

# Street Fighter

**The World Warriors**

Version 0.6

**A Thrash Sourcebook**

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# Chapter 1: Introduction

*Street Fighter: The World Warriors* is a Thrash adaptation of the best-known fighting game series, none other than Capcom's Street Fighter. It also includes rules for converting characters from Street Fighter: The Storytelling Game into the Thrash system, maneuvers and all.

Although probably the single most schizophrenic series of fighting games, it is also the spark that created this genre that we so much enjoy. Long ago (it seems that way anyhow) out of the arcades emerged a game called "Street Fighter II." Each machine overflowed with quarters. And then came more and more versions of it. And then came a prequel. And then a prequel to the sequel, and we began to wonder if the person coming up with the titles only has two fingers to count on, and finally the sequel to the original came, alongside spin-offs and crossovers.

And here we are. Its rumored that Capcom won't be making any more Street Fighter games. The greatest arcade game series, a tangle of continuities, and a whole load of great characters (and a few not so great ones here and there...) at last bid us farewell. This sourcebook reclaims nearly a decade of fighting game excitement for your roleplaying enjoyment. All the old favorites denied further pixelated combat return in a different form, to do battle once again.

## Translation Note

Please note that in this book I have opted to use the original Japanese names rather than the ones that are used exclusively in English-speaking countries. Also, as much as I would like to include them, the characters that only appeared in the original Street Fighter (Eagle, Geki, Joe, Lee, and Retsu) do not appear here, mainly because I cannot find enough information on them to produce even the sketchiest of stats, much less background information.

You will need the Thrash rulebook and the Thrash Sourcebook to play. Lucky for you they're free to download, ne?

## Name Conversions

American	Japanese
Akuma	Gouki
Shen Long	Gouken
M. Bison	Lord Vega
Balrog	Mike Bison
Vega	Balrog
Shadaloo	Shadaloo

## A Note On Continuity

The people at Capcom are very good at a lot of things, but their sense of continuity evidently leaves a lot to be desired. I've tried to interpret the characters well, and put together a decent picture of the world of Street Fighter, but the information available is often exceedingly sketchy, when available at all, and occasionally contradictory. Any screw-ups are most likely a result of this information

shortage, and if you feel my interpretations are incorrect, let me know what and why, and it will be fixed.

## Sources of Street Fighter

The Street Fighter series includes a whole lot of games (currently about 16, including the EX series but not the Marvel crossovers). There are also a number of manga, a live action movie (ugh), anime movie, anime series, and plenty of other stuff besides. The list below is in chronological order for storyline purposes rather than the order of release.

- Street Fighter
- Street Fighter Alpha
- Street Fighter Alpha 2
- Street Fighter Alpha 2 Gold
- Street Fighter Alpha 3
- Street Fighter II
- Street Fighter II Championship Edition
- Street Fighter II Turbo
- Super Street Fighter II
- Super Street Fighter II Turbo
- Street Fighter EX
- Street Fighter EX Plus
- Street Fighter EX Plus Alpha
- Street Fighter EX 2
- Street Fighter III
- Street Fighter III: Second Impact Giant Attack

## Revision History

- **0.5** Initial version with only the characters from Alpha and Alpha 2 and conversions of SF:STG (excepting Animal Hybrid and Elemental stuff).
- **0.6** After finally getting SF Collection, added hidden characters from Alpha 2 Gold, plus Street Fighter II types, and some hidden characters from MSHvSF, with new maneuvers and such as needed. Also corrected some character's maneuver names.

## Net Stuff

[The Official Thrash Home Page](http://www.geocities.com/tokyo/6127/thrash) can be found at <http://www.geocities.com/tokyo/6127/thrash>, I can be e mailed at [blackbird@earthdome.com](mailto:blackbird@earthdome.com), and if you have [ICQ](http://www.geocities.com/tokyo/6127/thrash), my UIN# is 890782.

## Disclaimer

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Capcom Co., Ltd. owns Street Fighter and all related characters. Their respective creators likewise own other games and characters mentioned herein. This document is not in any way a challenge to that ownership.

## Chapter 2: The World of Street Fighter

The world in which the Street Fighter series takes place follows the typical fighting game mold, albeit mainly because it *created* that mold in the first place. It is not so different from the real world we live in, save in that the mystical is a reality (if a hidden one), and martial artists in particular hold great power.

As such, this section is pretty short.

### The Street Fighter Tournament

The Street Fighter tournament is regarded as the ultimate martial arts competition; the ranking fighters, men and women of truly incredible insight, skill, and power, are known as the World Warriors, and revered by the rest of the world. It has been home to countless battles over the years, but never before have the stakes risen so high as they do now, with Lord Vega's empire growing each day, and Gouki at last revealing himself from the shadows.

### Metro City

The vast expanse of cityscape known as Metro City is in many ways your average metropolis. What makes it unusual is the problems that have arisen there. In particular, a few years ago a powerful terrorist group known as the Mad Gear Gang began wreaking havoc. Mayor Mike Haggar called in some of his friends, including Guy and Cody, to deal with the problem. That they did, only to have the Mad Gear resurface again and again, until the defeat of their leader.

Even so, afterwards fragments of the Mad Gear still remain afterwards, most notably Rolento and Sodom, both seeking to wreak havoc once more.

### Shadaloo

Shadaloo is the criminal empire built by the infamous Lord Vega. His true origins are a mystery, but he began his budding empire in Thailand, where, in recent years, he has gripped control of a sizable piece of territory, creating the country of Mriganka. This is, however, only the beginning of Shadaloo's influence.

The organization has control over numerous criminal operations all over the world, whether created or conquered. Shadaloo deals in drugs, smuggling, terrorism, assassination, and anything else that strikes their fancy. They have not been able to take over all of the various criminal operations in the world, but these "renegade" criminal groups still feel the pressure from Shadaloo, and clashes between them are not uncommon.

### The Fall, Resurrection, and Fall of Shadaloo

Shadaloo was extremely powerful, until the destruction of its leader, upon which it fell apart. Vega attained victory after victory (although Nash simply refused to die). When he tried to find a new body to house the Psycho Power, he failed, and was believed to have been consumed by his own power, mere minutes before Shadaloo's headquarters were bombed.

Somehow, despite this, Vega resurfaced a few months later. His first action was to kill Nash once and for all. His second was to begin rebuilding his empire from its crumbling remains. Ultimately, though, Guile and the other street fighters defeated him, seeking revenge for all that he'd done.

### The Underworld

With Shadaloo gone, however, the troubles didn't end, as a new threat reared its ugly head. A mysterious organization known only as "the Underworld" has appeared to spread terror in Shadaloo's place. Under the leadership of the mysterious Gill, the Underworld has begun to assert its power.

### Street Fighter In Your Campaign

So, apart from being able to read up on your favorite characters and make comparisons (even though they're based on my opinions of them), what's this book going to do for your campaign, you might ask.

Obviously, roleplaying in the Street Fighter world is more or less the whole idea (well, I like writing these things just to write them sometimes, but anyway). This can be approached in any number of ways:

1. Be Your Favorite World Warriors: An obvious option is to let players pick out various SF characters and play them. This has good points and bad points. On the good side, it saves time, and gives players (especially new players) a good frame of reference for how the game works. On the other fist, it can lead to what some have called "characterization rape" -- an overly strong term, but effective. This refers to badly characterizing the characters, and while players should certainly be allowed some leeway -- especially given Capcom's rather ambiguous characterization -- the risk of this is the main reason I prefer original characters. All that said, the version of a given Capcom character you play is *not* the original, and can be expected to change from that template over time.
2. Old Setting, New Characters: As always, you can come up with original PCs. These can be completely original, or in some way related to other SF characters, whether trained by or with them, related to them by blood, or whatever. Of course, PCs trained in Ler Drit, Spanish Ninjitsu, and such should be rare unless the campaign is built around such. And, of course, battling Shadaloo is always an option (and besides, it means you can adapt adventures from SF: STG).
3. Elseworlds: This name comes from the Ranma ½ fanfic series; in this case, it refers to a hypothetical deviation from the "official" universe. While, strictly speaking, any campaign you'd run falls into this category, a definitely Elseworlds campaign will include distinct changes to the continuity. In fanfics this usually deals more with the individual characters than the overall world, but there's no reason you can't make more sweeping changes. Imagine a world where Shadaloo won, and the world is within Lord Vega's clenched fist, the only resistance what few street fighters and other warriors remain.

## Chapter 3: Thrash Supplement

As usual, this section provides generic game material for use with Thrash. However, there are two major differences. One, since it draws upon a very specific source, it includes some styles (Ler Drit, Kabaddi, etc.) and other material which will not normally be used in other settings. Two, as it draws upon an existing RPG and includes a brief set of crossover rules, several items have been converted without concern for their pertinence to the actual setting.

### Mechanics Modifications (Optional)

There are many different fighting games, and all of them have a different spin on how certain things should work. The most notable of these is how supers work. Thrash's basic system is loosely based on how it works in King of Fighters '95, simply because it is the one which, in my opinion, is most appropriate to applying to other types of martial arts stuff.

