDE KICK,
 SPINNING BACKFIST, SUPLEX,
 THIGH PRESS, THROW

Combos:

RENOWN

Glory ●●●●●●●●○
 □□□□□□□□□□

Honor

●●●●●●●●○
 □□□□□□□□□□

CHI

●●○○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●●●●○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
 Rank: 9 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: REMY
 Player:
 Chronicle:

Style: SPECIAL FORCES TRAINING
 School:
 Stable:

Team:
 Concept: VENGEANCE SEEKER
 Signature: MOODY Demeanor

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

RESOURCES ●●●○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

DIVE KICK, DOUBLE HIT KICK,
 FLASH KICK,
 FLYING DIVE KICK,
 FOOT SWEEP, JUMP,
 POWER UPPERCUT,
 SONIC BOOM, THROW,
 TRIPLE STRIKE

Combos:

RENOWN

Glory ●●●●●○○○
 □□□□□□□□□□

Honor

●●●●○○○○○
 □□□□□□□□□□

CHI

●●●●●●●●○○
 □□□□□□□□□□

WILLPOWER

●●●●●●●●○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
 Rank: 10 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: ROLENTO F. SCHUGERG
 Player:
 Chronicle:

Style: SPECIAL FORCES TRAINING
 School:
 Stable:

Team:
 Concept: CONQUEROR
 Signature: "MISSION COMPLETE"

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 ●●●●●
 CONTACTS ●●●●○
 RESOURCES ●●●○○
 STAFF ●●○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

BACKFLIP, JUMP,
 LIGHTNING STRIKES,
 SLIDE KICK, STINGER, THROW,
 TUMBLING ATTACK

RENOWN

Glory ●●●●●○○○○
 □□□□□□□□□□

Honor

○○○○○○○○○○○○
 □□□□□□□□□□

CHI

●○○○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□□□

Division: WORLD WARRIOR
 Rank: 9 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

STREET FIGHTER

Name: ROSE
 Player:
 Chronicle:

Style: SOUL POWER (LER DRIT)
 School:
 Stable:

Team:
 Concept: FORTUNE TELLER
 Signature: GLOWING ORBS

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

RESOURCES ●●○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR THROW, COBRA CHARM
 ENERGY ABSORBSION,
 ENERGY REFLECTION,
 FIREBALL, FOOT SWEEP,
 HANDSTAND KICK, JUMP,
 MISSILE REFLECTION,
 POWER UPPERCUT,
 PSYCHOKINETIC CHANNELING,
 SLIDE KICK, SOUL DRAIN,
 SOUL SPIRAL, TELEPATHY,
 THROW

Combos:

RENOWN

Glory
 ●●●●●●○○○○○
 □□□□□□□□□□

Honor

●●●●●●●●●●
 □□□□□□□□□□

CHI

●●●●●●●●●●
 □□□□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
 Rank: 10 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: SAKURA KASUGANO
 Player:
 Chronicle:

Style: SHOTOKAN KARATE
 School: SELF TAUGHT
 Stable:

Team:
 Concept: SCHOOL GIRL
 Signature: DANCES

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 ●○○○○
 ARENA ●○○○○
 CONTACTS ●○○○○
 RESOURCES ●○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

CONDENSED FIREBALL,
 DRAGON DASH,
 DRAGON PUNCH, FIREBALL,
 FOOT SWEEP, HAYMAKER,
 HURRICANE KICK, JUMP,
 NECK CHOKE,
 POWER UPPERCUT, THROW,
 WIDOWMAKER

RENOWN

Glory
 ●●●●●○○○
 □□□□□□□□

Honor

●●●●●○○○
 □□□□□□□□

CHI

●●●●●○○○
 □□□□□□□□

WILLPOWER

●●●●●○○○
 □□□□□□□□

Division: WORLD WARRIOR
 Rank: _____
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

HEALTH

●●●●●●●●
 □□□□□□□□
 ●●●●●●●●
 □□□□□□□□

EXPERIENCE

STREET FIGHTER

Name: SEAN MATSUDA
 Player:
 Chronicle:

Style: SHOTOKAN KARATE
 School: KEN
 Stable:

Team:
 Concept: COLLEGE STUDENT
 Signature: BLOWS A BUBBLE

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 ●○○○○
 CONTACTS ●○○○○
 RESOURCES ●●●○○
 SENSEI ●●●●○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

BACKROLL THROW,
 DRAGON PUNCH,
 DRAGON SMASH,
 FOOT SWEEP,
 FORWARD ROLL,
 GROUND AND POUND,
 HEADBUTT,
 HURRICANE KICK, JUMP,
 KIPPLUP,
 POWER UPPER CUT, THROW,
 WHEEL KICK

Combos:

RENOWN

Glory
 ●●●●●●●●○
 □□□□□□□□□□

Honor

●●●●●●●●○
 □□□□□□□□□□

CHI

●●●●●○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●●●●○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
 Rank: 9 (TRADITIONAL)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: SODOM
 Player:
 Chronicle:

Style: JEET KUNE DO
 School: SELF TAUGHT
 Stable:

Team:
 Concept: SAMURAI
 Signature: BAD JAPANESE

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 ●●●●●
 CONTACTS ●●●●○
 RESOURCES ●●●○○
 STAFF ●●○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

DASHING SLICE, JUMP,
 POWER BOMB,
 POWER UPPERSTRIKE,
 RUG BURN, SKYFALL,
 SLIDE KICK, TENGU RUNNING,
 THROW

RENOWN

Glory ●●●●●●○○○
 □□□□□□□□□□

Honor

●○○○○○○○○○
 □□□□□□□□□□

CHI

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WILLPOWER

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Division: WORLD WARRIOR
 Rank: 9 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

HEALTH

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EXPERIENCE

STREET FIGHTER

Name: TWELVE
 Player:
 Chronicle:

Style: PROGRAMMING (JEET KUNE DO)
 School: ILLUMINATI
 Stable:

Team:
 Concept: BIO-WEAPON
 Signature: FREAKISH APPEARANCE

ATTRIBUTES

PHYSICAL

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

SOCIAL

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

MENTAL

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

ABILITIES

TALENTS

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

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

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

BACKGROUNDS

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

Punch ●●●●●
 Kick ●●●●●
 Block ●●●●●
 Grab ●●●●○
 Athletics ●●●●●
 Focus ○○○○○
 _____ ○○○○○
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SPECIAL MANEUVERS

BEARHUG, DIVING HAWK,
 EXTENDIBLE LIMBS,
 FLYING HYPERFIST, GLIDING,
 HYPERFIST, JUMP,
 POWER UPPERCUT,
 QUADRUPEDAL,
 SHAPE CHANGE,
 SHROUDED MOON,
 SLIDE KICK, THROW,
 WALL SPRING

Combos:

RENOWN

Glory
 ●●●●○○○○○
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WILLPOWER

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HEALTH

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EXPERIENCE

Division: WORLD WARRIOR
 Rank: _____
 Standing _____
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: **URIEN**
 Player:
 Chronicle:

Style: **PANKRATION**
 School: **ILLUMINATI**
 Stable:

Team:
 Concept: **USURPER**
 Signature: **SHOCKWAVE**

ATTRIBUTES

PHYSICAL

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

SOCIAL

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

MENTAL

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

ABILITIES

TALENTS

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

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

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

BACKGROUNDS

ALLIES ●●●●●
 BACKING ●●●●●
 CONTACTS ●●●●●
 RESOURCES ●●●●●
 STAFF ●●●●●
 _____ ○○○○○
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TECHNIQUES

Punch ●●●●●●
 Kick ●●●●●●
 Block ●●●●●
 Grab ●●●●○
 Athletics ●●●●○
 Focus ●●●●●●
 _____ ○○○○○
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SPECIAL MANEUVERS

ACCURACY, CHARIOT TACKLE,
 DIVE KICK, ELBOW SMASH,
 FLYING DIVE KICK,
 FOOT SWEEP, MAKI WARA,
 NECK CHOKE, PILE DRIVER,
 POWER UPPERCUT,
 PSYCHOKINESIS,
 SHOCKWAVE

RENOWN

Glory ●●●●●●●●○
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WILLPOWER

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HEALTH

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EXPERIENCE

Division: WORLD WARRIOR
 Rank: 10 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: YANG LEE
 Player:
 Chronicle:

Style: KUNG FU
 School: GEN
 Stable:

Team:
 Concept: VILLAGE LEADER
 Signature: CALM DEMEANOR

ATTRIBUTES

PHYSICAL

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

SOCIAL

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

MENTAL

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

ABILITIES

TALENTS

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

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

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

BACKGROUNDS

ALLIES ●●●○○
 CONTACTS ●●●○○
 SENSEI ●●●●●
 STAFF ●●●○○
 RESOURCES ●●○○○
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 _____ ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

BACKROLL THROW,
 BODY ROLL, DIVE KICK,
 FOOT SWEEP,
 HANDSTAND KICK,
 KNEE BASHER, PALM PRESS,
 POWER UPPERCUT,
 REKKA KEN,
 SPINNING FOOT SWEEP,
 SPRING KICK,
 TELEPORT SLIDE, THROW,

Combos:

RENOWN

Glory
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WILLPOWER

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HEALTH

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EXPERIENCE

Division: WORLD WARRIOR
 Rank: 9 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

STREET FIGHTER

Name: YUN LEE
 Player:
 Chronicle:

Style: KUNG FU
 School: GEN
 Stable:

Team:
 Concept: VILLAGE LEADER
 Signature: SKATEBOARDS IN

ATTRIBUTES

PHYSICAL

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

SOCIAL

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

MENTAL

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

ABILITIES

TALENTS

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

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

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

BACKGROUNDS

ALLIES ●●●○○
 CONTACTS ●●●○○
 SENSEI ●●●●●
 STAFF ●●●○○
 RESOURCES ●●○○○
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TECHNIQUES

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

BACKROLL THROW,
 BODY ROLL, DIVE KICK,
 FLYING TWIN KICK,
 FOOT SWEEP, KNEE BASHER,
 PALM PRESS,
 SHOULDER BLAST,
 SPRING PUNCH, THROW

RENOWN

Glory ●●●●●○
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WILLPOWER

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HEALTH

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EXPERIENCE

Division: WORLD WARRIOR
 Rank: 9 (FREESTYLE)
 Standing
 Wins: _____ Losses: _____
 Draws: _____ KO's: _____

Chapter 4:

SPECIAL MANEUVERS

PUNCH

Advancing Elbow

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Board Breaker

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Bull Head

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Bull Horn

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Darting Punch

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Dashing Clothesline

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Dragon Dash

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Dragon Smash

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Flash Chop

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Flying Hyperfist

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Giant Palm Bomber

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Guren Ken

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Improved Dashing Clothesline

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Jet Uppercut

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Machine Gun Blow

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Palm Arc

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Palm Press

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Soul Spiral

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Spring Punch

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Wind Splitter

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Kick

Dive Kick

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Double Heel Stomp

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Flying Dive Kick

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Flying Side Kick

Prerequisites: Technique ●●●●●

Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Flying Twin Kick

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Forward Foot Sweep

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Jaguar Kick

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Neck Hunter

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Reverse Waterfall

Prerequisites: Technique ●●●●●
Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Cross Counter

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

GRAB

Body Roll

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Capture and Deadly Blow

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Daydream Headlock

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Earth Direct

Prerequisites: Technique ●●●●●

Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Ground and Pound

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Knee Crusher

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Leg Toss

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Lightning Drop

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Meat Squasher

Prerequisites: Technique ●●●●●
Power Points: Style 1

Cost: None
Speed: +0

Tengu Running

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text,
flavor text, flavor text, flavor text, flavor text, flavor text, flavor
text, flavor text.
System: Rules.
Cost: None
Speed: +0

Wind Dash

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text,
flavor text, flavor text, flavor text, flavor text, flavor text, flavor
text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Focus

Accuracy

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text,
flavor text, flavor text, flavor text, flavor text, flavor text, flavor
text, flavor text.
System: Rules.
Cost: 1 Chi
Speed: +0
Damage: +0
Move: +0

Ashura Warp

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text,
flavor text, flavor text, flavor text, flavor text, flavor text, flavor
text, flavor text.
System: Rules.
Cost: 1 Chi
Speed: +0
Damage: +0
Move: +0

Chi Blast

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text,
flavor text, flavor text, flavor text, flavor text, flavor text, flavor
text, flavor text.
System: Rules.
Cost: 1 Chi
Speed: +0
Damage: +0
Move: +0

Condensed Fireball

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text,
flavor text, flavor text, flavor text, flavor text, flavor text, flavor
text, flavor text.
System: Rules.
Cost: 1 Chi
Speed: +0
Damage: +0
Move: +0

Criminal Upper

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text,
flavor text, flavor text, flavor text, flavor text, flavor text, flavor
text, flavor text.
System: Rules.
Cost: 1 Chi
Speed: +0
Damage: +0
Move: +0

Double Flying Fireball

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text,
flavor text, flavor text, flavor text, flavor text, flavor text, flavor
text, flavor text.
System: Rules.
Cost: 1 Chi
Speed: +0
Damage: +0
Move: +0

Energy Absorbnsion

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text,
flavor text, flavor text, flavor text, flavor text, flavor text, flavor
text, flavor text.
System: Rules.
Cost: 1 Chi
Speed: +0
Damage: +0
Move: +0

Focus

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text,
flavor text, flavor text, flavor text, flavor text, flavor text, flavor
text, flavor text.
System: Rules.
Cost: 1 Chi
Speed: +0
Damage: +0
Move: +0

Psychokinesis

Prerequisites: Technique ●●●●●

System: Rules.

Cost: 1 Chi

Speed: +0

Damage: +0

Move: +0

Power Upperstrike

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text,
flavor text, flavor text, flavor text, flavor text, flavor text, flavor
text, flavor text.

System: Rules.

Cost: 1 Chi

Speed: +0

Damage: +0

Move: +0

Stinger

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text,
flavor text, flavor text, flavor text, flavor text, flavor text, flavor
text, flavor text.

System: Rules.

Cost: 1 Chi

Speed: +0

Damage: +0

Move: +0

Chapter 5:

TRAITS AND SYSTEMS

[insert rules here]

