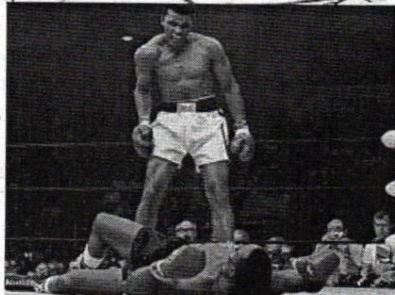
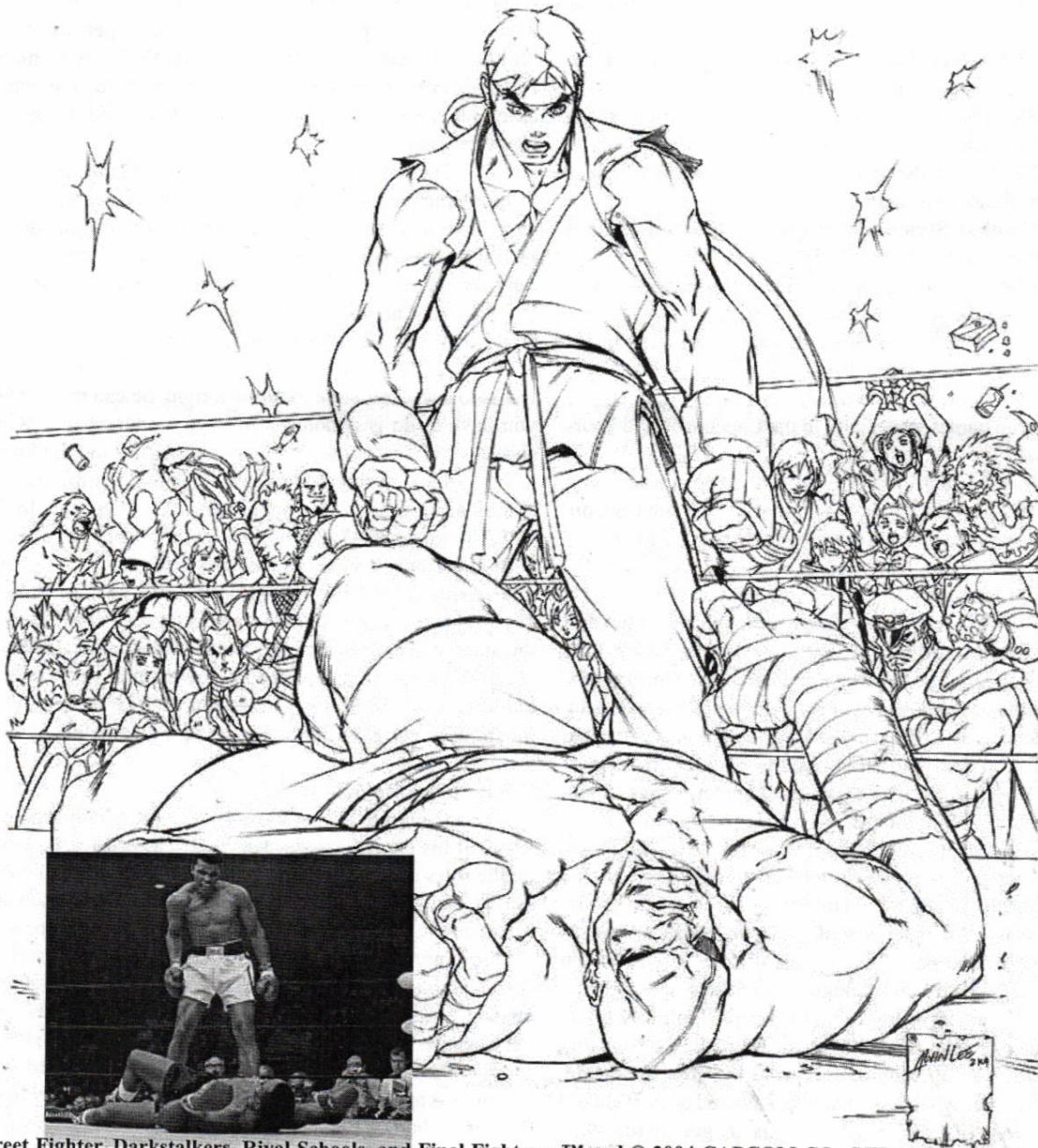


Living Room Games' Capcom World Tournament Free Demo Pack



Street Fighter, Darkstalkers, Rival Schools, and Final Fight are TM-and-© 2004 CAPCOM CO., LTD. All Rights Reserved. The CAPCOM® Logo is a registered trademark of CAPCOM CO., LTD.

Welcome to the Capcom World Tournament

Introduction

This book is divided into several different chapters, which together contains all the information you will need to play Capcom World Tournament in “D-ism” mode – as one might say in Street Fighter parlance – or more commonly in tabletop gaming terms, using d20 rules. Other modes of play will become available on the Living Room Games website over time.

This chapter, **Welcome to the Capcom World Tournament**, will help get you started by introducing you to some of the concepts and terminology used in tabletop gaming and more specifically for Capcom World Tournament.

Fighter creation details the steps needed to create a character for use in this system.

Skills cover the basic skills that your fighter can use, both in and out of combat.

Feats cover the special abilities that set your fighter apart from the normal man on the street.

Combat Styles contains the different disciplines of martial arts styles that each fighter can learn.

The **Combat** chapter provides information on how to fight in and out of the arena.

Gear covers the equipment that your fighter might use in and out of the ring.

The **Referees** section offers some tips and advice on how to run games, especially in the Capcom World Tournament setting.

Finally, there is the **Fighters** chapter, where you will find the information on some of your favorite Capcom fighting game characters generated and ready to play.

What is roleplaying?

Still with us? Great! That means that you haven’t roleplayed before, right? Or if you have, it’s been a long time and you don’t remember much about it? Don’t worry about it. Lots of people have never gamed before, and many of them never will—which is a shame because gaming, when done well, can be a lot of fun. And it’s a different kind of fun than you’ll get from movies or computer games or any other type of entertainment.

So what is roleplaying, exactly? The simple answer is: it’s a game where everyone creates and takes on the role of various characters. Think of it as a cousin to the play, but you get to make up your character rather than reading an established part. The biggest difference is that you also get to make up your dialogue, and your character’s actions. So instead of reading from the script “I told you to get out!” and following the script’s stage direction of walking over to the door, opening it, and gesturing angrily outside, you get to decide what your character says and does. It should fit the scene, of course—the key is to get inside your character’s head and figure out what he or she would really do in that situation.

The Capcom World Tournament RPG is what’s called a “tabletop roleplaying game,” or a “pen-and-paper game.” It’s referred to as a tabletop game because it’s usually played sitting around a table. Players don’t act out their character’s actions, but instead simply describe them—you’d tell the others that you’re walking over to the door, rather than actually getting up and walking around. That’s because all of the players are gathered around the table together, and getting up would mean that some of them couldn’t actually see what you were doing, or hear what you were saying. It’s also because roleplaying games often involve fantastical elements, and those are a lot easier to describe than to actually reproduce. Can you actually perform Ryu’s Shinku Tetsumakisenpukyaku or Sagat’s Tiger Cannon? Probably not. But your character might be able to, in which case you can announce what you’re doing and describe it for everyone.