Even so, you might want to fiddle with the basic "game engine" of Thrash to be more like whatever fighting game you're trying to imitate. If so, this is something to consider. Thrash has the basic mechanics in the system, mostly as optional advantages, disadvantages, and maneuvers, for nearly any such instance. To apply them universally, the GM need only declare them to be possessed by all fighters. Some of the more common modifications are as follows:

- All characters receive certain maneuvers, such as Super Jump, Weapon Block, Air Jump, Air Block, Focus Rage, and Rage Burn.
- All characters receive certain Advantages & Disadvantages, such as Desperation and Inverse Rage.
- Eliminate Rage and supers entirely.

For the purpose of the various SF games, the modifications are as follows:

Alpha 1: All characters have Inverse Rage, two levels of Rage Battery, and receive Air Block, and a version of one of their special moves with Counterstrike (+2 point version).

Alpha 2: All characters have Inverse Rage, two levels of Rage Battery, and receive Air Block, Rage Burn, and a version of one of their special moves with Counterstrike (+2 point version).

Alpha 3: A-ISM: All characters have Inverse Rage, two levels of Rage Battery, and receive Air Block and a version of one of their special moves with Counterstrike (+2 point version).

Alpha 3: V-ISM: All characters have Inverse Rage, Air Block, Rage Burn, and a version of one of their special moves with Counterstrike (+2 point version).

Alpha 3: X-ISM: All characters have Inverse Rage.

SF2 Series: No supers or rage.

SSF2T: All characters get Inverse Rage.

SFEX: All characters receive Inverse Rage and two levels of Rage Battery, plus one move with Guard Breaker.

Vs. Series: All characters get 2 levels of Rage Battery, Inverse Rage, Super Jump, Air Block, and can add Ascension Strike to one maneuver for free.

### New Skills

Insight: This is a fighter's ability to size up an opponent, and (if used successfully) determine their style of fighting, level of skill, and so forth.

Searching: This is a general ability to look for and even find hidden compartments, wire taps, wall safes, and so forth.

Subterfuge: A character with this skill is well-versed in intrigue; concealing and deciphering motives and using them is a simple thing to a character skilled in subterfuge.

### New Advantages & Disadvantages

Arena (4): Whether large or small, the character owns some kind of fighting arena.

Backing (2/level): Tournament fighters often need funding to pay entry fees and so forth; one way to get that is to get the backing of some individual or company, though, of course, the character will be expected to do some favors for them. The level of Backing determines the size of the sponsoring organization, and its level describes the potential Resources available.

Contacts (2 each): A contact is someone the character knows who can give them information. They aren't necessarily a friend, and can be from nearly any walk of life. Each contact costs 2 points.

Massive (6): The character is exceptionally massive, and is less susceptible to being knocked down or over. Any single attack or combo which does less damage than the character's Stamina can NOT cause a knockdown or knockback. This does not apply while the character is airborne or against grappling maneuvers.

No Rage (-3): The character does not have a Rage Threshold and doesn't accumulate Rage Points. They also cannot purchase supers. Period.

Rage Battery (10/level): For each level of Rage Battery (you can buy up to three), the character can accumulate an extra Super move's worth of Rage. When the character reaches their Rage Threshold, they can accumulate another "bar" of rage, which holds half their Rage Threshold, and can be burned to perform one super. Also, Blind Rage only applies after the character has exceeded their total capacity.

Staff (2/level): A character with this advantage has a small support staff to assist them with their rise to fame. Each level of Staff provides one staff member.

### New Disciplines

#### Grappling Defense

This discipline is a series of techniques intended specifically to defend against grappling attacks. In any given turn, the character may declare that they are using Grappling Defense. In that case, the level of Grappling Defense is added to any attempt to avoid a grappling

attack, but there is a -3 penalty to avoid other types of attacks.

### **Kick Defense**

This is essentially the same as Grappling Defense, but applies to kicks.

### **Punch Defense**

Same thing, but with punches.

## **New Styles**

The following are styles from the Street Fighter setting. With the exceptions of Native American Wrestling, SAMBO, and Western Kickboxing, none exist in other settings, at least in the way they are portrayed in SF.

### **Baraqah**

A exceedingly rare style from Northern Africa, Baraqah is an Islamic discipline, derived largely from Sufi, one of the more mystical branches of the Moslem faith. It is not so much a fighting style as an expression of Islamic sacred science, designed to cultivate physical health and grace. As such, it is first and foremost a path to enlightenment; as with Tai Chi, the combative abilities it provides are secondary, though still quite effective in the hands of a master.

Availability: Baraqah is taught only by a few, even in the Moslem world. Most such schools can only be found in Persia and Asia Minor, though there are rumors of some in Spain.

Prerequisites: Focus 6

Bonuses: +2 to Focus

Basic Maneuvers: Body Flip, Pin

Maneuver Modifiers: Reduce the cost of Grappling, Kick, and Focus (Healing) maneuvers by 1 point (to a minimum of 1). Increase the cost of Punch maneuvers by 1 point.

Quote: "You must learn humility. Baraqah does not come from us, but from Heaven. Only by mastering out own ego and sense of self can Baraqah flow through us."

### **Bushinryu Ninjutsu**

The contemporary Bushin school, although descended from traditional Ninjutsu, bears little resemblance to it. Although it retains some techniques of ninjutsu, it mixes certain elements of Karate, Kung Fu, and gymnastics.

Availability: Bushin is taught in a handful of schools in Japan, but is largely unknown elsewhere.

Prerequisites: Agility 6

Bonuses: +1 to Agility, +1 to Strength

Basic Maneuvers: Body Flip, Slide Kick

Maneuver Modifiers: Reduce the cost of all Punch and Athletics maneuvers by 1 point.

Quote: "You can't beat what you can't touch."

### **Kabaddi**

Kabaddi is a rare and unusual style, which grew out of yoga and Dhyana Buddhism. Monks of ancient India were

said to hold great power, but to use that power they had to achieve such a state of tranquillity that it could not be used offensively. The combative uses of these techniques are collectively known as Kabaddi, and it is one of the most difficult styles to master, simply because of the sheer level of control required.

Availability: Kabaddi schools are exceedingly rare outside of India, and even there they're uncommon.

Prerequisites: Calm 2, Focus 7

Bonuses: +1 to Focus, +1 to Will

Basic Maneuvers: Head Butt, Slide Kick

Maneuver Modifiers: Reduce the cost of all Focus maneuvers by 2 points (to a minimum of 1) and all Block maneuvers by 1 point (to a minimum of 1). Increase the cost of all Punch and Kick maneuvers by 1 point.

Quote: "You must control your feelings; think of nothing but the opponent, and think of your victory only after the battle."

### **Ler Drit**

Ler Drit is a rare and powerful martial art that mixes powerful hand to hand techniques with highly trained use of psychic powers, known as "Soul Power". The end result is elegant and deadly, though not necessarily in that order. There are only two known practitioners of this style; Rose, and Lord Vega, and it is believed that Vega uses a corrupted variant of Ler Drit, which uses a dark "Psycho Power."

Availability: It is unknown just where this style came from and who teaches it...

Prerequisites: Psychic 3, Focus 6. To learn Vega's corrupted version of Ler Drit, one must have Negative Chi as well.

Bonuses: +1 to Agility and +1 to Focus

Basic Maneuvers: Slide Kick

Maneuver Modifiers: Reduce the cost of Athletics and Focus maneuvers by 1 point.

Quote: "Do you really believe you can withstand my Soul Power?"

### **Native American Wrestling**

Native American Wrestling began as simply a form of entertainment among members of the various tribes, used to develop stamina and agility. In this form, it is a powerful and effective mix of grappling techniques. However, many practitioners also combine it with a spiritual discipline, invoking spirits to aid them, allowing for supernatural feats.

Availability: Schools of this style are relatively plentiful, though very few fully reveal the spiritual aspects of it. The best schools are found on reservations.

Prerequisites: Strength 6

Bonuses: +1 to Agility, +1 to Strength

Basic Maneuvers: Body Flip, Body Missile

Maneuver Modifiers: Reduce the cost of Grappling and Focus Maneuvers by 1 point (to a minimum of 1). Increase the cost of Block and Kick maneuvers by 1 point.

Quote: "I am no mere fighter; I am a warrior. With the strength of the spirits, I shall never lose."

## Ni-Jihan Desu

Ni-Jihan Desu is a unique style created by Sodom, combining techniques from numerous Japanese styles, including karate, kempo, sumo, and even bushin. It mixes brutal jitte fighting techniques with powerful grappling.

Availability: Ni-Jihan Desu is known only to Sodom and some members of the Mad Gear Gang.

Prerequisites: Strength 5

Bonuses: +1 to Strength, +1 to Stamina

Basic Maneuvers:

Maneuver Modifiers:

Quote: "You're fast, but not too fast for me to catch."

## SAMBO

SAMBO is a powerful Russian style of wrestling, based on brute strength. Originally created as entertainment for the Czars, today it is a distillation of countless styles of Russian wrestling. Practitioners concentrate more on strength and skill than speed; anyone facing such an opponent who assumes that they are clumsy is in for a pile driver.

Availability: SAMBO schools are rare outside of Russia.

Prerequisites: Strength 7

Bonuses: +2 to Strength

Basic Maneuvers: Bear Hug, Suplex

Maneuver Modifiers: Reduce the cost of all Grappling maneuvers by 2 points (to a minimum of 1). Increase the cost of all Kick and Focus maneuvers by 1 point.

Quote: "Only the strong win battles."

## Shotokan Karate

Shotokan Karate, (in the context of Street Fighter, at least) is a powerful style that combines powerful physical techniques typical of karate with extensive chi training as well.

### Common Maneuvers:

Collarbone Breaker (Sakotsu Wari): Overhead Punch

Cyclone Kick (Senpoo Kyaku): Flying Reverse Turning Kick

Dragon Punch (Shoryuken): Rising Uppercut (Forceful)

Flaming Dragon Punch: Power Strike (fire) version of the Dragon Punch.

Wave Motion Punch (Hadouken): Chi Blast (Forceful)

Hurricane Kick (Tatsumaki Sempuu Kyaku): Spinning Strike Flying Reverse Turning Kick

## Dark Shotokan

*"Do not take the easy path of the Dark Side!"*

-- Yoda, The Empire Strikes Back

**Note:** Player characters should NOT be allowed to learn Dark Shotokan. The secrets of this deadly art are best left unknown, but can make for some killer villains (as in the slang term as well as literally).

Long ago, Shotokan Karate was the ultimate killing art. Practitioners could channel their chi into a single blow that could fell all but the most powerful of men. The greatest master of Shotokan, a man called Gotetsu, took the killing out of Shotokan, turning it into a path to inner peace.

Gotetsu had two students; Gouken and Gouki. Gouken became a teacher, and his two greatest students were Ken and Ryu (he also taught Dan, for a little while). Gouki, on the other hand, sought power wherever he could find it. He embraced the dark side of Shotokan, and was transformed by it into a being of pure hatred, called Akuma.

Some say there are two sides to every coin. Like yin and yang, the entire cosmos works as a series of opposites; everything is composed of opposing forces. The true adherents of Shotokan Karate are among the most powerful martial artists in the world, as Ryu amply proves. But, like so many other things, Shotokan has a darker aspect to it, revealed when a practitioner allows evil to enter his heart. To prove the extent of his newfound powers, he killed Gotetsu and Gouken.

Availability: Dark Shotokan is virtually unknown, almost completely gone from the world, and the few who know of it thank the heavens for its disappearance. There is only one known practitioner of Dark Shotokan -- Gouki. His powers are vast and his motives a mystery, but it is entirely possible that he could attempt to acquire some students. If he were to do so, they would likely be from among existing practitioners of Shotokan, and it is more than likely that they would have little choice in joining him.

Prerequisites: Negative Chi

Bonuses: +1 to Focus, +1 to Strength

Basic Maneuvers: Axe Kick, Uppercut

Maneuver Modifiers: Reduce the cost of Focus, Punch, and Kick maneuvers by 1 point. Increase the cost of Athletics maneuvers by 1 point.

Quote: "I will teach you the true meaning of power!"

## Spanish Ninjutsu

Spanish Ninjutsu is a unique style, originally invented by Balrog. It combines bullfighting, savate, and ninjutsu into an exceedingly deadly, acrobatic style. The Spanish Ninja that Balrog trains are agile, stealthy, and quite willing to kill. The training is often brutal, especially for the less attractive trainees, and often includes attempting to evade mad bulls and worse. Nearly all of them work for him, or for Shadoloo directly.

The Spanish Ninja use many weapons, though all are chosen because they have a certain elegance to them. Shuriken and rapiers are among the favorites, though many students seek to imitate the master by using the infamous claw. The stats for said claw are as follows: Hands 1, Accuracy +1, AP Modifier -1, Damage +1 Reach 0.

Availability: Presently, all Spanish Ninja are trained by Balrog himself at his training farm in Spain.

Prerequisites: Agility 6

Bonuses: +1 to Agility and provides the Light Feet advantage.

Basic Maneuvers: Backflip, Wall Spring

Maneuver Modifiers: Reduce the cost of Athletics and Evasion maneuvers by 1 (to a minimum of 1) and Athletics (Acrobatics) maneuvers by 2 (to a minimum of 1). Focus maneuvers are not available.

Quote: "Fighting isn't always fair, why should the fighter be?"

## Western Kickboxing

Western Kickboxing is a mixture of kung fu, boxing, muay thai, and other techniques, in an attempt to create a combat sport that would appeal to American spectators. Although not tremendously popular, it nonetheless has its share of practitioners and fans. Western Kickboxing lacks the discipline of older styles, but it is effective nonetheless.

Availability: Schools for Western Kickboxing are found all over the U.S., though the best schools are found in Philadelphia, New York, and Washington D.C.

Prerequisites: None

Bonuses: +1 to Agility, +1 to Strength

Basic Maneuvers: Spinning Thrust Kick, Uppercut

Maneuver Modifiers: Reduce the cost of Kick and Punch maneuvers by 1 point (to a minimum of 1). Increase the cost of Focus maneuvers by 2 points.

Quote: "I've been fighting all my life to get off the streets. Kickboxing showed me how; I owe it my life."

## New Modifiers

### Air Jump

**Multi-Air Jump (+1/+2/+3)**: While Air Jump can normally only be used to jump one additional time while airborne, this modifier allows the character to do so additional times; one extra time per point put into this modifier.

### Body Missile

**Spinning Body Missile (+2)**: A difficult but powerful variation of the usual Body Missile; the character launches forward while spinning, adding greater force to the attack. This increases the damage by +2, but also adds +1 to the AP cost.

### Chi Blast

**Sonic Blast (+2)**: The Chi blast is composed of "sonic energy," essentially a powerful and tightly bound formation of sound waves and chi energy. This makes the blast considerably faster (effectively increasing the Accuracy by +2).

### General

**Automatic Defense (+2)**: The character has learned the maneuver in such a way that they will reflexively avoid attacks (including most projectiles). As such, when the maneuver is used the character may make a second roll, using the same accuracy, to attempt to dodge a single attack against them.

**Ascension Strike (+4)**: The maneuver (which must have some kind of upward motion) is done with such force that it throws the opponent upward into the air. Unless they can recover while in mid-air (such as with the Air Roll maneuver), the opponent will be momentarily vulnerable. They lose 6 APs, and if the attacker can catch up with them (usually with a Jump) they can often get a free

attack in. The Ascension Strike also increases the damage by +2 and the AP cost by 3.

**Banishing Strike (+3)**: A variation of the Power Strike modifier, the banishing strike, in addition to doing more damage and looking cool can be used as a Parry to negate energy-based projectile attacks. Damage is increased by +3, the maneuver cost an additional 3 Chi, and one additional AP.

**Close Maneuver (-2)**: The character has been trained in such a way that the maneuver can only be used in grappling range (i.e., not only in the same hex, but right next to the opponent).

**Counterstrike (+2/+5)**: The maneuver can be performed as a Counterstrike, immediately following a block. When the maneuver is used in this manner, the opponent cannot avoid it. The +2 point version counts as a Super, while the +5 point version can be used at any time.

**Desperation Maneuver (-3)**: The maneuver can only be used when the character is down to 1-6 health points.

**Ducking Maneuver (+2)**: The maneuver is performed quickly, while ducking. This makes it a Crouching Maneuver, and as such it can be used to evade Aerial Maneuvers. The AP cost is also reduced by 1.

**Guard Breaker (+3)**: The maneuver is performed with exception power and chi force behind it, so that it cannot be blocked (though it can be dodged). The maneuver counts as a super. Also, it does an additional 1d4 damage, but the AP cost is increased by 3.

**Hopping Strike (+1)**: A variation of the Dashing Move modifier, Hopping Strike has the character jump forward while performing the maneuver. This increases the Move by +1, and reduced the AP cost by -3, to a minimum of 1.  
Prerequisites: Jump

**Insulting Strike (+2)**: The maneuver is performed in such a way that it is delivered with an insult. As such, it counts as a taunt, and adds Rage points as per a successful Taunt. Prerequisite: Taunt 4

**Power Rising Strike (+4)**: This is a variation of the Rising Strike modifier, in which the character launches themselves up into the air. The maneuver is now an Aerial Maneuver, and can be used to Counter other Aerial Maneuvers. Damage is increased by +5, and AP cost by +2. Prerequisite: Super Jump

**Shield Attack (+4)**: The maneuver is now performed in a manner similar to a power strike, but with a full-body energy shield around the character, which can absorb incoming energy attacks (up to 3 points of damage per point of the character's Focus). This also adds +5 to damage, +3 to AP cost, and makes the maneuver cost 5 Chi.

**Spinning Strike (+4)**: A variation on the Multiple Strike modifier, the character is made able to spin around while performing the particular maneuver (must be a physical strike, usually a kick) such that they can deliver several strikes. Double the AP cost of the maneuver and reduce the damage by half, but make four separate damage rolls, one for each hit scored (these can and must be parried individually). Also, the Move for the attack either stays the same or is raised to 6, whichever is higher. Prerequisites: Agility 6

## Supers

**Rage Consumption (-2/level):** To select this modifier, the character must have the Rage Battery advantage. For every level of Rage Consumption, the maneuver takes up another "bar" of super, up to the character's maximum capacity.