The best thing about a roleplaying game is that it’s fully interactive. When you’re playing the video game, you only have a restricted set of options. Your character can kick someone, punch someone, taunt someone, maybe even run away from someone, but can you offer them a bribe to let you win? Can you convince them that the two of you are really on the same side? In an RPG, your character can do anything that’s within his physical and mental scope. If he wants to bribe someone to throw a fight, he can try that. All you have to do is announce what your character is doing, and say whatever your character says. But the outcome is never certain. In the video game, if you perform a certain combination move your opponent is knocked out. In the RPG, he might duck at just the right moment, or come up with some new counterattack, or simply be tougher than you expected. When you offer him a bribe, he might take it, but he also might refuse it—or he might start haggling over the amount. That’s because the other character is also being played by someone, rather than by a computer, and the other player has full control over that character. It makes things much more versatile and much more interesting.

What do the players do?

Each player is responsible for the actions and dialogue of his own character. He creates the character, based on the rules of the game and any restrictions set by the Ref, but he can do anything he wants within that framework. For example, if the Ref says that American military personnel are allowed as characters, the player could create a Navy SEAL, or an Army Ranger, or a Marine. He could make the character male or female—most people play their own gender because it’s easier, but some players like the challenge of playing against type. The player gets to decide the character’s appearance, history, skills, and personality traits. Does the character swear a lot? Does he smoke cigarillos (small, cigarette-sized cigars), or chew gum incessantly? Little quirks like this make the characters more interesting.

because they provide more depth. If everyone's playing "a tall, powerfully-built man with blond hair pulled back in a ponytail, wearing jeans, a black T-shirt, boots, and a leather jacket," that's not much fun—how do you tell them apart? But if one character is short and portly and another is tall and slender and a third is also short but extremely muscular, you won't easily mistake them for one another.

The player has to keep track of what his character's doing. This is more than just the dramatic stuff, too. While it's good to know that your character has two pistols on him, and a katana, you also need to know that he hasn't eaten for two days or slept for three. That's going to affect him—how he acts, what he says, how he feels, how well he fights. The Ref will try to remember all of this, but he's watching every character in the game, so he may forget details. That's why he expects each player to remember their own character's details, and to correct him if he forgets something or makes a mistake.

Some players try to talk with whatever accent their character has, to better capture the flavor of their dialogue. That's great. But if you're not comfortable with the accent, don't worry about it. The important thing is to say what your character would say. The other players can imagine the accent, just as they're imagining the actions the characters are taking.

One tricky thing for most new gamers is speaking "in-character" versus "out of character" (sometimes abbreviated as IC and OOC respectively). If someone else asks you "do you want a Coke?" they're probably asking you, the player, if you actually want a Coke. But if they say "Get the hell out of my seat, before I blow you away!" they're probably speaking as their character, not actually yelling at you to move. Accents do help here, obviously, but even without them you'll learn to recognize the difference between in-

character dialogue and out-of-character conversation. Part of the problem, of course, is that character dialogue should actually be spoken, instead of described: "Get out of my chair, scum!" instead of "I yell at him to get out of my chair." The first version is more active, more direct, and more in-character. But it's also closer to "Do you want a Coke?" or "Hey, watch it with the elbow!" Some players use hand signals, like the classic "Time out" gesture (both hands open, fingers flat and together, one hand across and palm-down while the other presses up into it to form a T) to indicate when they're not talking as their character. Others just rely on their friends to know the difference.

What does the Ref do?

Most of the people in a game group are players, which means that they each get to play one character. But one person has more responsibility. That's the Referee, or Ref. Being a Ref is a lot of fun, but it's also a bit of work. Why? Because you get to come up with the storyline, and describe locations, events, and incidental characters.

Go back to the notion of this being a play. Everyone else is playing a character. But you, as Ref, are the director. You're also the playwright, but don't worry—you don't have to write too much, because each player handles the actions and dialogue for his own character. You come up with the basic plot, and help the players bring their characters into the story. Then, whenever a player tells you what his character says or does, you describe how any incidental characters respond. Not the main characters, mind you—that's for the players to handle. You get to do everyone else. These are the "extras," the bit parts like the man who sells papers on the corner or the waiter in the restaurant or the cop who gives them a speeding ticket.

Cheating

Most video games have cheat codes available somewhere. You can make it so that Ken is immune to fireball attacks, or can't be hit by anything solid, or his attacks hit twice instead of once. That can be fun in a video game because it lets you find out what's at the end of the game—you get to see the hidden characters and the closing text that you might otherwise miss. But RPGs are different. In an RPG, you cheat by lying about your die rolls or neglecting to mention that your character was already wounded or claiming that you had brought an extra clip of ammo with you. This may keep your character alive and allow him to win where otherwise he would have died or been defeated. But it's not much fun for anyone. It's not fun for you, because you had to resort to cheating to win. In the video game, that might be because the opponents are simply built to win every time. But in an RPG, where the Ref is running the opponents and trying to keep things fair, you should have a reasonable shot at winning. If you lose, it's not because the deck was stacked against you, but because you didn't come up with a good strategy and take advantage of your character's strengths. Don't cheat to correct that—think about what went wrong and come up with a better plan the second time around.

Lots of gamers do cheat. They usually think no one has noticed. The truth, however, is that the other players and the Ref do notice. It's pretty obvious that the player is cheating, when a character always rolls what he needs to succeed and never gets wounded and always has the right money or weapons or gear on him. And, even if they don't say anything, everyone else will be disappointed, because part of the fun of the game is the challenge, the risk, and the fact that your character can fail. And the fact that, just like a real person, your character can forget to buy a train ticket or forget to eat or miss his morning bus. These mistakes make things more interesting, because they make the characters more believable. And since everyone else's characters are in the same boat, they all fit together—as opposed to the one character who never fails and so isn't very believable.

Ah, but you get more interesting characters, too. Because, as Ref, you get to play the villains. That's right, all the villains—from the little man who tries to mug a character one night to the local crime boss to M. Bison himself. The players are the protagonists, and you get the antagonists, which means that, while they're each only playing one character, you're doing anywhere from several to several dozen. Don't worry, though—this isn't as bad as it sounds. We'll talk about this more in the Characters section, later in this book, but you're really only worrying about one or two characters at a time.

The other thing that you do as the Ref is describe the outcome of an action. Roleplaying games use dice to help determine whether someone succeeds at an action. The dice represent the random luck factor—we can nail a three-point shot on the courts one day and trip over our own feet the next, not because we lost all agility but because we just had a random bit of bad luck or clumsiness. Dice do the same thing in the game—they insure that any team could beat any other team on any given day, but that a good team is more likely to win. As the Ref, it's your job to decide when die rolls are necessary, what skill or ability should be used, and how difficult the roll will be. Then, after the player rolls (or after you roll, if one of your characters was the one acting), you get to describe to everyone what happens. For example, one of the characters dives to catch a small vial containing a rare drug that can cure his partner's illness. You have the player make a Dexterity check, and decide that the vial is small and hard to see, so the difficulty is high (a 15). The player rolls, gets a 12, adds his Dexterity bonus (a +2), and gets a 14. Close, but not quite. Now you describe the outcome: "You throw yourself forward, hands outstretched, eyes focused on that precious vial. Your fingers strain toward it, and brush against it—but you can't quite reach it. It falls to the floor and shatters, the serum staining the floorboards, as you land heavily yourself, tiny splinters of glass imbedding themselves in your hand and forearms."

If this sounds hard, don't worry. Refereeing is a lot of fun. The key is to have an idea of what's going on in the world and to the characters, to keep track of what everyone's doing, and to have fun playing all the secondary characters and antagonists. Once things start moving and everyone gets into their characters, you'll discover that it's pretty easy to keep the game rolling, and that the players will help you remember what their characters are up to at the time.

The Referee is known by many names in many other games, but we feel that in the context of Capcom World Tournament, that this is an appropriate choice. Besides setting the flavor for the world, the Referee should also be the one who enforces the rules. We'll provide budding Refs with a few more pointers on how to run games later in the Refereeing chapter.

Playing d20

Capcom World Tournament uses the basic d20 system created by the Wizards of the Coast, but modified for the Capcom universe. This is the same system that's used for Dungeons and Dragons TM. It's a very easy system to learn and use. The key is this—any time a character is trying to do something, and needs to see if he succeeds or not, he rolls a d20 (a twenty-sided die). Just one die. The Ref sets a difficulty, which is usually between 5 and 20, 5 being easy, 10 being average, 15 being tough, and 20 being challenging. The player rolls the d20, and adds in appropriate numbers (skill levels, bonuses from an ability, attack bonus, etc.) to get a total. If that total is equal to or above the difficulty, the character succeeds. Easy.

Some rolls will be opposed rolls, which means two characters are involved in actively blocking one another, like when two people are wrestling. The roll is still the same, but now instead of a fixed difficulty whoever got the higher total wins.

Other dice are used in the d20 system, of course. But these are only used to determine how well something was done, like how far a character jumped or how much damage he did with his fist. The basic roll, to see if he failed or succeeded, is always a d20.

The only other thing you need to know to play Capcom World Tournament is how character details are divided up.

Attributes are the basic descriptors, like Strength and Intelligence—they define the character's innate abilities, physical, mental, and social. Attributes range from 3 on up, with human average being 10-11. Low attributes cause penalties to related actions, while high attributes grant bonuses—so someone really strong would get a bonus to climbing, while someone really weak would be at a penalty.

Skills are anything the character can learn, like how to follow tracks in the woods or how to tie a square knot or how to read an ancient language. Skills can be ranked anything from 1 on up, with 1 rank being a novice.

Feats are special abilities characters can gain, which usually either give them a bonus to particular skills or actions or else grant them an unusual ability or a special move (these would be the equivalent to signature moves in a video game).

An **Archetype** is an iconic descriptor that best fits your character concept in a single word. This is the most basic aspect of your fighter, which also serves to define his or her combat capabilities, including saving throws and attack bonuses. Archetype levels are measured in Belt Ranks from white belt (Jukyu) on up (See belt and rank chart). The corresponding level to your Archetype's Belt Rank, in common d20 parlance, is your fighter's Effective Character Level (ECL).

Styles are the martial arts combat techniques that your fighter is learning. Different schools enable your fighter to learn certain types of special moves and super moves, and may develop other abilities. The number of Belt Ranks spent in studying a style determines the fighter's Style Rank (measured using the same rank and belt chart). A fighter's combined Style Ranks should add up to the fighter's Belt Rank.

Occupation is the character's job when he or she is not touring the World Tournament circuit. The fighter's occupation determines how many points he has to spend on skills and which feats he gets to choose from each time he gains a new Belt Rank, and possibly other special abilities.

Finally, **Defense** is the character's protection against physical attacks—when trying to hit someone, the difficulty is their Defense (or DEF).

Those are the basics of your character. I know the bits about Skills and Feats and Defense can sound a bit confusing at first, but once you've seen the list of options and written your selections down on a character sheet it will make a lot more sense. And remember, the d20 is the key.

Other Basic Terms

Here are a few basic terms and phrases connected to gaming. You'll probably hear these a lot during your games, and certainly if you go to conventions or talk to other gamers.

NPC: stands for "non-player character." This is any character run by the Ref instead of by a player.

PC: "player-character." A character who is run by one of the players.

Tabletop: this type of RPG, which is usually played while sitting around a table. The name also comes from the fact that maps, character sheets, and other items are often strewn about on the table.

Character sheet: the piece of paper that has all of the details about a particular character—physical details, skills, abilities, equipment, and anything else the player may want to have on hand.

Dice: the small, oddly-shaped pieces of plastic you roll to check on the success of an action. Most non-gamers are only used to six-sided dice. RPGs often have a wider variety, including the four-sided, the ten-sided, and the twenty-sided.

d: an abbreviation for "dice." If you see "2d4" it means "two four-sided dice."

RPG: an abbreviation for "roleplaying game."

OOC: an abbreviation for "out of character," or when a player or the Ref is talking not as a character but as themselves

IC: an abbreviation for "in-character," or when a player or the Ref talks as their character

Ref: an abbreviation for "Referee," the person running the game

Session: one meeting of a game group. A game can last for only a single session, meaning that the group

gets together, starts playing, and finishes the story before leaving, or it can last for several sessions.

One-shot: a game that lasts only one session.

Campaign: a long-running game, usually with several adventures. A series of action movies, like the Terminator films, would be a campaign.

Adventure: A session or sessions linked together as a single story. Most action movies can be considered as adventures—they have several scenes, but one story throughout.

Scene: action that takes place in a single location. If the location changes, or if everyone leaves and then returns at some later time, the scene ends and a new scene begins.

Player knowledge: Something the player knows but the character may not. For example, if you're running a Street Fighter game and M. Bison appears the player knows that he's the guy running the tournament. But if the character has never met Bison, or heard of him, he won't know who this guy is or why he's important.

Mook: Inconsequential side characters. These characters are often thrown in to fill in the roles of extras and thugs. Individually, they are unimportant to the scene, but combined they are there to fill in as obstacles and scenery for the player characters.

The Significance of Ranks and Belts

Colored belts and sashes are a more modern method of recognizing rank and experience for many forms of martial arts. With such a wide assortment of forms and schools, there is currently no singularly accepted ranking system. Therefore, in the interest of uniformity, a character's level of experience in Capcom World Tournament is based on a variation of a karate ranking system: a white belt and a black belt, and several degrees of ranks within each (See below).

The use of colored belts for ranking martial arts students has only been around for around 100 years. Traditional advancement rewarded the student with scrolls or scripture denoting secrets of that particular school's techniques, but it offered no visual cue to denote a student's level of experience or seniority within a school. Colored belt ranks were gradually implemented to not only allow for a way to measure rank and experience, but also as a way to make the practice of martial arts appealing to the uninitiated public. Even today, a black belt rank can inspire some amount of awe among the common folk.