**Total Chi Consumption (-4):** When used, the maneuver takes up ALL of the character's current Chi points.

**Total Rage Consumption (-3):** When used, the maneuver takes up ALL of the character's current Rage points.

## Teleport

**Glide Motion Teleport (+2):** This variant of the normal teleport has the user become sort of "phased out," intangible for a brief period of time, and glide along a short distance (up to four hexes, plus one per point of Focus). While intangible, the character cannot be affected by any attacks of any sort.

## New Maneuvers

### Athletics

#### Air Elbow (Acrobatics)

The character flies forward at the opponent (in the same manner as a Flying Somersault), and brings his elbow down on them.

Prerequisites: Agility 7, Flying Somersault, Jump

Character Points: 3

Accuracy: +0

Action Points: 8

Chi Cost: None

Damage: 1d6+3

Move: Special (Agility + 3 hexes)

#### Air Dash

This maneuver allows the character to use their chi power to create a burst of forward momentum, dashing forward a short distance while in mid-air. The character can move forward a number of hexes equal to half their Focus when this is used.

Prerequisites: Agility 8, Focus 7, Air Jump

Character Points: 3

Accuracy: N/A

Action Points: 8

Chi Cost: 2

Damage: None

Move: Special

#### Air Roll

This is an aerial version of the Roll With Impact maneuver. It functions in much the same manner as a standard Roll With Impact, except that it is performed in the air, and this allows the character to recover from Ascension Strike maneuvers.

Prerequisites: Roll With Impact, Jump

Character Points: 2

Accuracy: +0

Action Points: 3

Chi Cost: None

Damage: None

Move: 3

#### Air Smash

In this move, which is best suited to the larger warriors, the character leaps high into the air, and simply lands on the opponent in an effort to flatten them. This is an Aerial Maneuver.

Prerequisites: Jump

Character Points: 4

Accuracy: -1

Action Points: 8

Chi Cost: None

Damage: 2d4

Move: 3

#### Dive Punch

The character dives downwards, bringing one or both fists into the opponent.

Prerequisites: Jump

Character Points: 4

Accuracy: -1

Action Points: 8

Chi Cost: None

Damage: 1d6+2

Move: 2

#### Flying Punch

In this rather deceptive move, the fighter flies up into the air above and past the opponent, and then quickly redirects the attack so that the punch lands in the opponent's back. When this move is used, the fighter moves two hexes past the opponent, and then swings into the hex behind them. This is an Aerial Maneuver.

Prerequisites: Agility 6, Focus 6, Jump

Character Points: 4

Accuracy: +1

Action Points: 10

Chi Cost: None

Damage: 1d6

Move: 4

#### Flying Somersault (Acrobatics)

A variant of the usual jump, in the Flying Somersault the character flings themselves forward, flipping over in the air. It is similar to a normal Jump, but faster, and the movement is more horizontal than vertical. As such the character moves forward a number of hexes up to their agility plus 3, and adds +3 to any maneuver used. This is an Aerial Maneuver.

Cannonball (-1): The character tucks and rolls while flying through the air. This looks cool, but slows them down a bit. Increase AP cost by 2. This modifier can also be applied to Air Elbow and Flying Air Throw.

Prerequisites: Agility 7, Jump

Character Points: 3

Accuracy: +1

Action Points: 5

Chi Cost: None

Damage: None



Move: Special

### **Super Dash**

This is an enhanced version of the basic Dash maneuver, which is much faster, allowing the character to cover more ground in less time. Any maneuver put in a combo immediately after a Super Dash is at +2 to damage due to the increased momentum.

Prerequisites: Agility 6

Character Points: 3

Accuracy: N/A

Action Points: 5

Chi Cost: None

Damage: None

Move: 10

### **Super Roll**

This is basically a more advanced version of Roll With Impact; it worked exactly the same, except the character actually tucks into a roll, and can move a considerable distance, usually ending up behind the opponent.

Prerequisites: Roll With Impact

Character Points: 2

Accuracy: +0

Action Points: 6

Chi Cost: None

Damage: None

Move: 8

### **Tumbling Strike**

The character launches forward into a series of tumbles in a straight line, lashing out with punches or kicks with each flip. This is a crouching maneuver, and inflicts the damage below once for each hex that the character moves. This is a Crouching Maneuver.

Prerequisites: Agility 7, Backflip

Character Points: 4

Accuracy: -1

Action Points: 5/hex moved

Chi Cost: None

Damage: 1d4-1

Move: Special

### **Block**

#### **Push Block**

A more aggressive variation on the basic Parry, in this the defender pushes back on the opponent. If used successfully, it works like a normal Parry, plus the opponent is shoved back one hex.

Prerequisites: None

Character Points: 2

Accuracy: +1

Action Points: 3

Chi Cost: None

Damage: None

Move: 1

### **Focus**

#### **Acid Breath**

This rare and, frankly, disgusting, power, allows the fighter to expel a spray of foul acids at the opponent. The acid is painful, and burns even after it strikes.

The acid attack has a range equal to half the fighter's Stamina, in hexes. Once it hits, it does damage as usual, plus an additional 1d4 per turn for 1d4 turns.

Prerequisites: Focus 6

Character Points: 6

Accuracy: +1

Action Points: 10

Chi Cost: 5

Damage: 1d10

Move: None

#### **Backflip Blast Kick**

This unusual maneuver is, put simply, a backflip kick with a Chi Blast coming out. Opponents at close range will be hit with both, while those at a distance only have to worry about the chi blast.

Prerequisites: Focus 7, Chi Blast, Backflip, Backflip Kick

Character Points: 6

Accuracy: -1

Action Points: 12

Chi Cost: 6

Damage: 1d10 from the kick, 1d10 from the blast

Move: One

#### **Boost Speed**

This maneuver allows the character to channel his chi energy into his body, thereby adding to his speed. When activated, Boost Speed effectively doubles the character's running speed, but this can only be used to actually move. For that turn, the character adds +6 to available APs, and +3 to Agility as well.

Prerequisites: Focus 6

Character Points: 4

Accuracy: N/A

Action Points: 4 to activate

Chi Cost: 3

Damage: None

Move: None while activating

#### **Limb Extension**

This power enables the character to extend his limbs further, practically using them as ranged weapons. The character may extend a punch or kick to reach a number of hexes equal to half (rounded up) of their Focus; apply the modifiers listed below to any such attack.

Prerequisites: Focus 6

Character Points: 5

Accuracy: -1

Action Points: +2

Chi Cost: +2

Damage: +0

Move: None

#### **Mesmerize (Mental)**

By making eye contact, a character with this power can mesmerize their opponent. If they can make eye contact, they make a roll on 1d10 + Focus + Style; if this

can beat the opponent rolling on 1d10 + Focus + Will, the opponent is mesmerized. This functions more or less like a Sustained Hold, except that the hold is mental, and does no damage. While held in this way, the victim can do nothing but follow simple commands from the character, though the character can do nothing but move if they wish to maintain the mesmerism.

Prerequisites: Focus 6

Character Points: 6

Accuracy: +1

Action Points: 10/turn

Chi Cost: 2/turn

Damage: None

Move: One

### **Mind Control (Mental)**

This power allows the psychic to totally seize control of the mind and body of a victim, controlling all mental, psychic, and physical abilities. Initiating mind control requires eye contact; the victim can make a roll to avoid being affected. Once controlled, a victim can be made to do anything normally possible for them, although all actions will be at a -4 penalty. While controlling someone in this way, they psychic cannot do anything else. While controlled, the victim will be aware of (and likely terrified by) everything that is going on around them, but powerless to do anything about it. Mind control can be maintained for up to 1 minute per level of Focus.

Prerequisites: Focus 8

Character Points: 5

Accuracy: N/A

Action Points: 4/turn

Chi Cost: 1/turn

Damage: None

Move: N/A

### **Mindspeech (Mental)**

The character is able to project thoughts at others. Thus, they can send mental images, words, or whatever into another person's mind. Whether they can understand the telepathic message is another matter entirely. The range for this is equal to the level of Focus times ten feet.

Prerequisites: Focus 7

Character Points: 3

Accuracy: N/A

Action Points: 2/turn

Chi Cost: 1/turn

Damage: None

Move: N/A

### **Zen No Mind**

This maneuver, named for the Zen philosophy that best exemplifies it, allows the character to act faster than thought, his actions simply springing into being as required.

Besides spiritual tranquillity, this maneuver provides the character with a greater ability to react to the opponent's actions. As such, when using Zen No Mind, the character may change any declared combat action ONCE to compensate for the actions of the opponent.

Using Zen No Mind is difficult for most, and requires a roll on 1d10 + Focus + Meditation each turn to be maintained.

Prerequisites: Focus 8, Meditation 5

Character Points: 5

Accuracy: N/A

Action Points: None

Chi Cost: 2/turn

Damage: None

Move: N/A

## **Grappling**

### **Air Catch Toss**

This maneuver is used as a Counter to Aerial Maneuvers. Basically, they close their arms around the opponent, then does a normal body flip on them.