In the system that we are adapting for Capcom World Tournament, the white belt of a beginning student represents an untainted purity. White is symbolic of sacredness, which reflects the untarnished spirit of one who is about to immerse himself in the art of warfare. As the student becomes more experienced in his style, the black stripes are representative of the stains of combat wear and constant usage (One legend has it that black belts come about because a student's white belt becomes so dirtied and worn after years of use). A white belt student aims to learn and master the styles and techniques of his school.

When a student finally achieves the first black belt rank (shodan), this is not necessarily an indication that he has attained mastery of his style. Rather, the student should have come to an understanding at this point that there is still so much to learn. The black is symbolic of a void, of nothingness. Once a student earns a black belt, he strives to achieve purity of mind, body and spirit, to fill this black void with knowledge and experience. From white, to black, to white again, this full-circle path can be seen as a representation of the dual-nature of the Chinese yin-yang (or "in-yo" in Japanese).

Level	Belt Rank	Title	Japanese Title
1st	White Belt	10th Kyu	Jukyu
2nd	White Belt + 1 Black Stripe	9th Kyu	Kukyu
3rd	White Belt + 2 Black Stripes	8th Kyu	Hachikyu
4th	White Belt + 3 Black Stripes	7th Kyu	Shichikyu
5th	White Belt + 4 Black Stripes	6th Kyu	Rokukyu
6th	White Belt + 5 Black Stripes	5th Kyu	Gokyu
7th	White Belt + 6 Black Stripes	4th Kyu	Yonkyu
8th	White Belt + 7 Black Stripes	3rd Kyu	Sankyu
9th	White Belt + 8 Black Stripes	2nd Kyu	Nikyu
10th	White Belt + 9 Black Stripes	1st Kyu	Ikkyu

Level	Belt Rank	Title	Japanese Title
11th	Black Belt	1st Dan	Shodan
12th	Black Belt + 1 White Stripe	2nd Dan	Nidan
13th	Black Belt + 2 White Stripes	3rd Dan	Sandan
14th	Black Belt + 3 White Stripes	4th Dan	Yondan
15th	Black Belt + 4 White Stripes	5th Dan	Godan
16th	Black Belt + 5 White Stripes	6th Dan	Rokudan
17th	Black Belt + 6 White Stripes	7th Dan	Shichidan
18th	Black Belt + 7 White Stripes	8th Dan	Hachidan
19th	Black Belt + 8 White Stripes	9th Dan	Kudan
20th	Black Belt + 9 White Stripes	10th Dan	Judan

Note that just because the traditional ranking system ends at 10th dan, it doesn't mean that one cannot attain anything higher. Dr. Jigoro Kano, to whom the creation of the belt ranking system can be accredited, himself achieved the rank of 12th dan (though he is the only person known to have reached that point to this day). He believed that once someone has moved beyond the 10th dan, they have transcended beyond the need for colors and ranking. This is the embodiment of the purity of mind, body, and spirit that brings that person back full circle towards the white belt.

Fighter creation:

This chapter details the information you will need to create your own fighter in Living Room Games' Capcom World Tournament. You have several options when you begin your fighter creation process. Will you make a fighter that uses brute strength to throw your opponent around or crush them? Will you use speed to be on every other place your opponent isn't? Will you use your smarts to turn your opponents punches against them?

There are also a number of mundane occupations your character can follow while they advance their fighting techniques. You can join the ranks of the Student, someone who is refining their skills and abilities in school. Another choice is the Military, which encompass both your local law enforcement and combat soldiers. The Athlete makes use of their physical prowess and dexterity in competition. There is the Brawler, for whom fighting is their life and their every thing. Finally, there is the Civilian, who fills in all of the gaps that remain. All of these choices are covered in the following section.

To begin the process behind these choices, you will first need to know how to generate your character. First, you will need to determine your basic attribute scores. We offer two possibilities in determining how many points you will get for your attributes: Point Buy and Random Generation.

Once you have your attribute scores, you can then choose your Archetype, Occupation, skills, feats, and combat styles.

Point Buy fighter creation

This method of creating fighters under the d20 system allows you to spend points to purchase your basic six stats for your character. Because fighters in the Capcom World Tournament setting are especially exceptional, they receive 35 points to spend on their basic stats. For this reason, we do not offer any option to sell down attributes. Anyone with significantly below-average stats will most likely fare poorly in a Capcom World Tournament setting. Each attribute starts at eight (8), then you spend points according to the chart below to increase them.

For examples on how each attribute affects your character, refer to the following section **Basic Stat Information**.

Point buy chart:

- 9 - 14: 1 point (per attribute point)
- 15 - 16: 2 points (per attribute point)
- 17 - 18: 3 points (per attribute point)

! Be sure to spend all of your points! Anything left over will be lost. !

Darkstalker Characters

The rules that we have outlined in this chapter are for creating human characters more specifically for the Street Fighter, Rival Schools and Final Fight universes. Rules for creating original Darkstalker characters will be detailed in the **Darkstalkers Grimoire**. In the meantime, the Darkstalkers characters included in the Fighters chapter will be incomplete.

Random Point Generation

This method is one of many possibilities that your Referee could allow you to use in generating your characters attribute scores. Roll a 4d6, add the three highest values together, and record the total. Repeat this process five more times for a total of six scores. Distribute these values amongst your six attributes.

Basic stat information:

All fighter attributes are defined by six basic stats. They are: strength (STR), dexterity (DEX), constitution (CON), intelligence (INT), wisdom (WIS), and charisma (CHA).

Each partially describes your fighter's innate abilities and affects some of his or her actions.

The human average for every attribute is 10. The natural maximum for normal humans is 18, and the natural minimum is 3.

Each attribute for most fighters will have a modifier ranging from -1 to +4. The modifier is the number you apply to the die roll when your fighter tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a *bonus*, and a negative modifier is called a *penalty*.

Attribute Modifiers

Attribute Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
etc...	

These attribute scores are a quantification of otherwise nebulous features (comparing strength might be easy, but how do you accurately measure and scale how wise one person is compared to someone else?). This is to help you as the player more clearly define your fighter's physical and mental attributes.

STRENGTH (STR)

Strength measures your fighter's muscle and physical power. This ability helps fighters prevail in combat. Strength also limits the amount of equipment your fighter can carry. You apply your fighter's Strength modifier to:

- Melee attack rolls.
- Damage rolls when striking unarmed, or using a melee weapon or a thrown weapon (including a sling). (*Exceptions:* Off-hand attacks while wielding a weapon receive only one-half the fighter's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus.
- Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.
- Strength checks (for smashing through boards and the like).

DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is important for fighters who want to react quickly and for anyone who wants to be a skilled ranged combatant. You apply your fighter's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with guns, bows, throwing knives, and other ranged weapons.
- Defense (DEF), provided that the fighter can react to the attack.
- Reflex saving throws, for avoiding attacks that you can escape by moving quickly.
- Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.

CONSTITUTION (CON)

Constitution represents your fighter's health and stamina. A Constitution bonus increases a fighter's hit points, so this ability is important for all classes. You apply your fighter's Constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a fighter always gains at least 1 hit point each time he or she advances a Belt Rank).
- Fortitude saving throws, for resisting poison and similar threats.
- Concentration checks. Concentration is a skill that has Constitution as its key ability.