Prerequisites: Body Flip

Character Points: 3

Accuracy: +1

Action Points: 9

Chi Cost: None

Damage: 1d6

Move: None

### **Elbow Drop**

In this fairly simple wrestling move, the character holds out one elbow, bracing that arm against the other, and lets themselves fall, hopefully mashing their elbow into the opponent.

Prerequisites: None

Character Points: 2

Accuracy: -2

Action Points: 6

Chi Cost: None

Damage: 2d4

Move: One

### **Face Slam**

In this brutal and powerful move, the character grabs the opponent by the face, lifts them up, and slams them head-first into the ground. Victim suffers a Knockdown.

Prerequisites: Strength 8

Character Points: 2

Accuracy: +0

Action Points: 10

Chi Cost: None

Damage: 1d6+1

Move:

### **Flying Air Throw (Acrobatics)**

In this maneuver, the character flies forward towards their opponent as per a Flying Somersault. Once they're directly over the opponent's head, they grab onto them and swing downwards, using their momentum to throw the opponent over their head. If used successfully, the opponent suffers a Knockdown. This is an Aerial Maneuver.

Prerequisites: Agility 7, Air Throw, Flying Somersault, Jump

Character Points: 4

Accuracy: +1  
Action Points: 12  
Chi Cost: None  
Damage: 1d6+4  
Move: Special (Agility + 3 hexes)

### **Flying Stomp Throw**

In this rather unusual, but effective, maneuver, the warrior (who must be airborne, along with the opponent), grabs the victim, flips them over in mid air, and lands with his feet on their chest.

Prerequisites: Air Throw, Jump  
Character Points: 3  
Accuracy: +0  
Action Points: 8  
Chi Cost: None  
Damage: 1d6+1  
Move: One

### **Foot Lift Throw**

In this simple brawling attack, the fighter grabs the opponent's legs or feet, and lifts with all of his strength, flinging the opponent off their feet. Opponents suffer a Knockdown.

Prerequisites: Strength 6  
Character Points: 3  
Accuracy: +1  
Action Points: 6  
Chi Cost: None  
Damage: 1d6  
Move: 1

### **Ground Scrape**

In this powerful and painful attack the character grabs the opponent and drags them along the ground. The character MUST move at least three hexes to complete this maneuver.

Flaming Scrape (+2): In this variation, the character channels some of their chi energy into the attack, causing the opponent to be enshrouded in flames at the conclusion of the attack. This makes the maneuver cost 3 Chi, but it inflicts 1d10 damage.

Prerequisites: None  
Character Points: 3  
Accuracy: +0  
Action Points: 10  
Chi Cost: None  
Damage: 1d6  
Move: 6

### **Hair Throw**

This painful throwing technique requires an impressive acrobatic prowess. The character leaps above the opponent's head, flipping upside-down in the process, grabs the opponent's hair, lands on his feet, and uses his momentum to fling the opponent forward. It's possible to use this on someone with little or no hair, but a lot more difficult (add 7 to the difficulty).

Prerequisites: Jump, Agility 8  
Character Points: 5

Accuracy: +1  
Action Points: 10  
Chi Cost: None  
Damage: 2d4  
Move: Two

### **Head Bite (Killing)**

In this rather savage move, the fighter grabs the opponent and proceeds to bite them repeatedly in the neck. This is a Sustained Hold, and inflicts the damage listed each turn.

Prerequisites: None  
Character Points: 3  
Accuracy: +0  
Action Points: 5/turn  
Chi Cost: None  
Damage: 1d4/turn  
Move: None

### **Improved Pin (Disabling)**

This is a more powerful version of the basic Pin maneuver. It can be used on opponents in the same hex or an adjacent hex, and does a little more damage, but is otherwise the same as the standard Pin.

Prerequisites: Strength 6, Pin  
Character Points: 3  
Accuracy: +0  
Action Points: 10  
Chi Cost: None  
Damage: 1d6 the first turn, 1d4 per turn  
Move: None

### **Iron Claw**

Another Sustained Hold, Iron Claw involves grabbing the opponent by the head, and squeezing, digging each finger into a pressure point. The damage listed below is inflicted each turn the hold is maintained.

Prerequisites: Strength 7  
Character Points: 4  
Accuracy: +0  
Action Points: 8/turn  
Chi Cost: None  
Damage: 1d6/turn  
Move:

### **Leg Throw**

This is similar to a conventional throw, except that the force of it is exerted by the warrior's legs, usually with a spinning motion. This works more or less like a normal throw (causing a Knockdown), but it uses the character's Lower Body Strength (if applicable).

Prerequisites: (Lower Body) Strength 7  
Character Points: 2  
Accuracy: +0  
Action Points: 8  
Chi Cost: None  
Damage: 1d6+1  
Move: 1

### **Pile Driver**

This is a difficult and powerful wrestling move. The fighter grabs the opponent, holds them upside down, and hops into the air, slamming the opponent's head into the ground when they land.

Prerequisites: Strength 6

Character Points: 4

Accuracy: -1

Action Points: 8

Chi Cost: None

Damage: 2d4

Move: One

### **Push-Off**

The character grabs onto the opponent, and then pushes off with both feet. Opponent suffers a knockdown. Note that if the character has divided Upper/Lower Strength, the Lower applies to this maneuver.

Prerequisites: None

Character Points: 2

Accuracy: +0

Action Points: 6

Chi Cost: None

Damage: 1d6

Move: One

### **Spinning Pile Driver**

An exceedingly powerful variant of the traditional Pile Driver, in this maneuver the fighter similarly grabs the opponent and holds them upside-down, but then he leaps up into the air, spinning all the while, and then brings the victim down on the ground. Opponent suffers a Knockdown.

Prerequisites: Strength 8, Jump, Pile Driver

Character Points: 4

Accuracy: +0

Action Points: 14

Chi Cost: None

Damage: 2d6+3

Move: Two

### **Storm Hammer**

The Storm Hammer is another painful and powerful throw, this one even more vicious than the Spinning Pile Driver. The fighter grabs the opponent by the head and leaps into the air, spinning them around in a circle by the head, and then slams them into the ground upon landing. The opponent suffers a Knockdown.

Prerequisites: Strength 8, Jump

Character Points: 5

Accuracy: -1

Action Points: 14

Chi Cost: None

Damage: 2d6+3

Move: One

## **Kick**

### **Arcing Spin Kick**

The fighter launches forward, spinning through the air, rising up and coming down, and hitting any opponent they encounter along the way once.

Flying Arc Kick (+2): This is essentially the same as the standard Arcing Spin Kick, except that the character goes a lot further. The damage is increased by +2, and the Move goes up to 8.

Prerequisites: Flying Reverse Turning Kick, Jump

Character Points: 3

Accuracy: +1

Action Points: 10

Chi Cost: None

Damage: 1d6

Move: 3

### **Cartwheel Kick**

The Cartwheel Kick is an impressive and potentially powerful move. The fighter launches into an acrobatic cartwheel, hurtling out in one direction, flipping over and over again, and striking anyone in their way with fists and feet. Opponents hit in this manner are knocked back one hex. The fighter can move any number of hexes with this attack, stopping whenever they want to (or when the GM says they can't continue).

Prerequisites: Agility 6

Character Points: 3

Accuracy: -1

Action Points: 6, plus 2 per hex traveled

Chi Cost: None

Damage: 1d4+1

Move: Varies

### **Dead-Leg Kick**

This maneuver is a powerful kick to the outside of the opponent's thigh; if used successfully, it hits the femoral nerve, temporarily weakening the opponent's leg. As such, in addition to the normal damage, the opponent is at +3 to all difficulties for maneuvers for 2 turns, and +3 to all difficulties for kicks for an additional 2 turns.

Prerequisites: None

Character Points: 3

Accuracy: -2

Action Points: 7

Chi Cost: None

Damage: 1d6

Move: None

### **Dive Kick**

The character must start this maneuver from a point higher than the opponent, usually right out of a Wall Spring or from the apex of a Jump. The character dives diagonally down, one leg outstretched, bringing that foot into the opponent. This is an Aerial Maneuver.

Air Dive Kick (+2): This variant of the Dive Kick can be performed at any time in the air, propelling the character forward and down with chi power, even if they were in the midst of jumping back or whatever. This makes it cost 2 Chi Points to use. Prerequisites: Focus 5

Prerequisites: Agility 5, Jump

Character Points: 4

Accuracy: +1  
Action Points: 9  
Chi Cost: None  
Damage: 1d6+3  
Move: 3

### **Double Air Kick**

This maneuver is commonly used by wrestlers and brawlers, but is occasionally used by other fighters. The character just hops into the air and thrusts both legs out at the opponent. The character suffers a Knockdown after using this maneuver, but if it does damage, so does the opponent.

Prerequisites: None  
Character Points: 2  
Accuracy: -1  
Action Points: 8  
Chi Cost: None  
Damage: 1d6+1  
Move: 2

### **Double Flying Arc Kick**

In this somewhat acrobatic move, the character hops forwards, swinging both legs over them, letting each impact on the opponent.

Prerequisites: Agility 6  
Character Points: 3  
Accuracy: -1  
Action Points: 9  
Chi Cost: None  
Damage: 1d6+2  
Move: 2

### **Flying Heel Stomp**

This maneuver must be performed immediately after a jump; the fighter brings his heel down on the opponent from above, and bounces off, landing up to two hexes away from the opponent, or performing another Jump to spring even further away. It's possible to perform multiple Flying Heel Stomps at a time, but these must be in a combo, and each successive attempt has a cumulative +3 penalty to the difficulty to hit.