If a fighter's Constitution score changes enough to alter his or her Constitution modifier, the fighter's hit points also increase or decrease accordingly.

INTELLIGENCE (INT)

Intelligence determines how well your fighter learns and reasons. It's important for any fighter who wants to have a wide assortment of skills. You apply your fighter's Intelligence modifier to:

- The number of languages your fighter knows at the start of the game.

• The number of skill points gained each belt rank (Your fighter will always get at least 1 skill point per belt rank).

• Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, and Search checks. These are the skills that have Intelligence as their key ability.

WISDOM (WIS)

Wisdom is a measure of a fighter's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. If you want your fighter to have acute senses, put a high score in Wisdom. You apply your fighter's Wisdom modifier to:

- Will saving throws.
- Treat Wound, Listen, Profession, Sense Motive, Spot, and Survival checks. These are the skills that have Wisdom as their key ability.

CHARISMA (CHA)

Charisma measures a fighter's force of personality, persuasiveness, personal magnetism, ability to lead, and/or physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. You apply your fighter's Charisma modifier to:

- Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, and Perform checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.

When an attribute score changes, all skills and abilities associated with that score change accordingly. A fighter does not retroactively get additional skill points for previous levels if she increases her intelligence.

Example:

Julia decides that she wants her fighter to be fairly well balanced, with some emphasis on speed and agility in both wit and body. She chooses to put a couple of extra points into DEX and CHA (realizing that Charisma is the key attribute for *bluff*, one of her concepts for her character with a quick wit), while keeping the other scores at a modest, above-average level. She assigns 4 points each to STR, WIS, and INT, bringing each of those attribute scores to 12. She assigns 5 points to CON, bringing that score to 13. She puts 8 points into DEX and 10 points into CHA, bringing those scores to 15 and 16 respectively. Double-checking her math, she has spent $(4*3)+(5*1)+(8*1)+(10*1) = 35$. So far, her character looks like this:

STR: 12 (+1)
DEX: 15 (+2)
CON: 13 (+1)
INT: 12 (+1)
WIS: 12 (+1)
CHA: 16 (+3)

Meanwhile, Bosco chooses to use the random point generation rules to determine character statistics. He wants his fighter to be tough in every sense of the word, so he decides ahead of time to put emphasis on Strength, Constitution, and Wisdom (because it influences his fighter's Willpower). He rolls his 4d6 seven times, and generates the following scores after dropping the lowest die for each roll: 14, 13, 12, 8, 16, 15. Since 8 is the lowest score, he drops that, and distributes the remaining scores amongst his attributes. So far, his character looks like this:

STR: 15 (+2)
DEX: 13 (+1)
CON: 16 (+3)
INT: 12 (+1)
WIS: 14 (+2)
CHA: 8 (-1)

Choosing your Archetype

Once you have determined your basic stats you then need to choose your fighter's Archetype. Each Archetype is an iconic description that represents the most basic concept that your Capcom World Tournament fighter can easily fit into. Once you have chosen your Archetype, you will never have the opportunity to change it. Choose carefully!

When exporting Capcom World Tournament fighters into other games in the d20 system, all fighters are assumed to possess the Improved Unarmed Combat or Combat Martial Arts feats (depending on the type of campaign).

You will see a lot of terminology used in the Archetypes section. Here is a list of those terms, and what they all mean.

Starting Bonus (Penalty):

This lists the bonuses that your character receives when you choose this Archetype. In some cases, this may also include a penalty.

Hit Die:

The die type used by fighters of the class to determine the number of hit points gained each time they earn a new Belt Rank. A player rolls one die of the given type and adds the fighter's Constitution modifier to the roll. Add the result to the character's hit point total. Even if the result is 0 or lower, a character will always gain at least 1 hit point.

A starting fighter automatically gets the maximum number of hit points rather than rolling (the Constitution modifier is still applied).

Base Attack Bonus (BAB):

This is your fighter's raw ability to hit a target in a melee situation, which also determines the maximum number of attacks your character can have.

Saves:

These are your fighter's saving throws. Saving throws are often required in situations where your fighter must react to, or counteract an in-game effect.

Fortitude Save (Fort):

The base save bonus for Fortitude saving throws. The fighter's Constitution modifier also applies.

Reflex Save (Ref):

The base save bonus for Reflex saving throws. The fighter's Dexterity modifier also applies.

Willpower Save (Will):

The base save bonus for Will saving throws. The fighter's Wisdom modifier also applies.

Defense (Def):

The fighter's bonus to Defense. The fighter's Dexterity modifier and equipment bonus also applies.

Good, Average, Poor:

These describe the extent of your fighter's progression for determining base attack bonus, saves, and defense as they increase in rank.

Occupational Specialty:

Every Occupation offers a selection of class abilities to choose from. A fighter gains the ability to learn a new Occupational Specialty upon earning a new Belt Rank. Some Occupational Specialties have prerequisites that must be met before a fighter can select them.

Special Move:

Every Martial Arts Style offers a selection of Special Moves types to choose from. These special moves represent the special combat maneuvers that the fighters learn as a part of training in their martial art. Some special moves have prerequisites that must be met before a fighter can select them.

Ability Progression Table:

This table details how a fighter improves as they gain Belt Ranks.

Level	BAB		Saves and Def				Special Abilities
	Good	Average	Poor	Good	Average	Poor	
Jukyu	+1	+0	+0	+2	+1	+0	Occupational Specialty
Kukyu	2	1	1	3	2	1	Occupational Specialty OR Special Move
Hachikyu	3	2	1	3	2	1	Occupational Specialty
Shichikyu	4/1	3	2	4	3	1	Occupational Specialty OR Special Move
Rokukyu	5/2	3	2	4	3	2	Occupational Specialty
Gokyu	6/3	4/1	3	5	3	2	Occupational Specialty OR Special Move
Yonkyu	7/4/1	5/2	3	5	4	2	Occupational Specialty
Sankyu	8/5/2	6/3	4/1	6	4	3	Occupational Specialty OR Special Move
Nikyu	9/6/3	6/3	4/1	6	5	3	Occupational Specialty
Ikkyu	10/7/4/1	7/4/1	5/2	7	5	3	Occupational Specialty AND Special Move
Shodan	11/8/5/2	8/5/2	5/2	7	5	4	Occupational Specialty
Nidan	12/9/6/3	9/6/3	6/3	8	6	4	Occupational Specialty OR Special Move
Sandan	13/10/7/4/1	9/6/3	6/3	8	6	4	Occupational Specialty
Yondan	14/11/8/5/2	10/7/4/1	7/4/1	9	7	5	Occupational Specialty OR Special Move
Godan	15/12/9/6/3	11/8/5/2	7/4/1	9	7	5	Occupational Specialty
Rokudan	16/13/10/7/4/1	12/9/6/3	8/5/2	10	7	5	Occupational Specialty OR Special Move
Shichidan	17/14/11/8/5/2	12/9/6/3	8/5/2	10	8	6	Occupational Specialty
Hachidan	18/15/12/9/6/3	13/10/7/4/1	9/6/3	11	8	6	Occupational Specialty OR Special Move
Kudan	19/16/13/10/7/4	14/11/8/5/2	9/6/3	11	9	6	Occupational Specialty
Judan	20/17/14/11/8/5/1	15/12/9/6/3	10/7/4/1	12	9	7	Occupational Specialty AND Special Move

There are eight Archetypes for Capcom World Tournament: The Powerhouse, The Acrobat, The Tank, The Tactician, The Natural, The Showman, The Mystic, and The Abomination.