Prerequisites: Agility 5, Jump  
Character Points: 3  
Accuracy: +1  
Action Points: 6  
Chi Cost: None  
Damage: 1d6  
Move: Special

### **Forward Flip Kick**

In this maneuver, the character flips forwards, bringing one foot down on the opponent.

Prerequisites: Backflip  
Character Points: 4  
Accuracy: -1  
Action Points: 9  
Chi Cost: None  
Damage: 1d10  
Move: One

### **Forward Flip Knee**

This maneuver is similar to the Forward Flip Kick, except that the fighter comes down behind the opponent (in the same hex) and drives his knee into the opponent's back. This is an Aerial Maneuver.

Prerequisites: Agility 5  
Character Points: 3  
Accuracy: -1  
Action Points: 9  
Chi Cost: None  
Damage: 1d6+1  
Move: Two

### **Forward Step Kick**

The character takes a short step forward and unleashes a powerful kick, adding their momentum to its force.

Prerequisites:  
Character Points:  
Accuracy:  
Action Points:  
Chi Cost:  
Damage: 1d6+1  
Move: Two

### **Head Stomp**

In this powerful and impressive maneuver, the fighter leaps up, then comes down, bringing both feet down on the opponent's head. Like a normal Jump, the character can move up to his Agility in hexes while performing this maneuver. After hitting, the fighter can hop down, landing in a hex adjacent to the victim.

Prerequisites: Agility 7, Jump  
Character Points: 4  
Accuracy: +0  
Action Points: 10  
Chi Cost: None  
Damage: 2d4  
Move: Special

### **Reverse Flip Heel**

The fighter flips jumps, flipping around in the air to bring their foot down into the opponent's back. The character ends up in the hex behind the opponent.

Prerequisites: Backflip  
Character Points: 3  
Accuracy: +1  
Action Points: 8  
Chi Cost: None  
Damage: 1d6  
Move: 3

### **Scissor Kick**

This is a more powerful forward flip kick, in which both feet are brought down on the opponent, one after the other.

Prerequisites: Backflip, Forward Flip Kick, Agility 8  
Character Points: 5  
Accuracy: +0

Action Points: 12

Chi Cost: None

Damage: 1d10+2

Move: Two

### **Side-Swing Kick**

In this extremely over-extended attack, the character drops to the ground, pressing both hands against the ground while swinging their entire body out to deliver a low, powerful kick. This is considered a Crouching Maneuver, and can hit opponents in the same hex or an adjacent hex.

Prerequisites: None

Character Points: 2

Accuracy: -1

Action Points: 9

Chi Cost: None

Damage: 1d6+2

Move: None

### **Split Kick**

In this maneuver, the character does a handstand and an inverted splits, putting one leg straight forward and one leg straight back, then pushes off and flips forward, striking the opponent.

Prerequisites: Agility 8

Character Points: 4

Accuracy: -1

Action Points: 10

Chi Cost: None

Damage: 1d6

Move: One

### **Split Spin Kick**

This is a variant of the Split Kick; once the character is in the inverted splits position, they swing their legs sideways, striking the opponent with both legs, then stand up.

Prerequisites: Split Kick

Character Points: 3

Accuracy: +0

Action Points: 11

Chi Cost: None

Damage: 1d6+2

Move: One

### **Upper Kick**

This is a kick that is directed almost straight up, and as such can be used to Counter Aerial Maneuvers.

Prerequisites: None

Character Points: 2

Accuracy: +0

Action Points: 8

Chi Cost: None

Damage: 1d6

Move: None

### **Punch**

#### **Buffalo Bounce**

In this maneuver, the character leaps up, holding their hands clasped together as in a buffalo punch, and brings them down on the opponents head, then pushes off with their legs, landing on the opposite side of the opponent.

Prerequisites: Buffalo Punch, Jump

Character Points: 2

Accuracy: +0

Action Points: 9

Chi Cost: None

Damage: 1d6+1

Move: 2

#### **Buffalo Punch**

In this maneuver, the character clasps his hands together, and slams them with the resulting formation.

Crude, but effective.

Prerequisites: None

Character Points: 2

Accuracy: -1

Action Points: 8

Chi Cost: None

Damage: 1d6

Move: None

#### **Dual Palm Strike**

Put simply, the character does two palm strikes at once.

Prerequisites: Palm Strike

Character Points: 1

Accuracy: +0

Action Points: 7

Chi Cost: None

Damage: 2d4

Move: None

#### **Fist Sweep**

Common to boxers (at least, those who fight outside of tournament rules), this is a low, powerful punch that takes the legs right out from under the opponent. If used successfully, Fist Sweep causes a Knockdown.

Prerequisites: Strength 5

Character Points: 2

Accuracy: +0

Action Points: 8

Chi Cost: None

Damage: 1d6

Move: One

#### **Overhead Punch**

In this maneuver, also known as the *sakotsu wari* ("collarbone breaker") the fighter swings his fist overhead with the elbow bent, bringing the fist down hard on the opponent's head or shoulder.

Prerequisites: None

Character Points: 2

Accuracy: +0

Action Points: 7

Chi Cost: None

Damage: 2d4

Move: One

## Rolling Punch

In this rather fast and deceptive move, the character springs forward into a roll, and comes out of it with one hand outstretched, delivering a powerful punch. This is a Crouching Maneuver.

Prerequisites: Drunken Monkey Roll

Character Points: 3

Accuracy: +0

Action Points: 8

Chi Cost: None

Damage: 1d6

Move: 6

## Sliding Punch

This somewhat unusual punch is done while sliding across the ground in much the same manner as a Slide Kick. Damaged opponents take a Knockdown.

Prerequisites: None

Character Points: 3

Accuracy: -1

Action Points: 5

Chi Cost: None

Damage: 1d6

Move: 2

## Spinning Back Fist

In this move, the fighter takes a step forward with his rear foot, pivoting 180 degrees backwards and bringing an outstretched fist to bear with that additional momentum as the strike is made.

Prerequisites: None

Character Points: 2

Accuracy: +0

Action Points: 7

Chi Cost: None

Damage: 1d4+1

Move: Two

## Spinning Clothesline

This powerful but simple move is performed by holding both arms outstretched and spinning around, slamming any opponents nearby (unless they are crouching or using a Crouching Maneuver). Anyone in the same hex as the fighter will be hit unless they can dodge or parry. This can affect multiple opponents if they are all in the same hex.

Prerequisites: Strength 7, Agility 6

Character Points: 5

Accuracy: +2

Action Points: 10

Chi Cost: None

Damage: 1d6

Move: One

## Sword Hand

The arm is swung in a wide arc at the opponent, and at the last moment the character unclenches his fist and the fingers form a line 90 degrees from the palm. The lower edge of the fingers strikes the target with force

similar to a sword or club. This attack ignores the effects of body hardening and related powers.

Prerequisites: Knife Hand, Knuckle Fist

Character Points: 3

Accuracy: -1

Action Points: 9

Chi Cost: None

Damage: 1d6+1

Move: One

## Weapons

### Chain Toss

This is simply a throw performed with a chain (or similar weapon); the character wraps the chain around the opponent (they can be in an adjacent hex or the same hex), and flings them. This causes a Knockdown if successful.

Prerequisites: Entangle

Character Points: 3

Accuracy: +0

Action Points: 8

Chi Cost: None

Damage: 1d6+1

Move: 1

### Diving Eagle Strike

In this maneuver, which must be performed while airborne, the character dives downwards with their arms spread, strikes the opponent with their weapon, and quickly rights themselves just in time to land on their feet.

Prerequisites: Jump

Character Points: 4

Accuracy: -1

Action Points: 7

Chi Cost: None

Damage: 1d6+1

Move: 2

### Entangle

This maneuver allows the weapon (which must be appropriately designed) to be used to grab or wrap around the opponent. As such, it is basically the weapon equivalent of the Grab maneuver, and like said move, it's most useful for setting up a combo.

Prerequisites: Weapon Skill/Style 2

Character Points: 2

Accuracy: +0

Action Points: 4

Chi Cost: None

Damage: None

Move: 2

### Overhead Strike

This is an overextended attack with the weapon (staves, swords, polearms, and so forth are the preferred weapons for this maneuver), in which it is brought down from above, onto the opponent.

Prerequisites: Weapon Skill/Style 3

Character Points: 2

Accuracy: +1  
Action Points: 8  
Chi Cost: None  
Damage: 1d6  
Move: 2

### **Staff Circle Spin**

This is a variation of the Staff Spin; rather than simply twirling the staff around, the character spins it, and moves it in a circle around his body. Anyone in the same hex as the character will take damage as noted below *twice*.

Prerequisites: Weapon Skill/Style 4, Staff Spin, Staff Sweep

Character Points: 3

Accuracy: +2

Action Points: 12

Chi Cost: None

Damage: 1d6

Move: None

### **Tengu Walk**

In this rather unusual maneuver, which is used defensively, after a blow has been landed, the character rolls with the blow, and begins pulling themselves forward with their weapons (usually a pair of jitte), so fast that their body remains in the air for a short while. The character can take up to three steps, hitting anyone they run into along the way for the damage listed below.