Archetype Listings:

The Powerhouse

The Powerhouse fighter represents someone who specializes in using brute strength, whether through the impact of their blows, or by forcing their opponents out of the ring. Their focus is on Strength.

Example: E. Honda

Starting Bonus: +2 Strength

Hit Die: d10

Base Attack Bonus: Average

Fortitude Save: Good

Reflex Save: Poor

Willpower Save: Average

Defense: Average

The Acrobat

The Acrobat fighter represents someone who is nimble and quick. They tend to be able to react quicker, dodge better, or perform incredible feats of agility. Their focus is on Dexterity.

Example: Chun-li

Starting Bonus: +2 Dexterity

Hit Die: d8

Base Attack Bonus: Good

Fortitude Save: Poor

Reflex Save: Good

Willpower Save: Poor

Defense: Good

The Tank

The Tank's specialty is in his or her ability to absorb and resist damage. Tanks are the kinds of fighter that can shrug off a punch or take a beating and keep on ticking. Their primary focus is on Constitution.

Example: Zangief

Starting Bonus: +2 Constitution

Hit Die: d12

Base Attack Bonus: Poor

Fortitude Save: Good

Reflex Save: Poor

Willpower Save: Poor

Defense: Good

The Tactician

The Tactician is a fighter who is able to analyze a combat situation and make the best of what is available. In a battle of attrition, they have the ability to find a way to come out on top. Their primary focus is on Intelligence.

Example: Guile

Special: When the division of a number results in a remainder, the Tactician may always choose to round the fraction to his favor.

Starting Bonus: +2 Intelligence

Hit Die: d8

Base Attack Bonus: Average

Fortitude Save: Average

Reflex Save: Average

Willpower Save: Average

Defense: Average

The Natural

The Natural has an in-born aptitude to be an excellent combatant, not from raw power or agility, but because they excel at being able to sense their opponents' intentions. They are generally better at being able to read their foe's moves and react to them appropriately. Their primary focus is on Wisdom.

Example: Ryu

Starting Bonus: +2 Wisdom

Hit Die: d8

Base Attack Bonus: Average

Fortitude Save: Average

Reflex Save: Average

Willpower Save: Average

Defense: Good

The Showman

The Showman influences the heart and mind of people through their actions. They usually stand out in combat because of their flashy moves or because of their ability to baffle their opponent. Their focus is on Charisma.

Example: Ken

Starting Bonus: +2 Charisma

Hit Die: d8

Base Attack Bonus: Good

Fortitude Save: Average

Reflex Save: Average

Willpower Save: Average

Defense: Average

The Mystic

The Mystic is a fighter who is able to tap into the power of the soul to perform extraordinary deeds. Sometimes, it is their ability to tap into these arcane energies make them a formidable force to be reckoned with. Other times, it is because there is a supernatural quality about them. Mystics tend to focus on developing their Soul abilities.

Starting Bonus: One free Soul style feat, the ability to choose Darkstalker Blood as a starting feat.

Hit Die: d10

Base Attack Bonus: Average

Fortitude Save: Average

Reflex Save: Average

Willpower Save: Good

Defense: Average

The Abomination

The Abomination is a freak of nature. They are an inexplicable existence that is obviously not normal. They tend to be shunned or feared by society, and may have problems being able to live peacefully with others. However, this same social stigma can be used to their advantage in battle.

Hit Die: d12

Starting Bonus (Penalty): Immunity to critical strikes, the ability to choose Darkstalker Blood as a starting feat. -2 to Charisma. -1 Skill Point per Belt Rank.

Base Attack Bonus: Average

Fortitude Save: Average

Reflex Save: Average

Willpower Save: Average

Defense: Average

Examples:

Now that Julia has her fighter's attribute stats defined, she looks through her list of options for her fighter's Archetype, and decides that The Showman best fits the concept she has in mind. As her character starts to take shape, it now looks like this:

STR: 12 (+1)

DEX: 15 (+2)

CON: 13 (+1)

INT: 12 (+1)

WIS: 12 (+1)

CHA: 18 (+4)

Hit Points: 9 (Max HD Value [d8], +1 from Con bonus).

BAB: +0

Fort: +2 (+1 from Con bonus, +1 for the Showman's Average Fort Save progression).

Ref: +3 (+2 from Dex bonus, +1 for the Showman's Average Ref Save progression).

Will: +2 (+1 from Wis bonus, +1 for the Showman's Average Will Save progression).

Def: +3 (+2 from Dex bonus, +1 for the Showman's Average Def progression).

Bosco decides that with his fighter's concept as the tough-as-nails character, he is going to be the Tank. Looking at the Tank's bonuses and stat progression chart, this is how his character looks:

STR: 15 (+2)

DEX: 13 (+1)

CON: 18 (+4)

INT: 12 (+1)

WIS: 14 (+2)

CHA: 8 (-1)

Hit Points: 16 (Max HD Value [d12], +4 from Con bonus).

BAB: +0

Fort: +6 (+4 from Con bonus, +2 for the Tank's Good Fort Save progression).

Ref: +1 (+1 from Dex bonus, +0 for the Tank's Poor Ref Save progression).

Will: +2 (+2 from Wis bonus, +0 for the Tank's Poor Will Save progression).

Def: +3 (+1 from Dex bonus, +2 for the Tank's Good Def progression).

Choosing your Occupation

Now that you have chosen your fighter's Archetype, it's time to pick an Occupation. An occupation represents the mundane portion of your fighter's life: the responsibility that the fighter has to the community. There are some special sections listed under each occupation. Refer to the definitions below for an explanation.

Skill Points Per Belt Rank:

This is the base number of skill points that a fighter earns upon achieving each new Belt Rank. A fighter's Intelligence modifier is added to this number to determine the total skill points that the fighter may spend on learning new skills. Fighters will always earn at least one skill point.

A starting fighter begins with a number of skill points equal to the listed value plus the Intelligence modifier, multiplied by 4. This represents the total accumulation of skills learned up to this point in the fighter's life.

Occupational Skills:

This section of each occupation provides a list of occupational skills. It also gives the number of skill points a fighter earns at each belt rank. A fighter's Intelligence modifier is applied to determine the total skill points gained each belt rank (but always at least 1 point per belt rank, even for a fighter with an Intelligence penalty).

The maximum number of ranks a fighter can have in an occupational skill is the fighter's Belt Rank level +3. A character can also buy skills from other occupations' skill lists. Each skill point buys a half rank in these cross-occupational skills, and a character can only buy up to half the maximum ranks of an occupational skill.

Starting Abilities:

These are the selection of unique abilities that a character may choose from when first starting in this occupation. If this is not your first occupation (i.e. multi-classed) then you must stay in this occupation for at least 3 consecutive Belt Ranks before you may choose a starting ability.