Prerequisites: Weapon Skill/Style 5 (must be paired). Roll With Impact

Character Points: 3

Accuracy: +1

Action Points: 8

Chi Cost: None

Damage: 1d4+1

Move: 4

### **Wire Hang (Killing; Super)**

An exceedingly dirty trick, this requires the placement of several wires around the fighting area before the battle begins (it is possible to improvise this in certain circumstances, but this will be rare). When the fighter is ready to use this move, he suddenly wraps a wire around the opponent's neck, and finds another wire to pull, raising the opponent up into the air to be hung. This inflicts the damage as noted below. Most fighters will be heavy enough to break the wire after a few seconds; those that aren't will hang for 1d4 turns, taking an additional 1d4 damage per turn.

Prerequisites: Agility 6, and being a mean bastard.

Character Points: 5

Accuracy: -3

Action Points: 14

Chi Cost: None

Damage: 2d4

Move: None

## **Firearms**

### **Grenade Plant**

In this deadly and dirty move, the fighter sticks a live grenade onto the opponent's clothing (this may be more difficult when dealing with certain fighters' outfits), and quickly moves away just before the grenade blows.

The damage inflicted by grenades varies, but for game balance purposes we will assume they do 2d4 damage (whereas for realism it would be more like 2d6 to 4d6).

Prerequisites: Agility 7

Character Points: 4

Accuracy: -1

Action Points: 9

Chi Cost: None

Damage: Special

Move: 3

### **Super Grenade Bomber (Super)**

This is another "creative" use of grenades. The fighter lays a series of grenades along the ground, so that they go off in sequence. If the first grenade hits the opponent, they will be carried along by each successive explosion, taking the damage of up to five grenades.

Prerequisites: Agility 9

Character Points: 6

Accuracy: -2

Action Points: 15

Chi Cost: None

Damage: Special

Move: 6

## **Super**

### **Chi Cannon (Energy)**

This maneuver is one of the most impressive and powerful chi attacks in existence. Put simply, the character fires off a continuous beam of chi energy of incredible magnitude. Range is equal to the character's Focus times three in hexes.

Prerequisites: Focus 8, Chi Blast

Character Points: 5

Accuracy: +0

Action Points: 18

Chi Cost: 30

Damage: 3d10

Move: None

### **Final Murder (Killing)**

This deadly attack is exceedingly rare; it allows the fighter to channel his chi into a brief series of murderous blows, which can easily kill many opponents if the attacker is strong enough. In order to use the basic version of the Final Murder the character must be holding the opponent.

Air Murder (+3): The Final Murder can be performed in mid air.

Final Flash (+2): When the maneuver is used, it unleashes an intense burst of light, as per the Flare maneuver.

Glide Attack (+1): This variant has the character glide towards the opponent, and grab onto them. The AP cost



goes up by 2, but the accuracy is also increased by +2.

Prerequisite: Teleport (Glide Motion Teleport)

Prerequisites: Focus 8

Character Points: 5

Accuracy: -1

Action Points: 12

Chi Cost: 20

Damage: 2d10+Strength+Focus

Move: Special

### Hyper-Attack

This super attack is like a Mega-Attack, but more so. It requires that the character have at least two levels of Rage Battery, as a Hyper-Attack always uses three "bars" of Rage. It costs the same as the usual maneuver, plus one, but the damage is increased by +4d6, and it uses up ALL of the character's APs for two turns.

### Mega-Combo Attack

The Mega-Combo Attack is a customized super which consists of a series of two to four powerful attacks. A Mega-Attack combo costs half (rounded up) the cost of all the maneuvers it contains (increase by one if the character doesn't have that maneuver already). Each maneuver in the combo uses the usual amount of APs (plus one), but inflicts an additional +1d4 damage. A Mega-Combo Attack consumes Chi equal to the total of all the maneuvers used (if any), plus 10.

For Example: Mike is creating a Mega-Combo Attack for his character. He wants it to consist of an Axe Kick, a Crescent Kick, and a Chi Blast. These normally cost 3, 3, and 6 respectively, so the base cost of this super is 6. The maneuvers use 9, 9, and 11 APs each, and inflict 1d6+1d4+2, 3d4, and 1d10+1d4 damage. The Chi cost is 15.

### Multiple Selves (Aura)

This maneuver allows the character to create a number of ethereal copies of themselves (one per 3 points of Focus). These cannot be destroyed, but will fade away after a number of turns equal to half the character's Focus. While they last, they copy every move the character makes in rapid succession, and thus for every attack the character makes while Multiple Selves is active, the duplicates repeat, each one doing the same maneuver (albeit with half damage). However, the concentration required to maintain the copies increases the AP cost of all maneuvers by 2.

Prerequisites: Focus 8

Character Points: 7

Accuracy: Special

Action Points: 10 to activate

Chi Cost: 26

Damage: Special

Move: None

### Normal Super Maneuver

Just to mess with your mind... A Normal Super Maneuver (not to be confused with a Super Normal Maneuver) is a maneuver which is normally a Super, but is

being purchased as an ordinary maneuver. As such, it works normally, but the CP cost is increased by 2, and there are no requirements for Rage.

### Power Volley (Energy)

This move is a series of small chi blasts fired off in rapid succession. This produces a number of chi blasts equal to the character's focus, to a maximum of 12. Roll damage (Base Damage bonus is reduced to 1/3) for each blast. Range is Focus + Will in hexes.

Prerequisites: Chi Blast

Character Points: 5

Accuracy: +2

Action Points: 20

Chi Cost: 26

Damage: 1d4

Move: None

### Raging Humiliation

This is the true, ultimate form of taunting. It is a suicidal parody of the Final Murder (see above), in which the character latches onto the opponent and unleashes a fury of insults and insulting gestures before crying out one final taunt and detonating a portion of their chi.

This does minimal damage to the opponent, but brings the user down to 3 Health (if they somehow had less, they only lose 1 point). The opponent takes damage as noted below, and immediately gains 2d10 Rage, plus the character's Charisma. If this is insufficient to push them above their Rage Threshold, they instead go to that, plus 1d6, not to mention taking 1d4 damage (plus the user's Base Damage for Focus). The user, however, gains Rage based on however much Health they lost as usual.

*Note:* Although I'm not totally sure why, you may select any of the modifiers intended for the Final Murder for this maneuver as well.

Prerequisites: Taunt 6, Super Taunt

Character Points: 3

Accuracy: +0

Action Points: 16

Chi Cost: 12

Damage: Special

Move: 2

### Super Taunt

The Super Taunt is perhaps the most difficult taunt imaginable – few possess the condescension or supply of insults necessary to perform it. However, if a Super Taunt is performed successfully, the psychological impact is so strong that the opponent gains an incredible number of Rage Points, and frequently will go into a Blind Rage. If used successfully (the character must make a roll 1d10 + Style + Taunt skill), the opponent gains rage equal to the character's Taunt skill plus Charisma and 1d10.

Prerequisites: Taunt 6

Character Points: 3

Accuracy: +3

Action Points: 16

Chi Cost: 2

Damage: Special

Move: 4

### **Unseen Strike**

This maneuver requires incredible speed -- faster than the human eye itself. When this deadly technique is used, the fighter flies forward, going past the opponent. A moment later, the victim feels the force of the unseen blow(s) the fighter delivered in transit.

Prerequisites: Agility 9

Character Points: 6

Accuracy: +3

Action Points: 9

Chi Cost: 16

Damage: 2d10

Move: 6

## Chapter 4: Characters

This section will eventually cover all of the various Street Fighter characters, and describe their developments through the various games.

### Side Note: Character Interpretations

As you might have already guessed, the contents of this lengthy chapter are only my own interpretations of the characters presented, based on whatever sources are available. Details on the personality and background of a given character are taken from whatever sources are available, and simply made up when all else fails.

Maneuvers are more straightforward in that they are simply a matter of interpreting what happens in the video game into Thrash terms (although this is a time consuming task in and of itself). This process is made more... interesting, however, by the way characters change over the course of the various games, gaining new moves while losing others. There is no real reason why a character would suddenly "forget" a maneuver they'd spend so much time developing and perfecting (note how Ryu's Shinkuu Tatsumaki Senpū Kyaku is absent in SF3), though they may use it less. As such, character descriptions for later points in the series will often include maneuvers not found in the chronologically later games (e.g., there's no sign of the Shinryuken in SSF2T). If you must have an explanation, assume that the character has simply stopped using the maneuver, at least as much as they once did, but they still know it.

Regardless, if you believe my description is flawed in some way, please let me know so it can be fixed.