Occupational Specialties

Every occupation offers a selection of Occupational Specialties to choose from. A fighter gains the opportunity to learn a specialty upon achieving each new Belt Rank. Many Occupational Specialties are considered to be extraordinary abilities. Some abilities have prerequisites that must be met before a fighter can select them. Some Occupational Specialty Trees include feats that can be obtained as General Feats. Proper planning could allow a character to advance quite far into an Occupational Specialty tree early on. Consider your concept carefully!

This packet only contains information on one available occupation: the Athlete. More occupations will be available in the full version of the book!

Occupation Listings:

Athlete

Some people spend a large portion of their lives improving their minds and bodies just for the physical competition. These people often compete to prove themselves against other athletes on a regular basis.

Skill Points Per Belt Rank: 4

Occupational Skills:

Balance, Bluff, Climb, Concentration, Drive, Escape Artist, Intimidate, Jump, Listen, Move Silently, Navigate, Perform, Pilot, Profession, Read/Write language, Repair, Ride, Search, Sense Motive, Sleight of Hand, Speak Language, Spot, Survival, Swim, Treat Injury, Tumble

Starting Abilities (Choose Three):

Rousing Cheer
The Zone
Armor Proficiency (light)
Credit
Simple Weapons Proficiency

Starting Ability Descriptions:

The Zone

Benefit: During a stressful situation (i.e. Combat) the Athlete may spend a full attack action to concentrate. Make a concentration check against a DC 20. If successful, the Athlete gains a +4 to STR or DEX for 3 rounds. These effects can be stacked.

Special: The Zone cannot be used in non-stressful situations.

Rousing Cheer

Benefit: When in the presence of an audience, if the Athlete successfully performs an action, he may, on the next available move equivalent action, make a Charisma Test against a DC 20. If successful, the audience approves of the action and their resulting actions grants the Athlete a +1 Morale Bonus to all actions in the next round. For every three Belt Ranks that a Fighter remains as an Athlete, he gains an additional +1 to this effect. For example, a starting character with the Standing Ovation ability gains an additional bonus at 7th Kyu, 4th Kyu, 1st Kyu, 3rd Dan, and so forth.

Special: Actions already boosted by a Standing Ovation cannot be used to check for an additional Standing Ovation effect.

Optional: The Referee may wish to grant bonuses to the Athlete's Charisma Test for exceptionally well-described, or well-thought out actions.

Armor Proficiency (Light)

The Athlete is proficient in the use of light armor (See armor list, p XX, for a list of armor classifications).

Benefit: When the Athlete wears armor with which she is proficient with, she gains the armor's entire equipment bonus to her Defense.

Normal: A character who wears armor with which she is not proficient takes armor penalties on checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

Credit

The Athlete has a line of credit with which to buy things. Benefit: The fighter is able to purchase any Inconsequential or Common-level item without restriction.

Simple Weapons Proficiency

Occupational Specialties Tree:

Archaic Weapons Proficiency
Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Armor Proficiency (Heavy)
Assist
 Double Play
 Triple Play
 Teammate I
 Teammate II
Catch
 Golden Glove
 Intercept
 Save!
College Superstar
Cult of Personality
 Grudging Respect
 Contract

Dodge
 Agile Riposte
 Feint
 Fake-out
 Mobility
 Spring Attack

Equipment Use
 Slapshot
 Batter's up
 Equipment Super

Game Plan
 Coach
 Hat Trick
 Beating the Buzzer
 Desperation Play

Heroic Surge
 Adrenaline Rush

Inc Speed I
 Inc Speed II

Joe Knows ...

Power Attack
 Improved Bull Rush
 Tackle

Weapon Finesse
 Weapon Focus

Occupational Specialties Descriptions:

Archaic Weapons Proficiency

The Athlete is proficient in the use of archaic weapons, including swords, bows, and axes.

Benefit: The fighter takes no penalties on actions when using an archaic weapon.

Normal: A fighter without this feat gets a -4 non-proficient penalty when attempting to make an attack with an archaic weapon.

Armor Proficiency (Medium)

The Athlete is proficient in the use of medium armor.

Prerequisite: Armor Proficiency (Light).

Benefit: When the fighter wears armor with which she is proficient with, she gains the armor's entire equipment bonus to her Defense.

Normal: A character who wears armor with which she is no proficient takes armor penalties on checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

Armor Proficiency (Heavy)

The Athlete is proficient in the use of light armor
 Prerequisite: Armor Proficiency (Medium).

Benefit: When the fighter wears armor with which she is proficient with, she gains the armor's entire equipment bonus to her Defense.

Normal: A character who wears armor with which she is no proficient takes armor penalties on checks involv-

ing the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

Assist

The Athlete is especially adept at aiding his teammates.

Benefit: When the fighter successfully helps a comrade out through Aid Another, the recipient gets a +4 to their skill check, To Hit roll or Defense.

Normal: Aid another normally grants a +2 bonus.

College Superstar

The Athlete is still in school, but good enough to be scouted by the best.

Benefit: The Athlete can choose a specialty from the Student Occupational Specialty Tree. The Athlete must still meet prerequisites before he can take certain specialties.

Double Play

Excellent teamwork allows the Athlete to both perform an action and assist his teammate at the same time.

Prerequisite: Assist.

Benefit: The Aid Another special attack action can be executed as a move action once per round.

Normal: Aid Another is normally a standard action in combat.

Special: The Assist ability cannot be used in conjunction with Double Play.

Triple Play

Extraordinary teamwork allows the Athlete to perform an action and assist two teammates at the same time.

Prerequisite: Double Play.

Benefit: The Aid Another special attack action can be used to assist two different teammates within the fighter's effective range in the same round as a single move equivalent action.

Normal: Aid Another can only be used to help one teammate once a round as a standard action.

Special: The Assist ability cannot be used in conjunction with Triple Play.

Teammate I

The Athlete can perform special actions with the aid of a Teammate.

Prerequisite: Triple Play.

Benefit: Choose one of three options when you get this ability: **Flurry Attack**, **Ki Attack**, or **Healing**. If Healing is chosen, you must also select one of three effects: 10 Hit Points of healing, 3 Groove Levels restored, or 5 Hit Points of healing and 1 Groove Level restored. When teamed with another fighter with the Teammate feat, both can spend a full round action each to perform a Team Attack to use one of these effects.

Special: Only one fighter's Teammate ability can be triggered per use. The fighter whose ability is used cannot be engaged in melee.

Teammate II

The Athlete can perform special actions with the aid of multiple Teammates.

Prerequisite: Teammate I.

Benefit: The fighter with the Teammate II ability can call upon the aid of two or more characters with the Teammate specialty to perform a devastating Double Team Attack. Each fighter involved in the Double Team Attack spends a full round action to participate in the beat down.

Special: All supporting fighters involved in a Double Team Attack cannot be engaged in melee.

Catch

The Athlete is skilled in catching things.

Benefit: Once a round, the fighter may attempt to catch a thrown physical projectile specifically targeting him as a free action. The fighter rolls a Reflex Save against a DC 15 to snatch an object out of the air.

Special: The object that the fighter attempts to catch must be thrown, and cannot be heavier than 1/10th his maximum carry load encumbrance.

Golden Glove

The Athlete is especially skilled at catching things.
Prerequisites: Catch.

Benefit: Once a round, the fighter may attempt to catch small, fast moving objects specifically targeting him as a free action. The fighter rolls a Reflex Save against a DC 20 to snatch objects such as arrows or items launched by the Batter's Up and Slap Shot specialties.

Special: No matter how good a fighter is, she can never be able to catch bullets. The object that the fighter attempts to catch cannot be heavier than a half-pound per Strength Bonus point (i.e. 1.5 pounds for a +3 Strength Bonus). Fighters with no strength bonus or a strength penalty cannot catch items heavier than a quarter-pound, and must add two-times the positive value of their penalty to the Reflex Save DC (i.e. a fighter with -1 Strength Penalty has to make a Reflex Save versus a DC 22).

Intercept

The Athlete is able to catch objects that are targeting another person.

Prerequisites: Catch.

Benefit: Once a round, the fighter may attempt to catch any thrown physical projectile within the range of a move action as a full round action. The fighter moves to where the object is targeted and rolls a Reflex Save against a DC 15 to snatch the object out of the air.

Special: The object that the fighter attempts to catch must be thrown and cannot be heavier than 1/10th his maximum carry load encumbrance. In a case where multiple people attempt to catch the same object, the roll becomes a Contested roll (though someone must still manage to beat the DC to successfully catch the object).

Save!

The Athlete is especially skilled at catching items targeting another person.

Prerequisites: Catch, Intercept.

Benefit: Once a round, the fighter may attempt to catch small, fast moving objects within the range of a move action as a full round action. The fighter moves to where the object is targeted and rolls a Reflex Save against a DC 20 to snatch the object out of the air.

Special: No matter how good a fighter is, she can never be able to catch bullets. The object that the fighter attempts to catch cannot be heavier than a half-pound per Strength Bonus point (i.e. 1 pound for a +2 Strength Bonus). Fighters with no Strength Bonus or a Strength penalty cannot catch items heavier than a quarter-pound, and must add two-times the positive value of their penalty to the Reflex Save DC (i.e. a fighter with a -2 Strength Penalty has to make a Reflex Save versus a DC 24). In a case where multiple people attempt to catch the same object, the roll becomes a Contested roll (though someone must still manage to beat the DC to successfully catch the object).

Cult of Personality

The Athlete's reputation has earned him some fame.

Benefit: Cult of Personality grants the Athlete +3 to all Charisma tests outside of combat in local territories. This Specialty may be taken multiple times to increase the Athlete's zone of influence: Local, Regional, National, and Global.

Grudging Respect

The Athlete has garnered the respect of her rivals.

Prerequisites: Cult of Personality.

Benefit: Once per combat, the Athlete may make a Charisma Test against a Difficulty equal to her opponent's Charisma score. A successful test grants the Athlete a +2 Circumstantial Bonus to her Defense for a number of rounds equal to the Athlete's Charisma Bonus (minimum 1).

Outside of combat, the Athlete gains a +2 to Diplomacy and Gather Information checks when dealing with people she has interacted with in past competitions.

Contract

The Athlete has signed a contract with a lot of zeroes attached to it.

Prerequisites: Cult of Personality.

Benefit: The fighter may acquire any Inconsequential, Common- and Costly-level item without restriction, up to five Expensive-level items, and up to two Luxury-level items.

Special: This specialty may be taken several times to acquire more goods.

Dodge

The Athlete is adept at avoiding attacks.

Benefit: During the fighter's action, he can designate an opponent and receive a +1 dodge bonus to Defense against any subsequent attacks from that opponent. The fighter can select a new opponent on any action.

Special: Any condition that makes the fighter lose his Dexterity bonus to Defense also makes him lose dodge bonuses. Dodge bonuses can be stacked.

Agile Riposte

The Athlete has learned to strike when the opponent is most vulnerable – at the instant the opponent strikes and misses.

Prerequisite: Dodge.

Benefit: Once per round, if the opponent you have designated as your Dodge Target (see the Dodge specialty above) makes a melee attack or melee touch attack against you and misses, you may make an attack of opportunity against that opponent.

Special: The Agile Riposte specialty cannot be used more than once per round. This feat does not grant the fighter more attacks of opportunity than he is normally allowed in a round.

Improved Feint

The Athlete is able to catch an opponent off guard with a dizzying display of fancy footwork and complex movement.

Prerequisites: Dodge

Benefit: The fighter may attempt a contested Bluff action against the opponent's Sense Motive as a move equivalent action. If successful, the opponent loses the Dexterity bonus to her Defense for the fighter's next, single attack.

Normal: A Feint is normally an attack action.

Special: The effects of a Feint cannot be stacked with other Feints, but it can be stacked with the effects of a Staredown.

Fake-Out

The Athlete is able to completely confuse an opponent with a successful Feint.

Prerequisite: Feint

Benefit: The mechanics are the same as a Feint, except that instead of a penalty to Defense, the opponent becomes effectively Flat-footed until his next action.

The effects of a Feint cannot be stacked with a Fake-Out. The effects of a Staredown can be stacked with Fake-Out.

Mobility

The Athlete is skilled at dodging past opponents and avoiding attacks they make against her.

Prerequisites: Dodge

Benefit: The fighter gets a +4 dodge bonus to Defense against attacks of opportunity provoked when moving out of a threatened square.

Special: A condition that makes the fighter lose

her Dexterity bonus also makes he lose dodge bonuses. Dodge bonuses can be stacked.

Spring Attack

The Athlete is trained in fast melee attacks and fancy footwork.

Prerequisites: Mobility

Benefit: When using a melee attack action, the fighter can move both before and after the attack, provided that the total distance moved is not greater than his speed.

Special: Moving in this way does not provoke an attack of opportunity from the opponent the fighter is attacking, though it can still provoke attacks of opportunity from others, as normal. This feat cannot be used if the fighter is carrying a heavy load or is wearing heavy armor. The move action does not equate to a move equivalent action – actual movement must be performed for a Spring Attack.

Heroic Surge

With a burst of energy, the Athlete is able to perform an additional action per round.

Benefit: The fighter may take an additional move action or attack action in a round either before or after her regular actions. The fighter may only use this specialty once per day.

Special: This specialty can be taken multiple times for additional uses per day, but still can only activate Heroic Surge once per round.

Adrenaline Rush

With a burst of energy, the Athlete is able to avoid or absorb damage more effectively.

Prerequisite: Heroic Surge

Benefit: The fighter may sacrifice a move action to activate an Adrenaline Surge, which grants them a +1 bonus to all of their Saving Throws for a number of rounds equal to their Constitution Bonus. If the fighter has no Constitution Bonus,

Joe Knows ...

The Athlete is well-versed in other professions.

Benefit: The fighter may choose a specialty from the Civilian Occupational Specialty Tree. The fighter must still meet necessary prerequisites in order to take certain specialties.

Increased Speed I

Benefit: This grants the fighter an additional five feet to his or her base movement.

Increased Speed II

Prerequisite: Increased Speed I

Benefit: This grants the fighter an additional five feet to his or her base movement.

Special: This effect stacks onto the bonus granted by Increased Speed I.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.