Alpha & Alpha 2: Adon, Birdie, Chun Li, Dan, Dhalsim, Gen, Gouki, Guy, Ken, Nash, Rolento, Rose, Ryu, Sagat, Sakura, Sodom, Vega, Zangief

Alpha 3: Balrog, Blanka, Cammy, Cody, E. Honda, Karin, Kanzuki, Rainbow Mika

SFII: Dee Jay, Fei Long, Guile, Mike Bison, T. Hawk

SFEX: Allen Steiner, Blair Dame, Cracker Jack, Darun Mister, Doctrine Dark, Garuda, Hokuto, Kairi, Pullum Purna, Skullomania

SFEX2: Hayate, Nanase, Shadow Geist, Sharon

SFIII: Alex, Dudley, Elena, Ibuki, Gill, Hugo, Necro, Oro, Sean, Urien, Yang, Yun

Hidden Characters: Cycloid Beta, Cycloid Gamma, Evil Ryu, Evil Sakura, Hokuto Released From the Seal of Blood, Juli, Juni, Mech Gouki, Mega Zangief, Psycho Cammy, Shadow Lady, Shadow Nash, Shin Gouki, Shin Vega

### Street Fighter Alpha Characters

#### Adon

**Attributes:** Intelligence 6, Focus 6, Charisma 7, Will 8, Strength 9, Agility 9, Stamina 10, Appearance 6

**Base APs:** 14

**Chi:** 20 **Health:** 40

**Dizzy Threshold:** 18 **Rage Threshold:** 24

**Base Damage:** Strength: +5 Focus: +2

**Skills:** Escape 2, Insight 2, Intimidation 2, Survival 3

**Advantages & Disadvantages:** Light Feet

**Disciplines:** Body Hardening 3

**Styles:** Muay Thai 6

**Special Moves:**

Jaguar Assault: Super Attack Combo (Light Punch, Heavy Kick, Heavy Punch, Light Kick, Knee Strike)

Jaguar Kick: Forward Flip Kick

Jaguar Revolver: Super Attack Combo (4 Jaguar Kicks)

Jaguar Tooth: Combo (Jump, Wall Spring, Dive Kick)

Rising Jaguar: Knee Strike (Rising Strike)

**Other Maneuvers:** Crescent Kick, Dive Kick, Drop Kick, Elbow Strike, Jump, Knee Strike, Leg Throw, Push-Off

**Disposition:** Adon is an egotistical, overconfident young maverick who thinks himself to be one of the most powerful warriors in the world.

**Appearance:** Adon is a slender, muscular Thai, with a long nose and reddish-brown hair that is swept back to give him an almost hawklike look. In the ring he wears shorts, forearm guards, and a headband, as is customary for Thai kickboxers.

**Background:** Adon was once one of Sagat's greatest students. Under the master's watchful eye he developed his own techniques based on the movements of the jaguar. When Adon learned of Sagat's defeat by a "mere boy" (i.e., Ryu), he decided that the master had disgraced the way of Muay Thai and parted company.

Many years later, Adon enters the Street Fighter tournament when he learns that Sagat is entering; he hopes to prove that he has surpassed his old teacher. It was not, however, until the second Alpha tournament that he had a chance to face Sagat. It did not, however, work out as Adon had planned; enraged by his second defeat at the hands of Ryu, and still unhappy with his student's betrayal, he destroyed Adon in the ring, killing him in a display of terrible power that set Sagat on the road that led to him serving Vega.

**Quote:** "I am a Muay Thai master. *You* are sucking gravel."

#### Birdie

**Attributes:** Intelligence 4, Focus 3, Charisma 5, Will 7, Strength 12, Agility 8, Stamina 12, Appearance 4

**Base APs:** 15

**Chi:** 13 **Health:** 48

**Dizzy Threshold:** 20 **Rage Threshold:** 22

**Base Damage:** Strength: +8 Focus: -1

**Skills:** Blunt Weapons 5, Drive Motorcycle 2, Intimidation 2, Streetwise 5

**Advantages & Disadvantages:** None

**Disciplines:** None

**Styles:** Brawling 7

**Special Moves:**

Bandit Chain: Combo (Entangle with chain, Slam)

The Birdie: Super Attack Combo (4 Bull Horns)

Bull Head: Head Butt (Dashing)

Bull Horn: Head Butt (Forceful)

Bull Revenger: Mega-Attack Bandit-Chain

Murderer Chain: Combo (Entangle with chain, 2 Slams)

**Other Maneuvers:** Basher Hold, Foot Lift Throw, Jump  
**Disposition:** Birdie is proud and strong, but not very bright, and quick to anger. He is also rather arrogant and not entirely in touch with reality.

**Appearance:** Birdie is a tall, stocky man, with a massive brown mustache, and blonde dyed hair pulled into a mohawk with a hole in it. He wears jeans, a denim vest, fingerless gloves, a necklace, some rings, and large steel bracelets.

**Background:** Birdie is a British punk rocker, small-time criminal, part-time bouncer, and street fighter, who enters the Alpha tournament in the hopes of getting into Shadolaw, and maybe taking revenge on the "puny little karate guys" (Ken and Ryu) who beat him in the first SF tournament. After (literally) plowing through a few opponents, he had the chance to face Vega. Intrigued by the fighter's courage, Vega allowed him to win, and let him into Shadolaw.

When Birdie learned the truth of the matter -- that Vega planned to turn him into little more than yet another mindless zombie, Birdie ran for his life.

**Quote:** "Show some respect and maybe you keep breathing."

### Chun Li

**Attributes:** Intelligence 8, Focus 9, Charisma 8, Will 8, Strength 10 (8/12), Agility 12, Stamina 9, Appearance 9

**Base APs:** 14

**Chi:** 26 **Health:** 36

**Dizzy Threshold:** 17 **Rage Threshold:** 26

**Base Damage:** Strength: +6 (+4/+8) Focus: +5

**Skills:** Assimilation 1, Computer 2, Disguise 2, Escape 3, First Aid 2, Insight 3, Language: Japanese 2

**Advantages & Disadvantages:** Alertness 2, Costume

**Disciplines:** Blind Fighting 3, Meditation 2

**Styles:** Wu Shu 6

**Special Moves:**

Kikoushou (Chi Wave Palm): Mega-Attack Chi Blast (Chi Burst)

Kikouken (Chi Wave Punch): Chi Blast

Kakkyaku Raku (Crane Leg Drop): Forward Flip Knee

Yousou Kyaku (Eagle Claw Kick): Heel Stomp

Tenshou Kyaku (Heaven Ascension Kick): Combo (2 Light Kicks, 1 Heavy Kick), Rising Strike

Hyaku Retsu Kyaku (Hundred Burst Kick): Multi-Kick

Sen En Kyaku (Spinning Circle Kick): Split Kick

Ha San Tenshou Kyaku (Supreme Mountain Heaven Ascension Kick): Super Attack Combo (3 Light Kicks, 3 Heavy Kicks), Rising Strike

Sen Retsu Kyaku (Thousand Burst Kick): Super Attack Combo (2 Light Kicks, 1 Heavy Kick, Multi-Kick), Dashing

**Other Maneuvers:** Axe Kick, Crescent Kick, Knife Hand, Jump, Palm Strike, Slam, Wall Spring

**Disposition:** While often a friendly, cheerful young woman, recent events -- especially the death of her father, have hardened Chun Li.

**Appearance:** A slender but well-muscled Chinese woman, Chun-Li has brown hair, usually put into braids and covered with those circular white things on her head,

and wears a Chinese acrobat outfit, in this case a blue jumpsuit type.

**Background:** Chun Li was born in mainland China; when she was fairly young, her father died in an alleged accident, during a routine investigation, though she was certain he had been murdered, and vowed to avenge him. To that end, she joined the police, and through intense training became one of the Chinese Police Investigation Dept.'s best fighters. While working undercover, she entered into an underground tournament (the first Alpha tournament), where she faced many more experienced fighters.

**Quote:** "If you're going to fight, fight for real!"

### Dan

**Attributes:** Intelligence 6, Focus 8, Charisma 6, Will 8, Strength 10, Agility 10, Stamina 10, Appearance 7

**Base APs:** 13

**Chi:** 24 **Health:** 40

**Dizzy Threshold:** 18 **Rage Threshold:** 26

**Base Damage:** Strength: +6 Focus: +4

**Skills:** First Aid 1, Language: Chinese 1, Taunt 6

**Advantages & Disadvantages:** Area Difficulty (Focus), Lucky, Self-Taught

**Disciplines:** Body Hardening 2

**Styles:** Saikyo Karate 5

**Special Moves:**

Dankuukyaku (Sky Cutting Leg): Combo Maneuver (Light Kick, 2 Heavy Kicks) (Air Charge)

Gadouken (Self-Taught Wave Punch): Chi Blast (Short Blast)

Hissho Murai Ken (Certain Victory Relying On No One Else But Myself Fist): Super Attack Combo (Heavy Punch, Light Kick, Light Punch, Heavy Kick, Light Punch, Koryuken)

Kouryukun (Shiny Dragon Punch): Rising Uppercut

Rolling Taunt: Combo (Drunken Monkey Roll, Taunt)

Shin Chohatsu (True Taunt): Super Taunt

Shinkuu Gadouken (Quaking Sky Self-Taught Wave Punch): Super Normal Chi Blast (Forceful)

Kouryurekka (Shining Dragon Violent Fire): Super Attack Combo (2 Koryukens)

**Other Maneuvers:** Back Roll Throw, Body Flip, Jump, Knife Hand

**Disposition:** Dan is exceedingly arrogant, amazingly hot-headed, and not very smart.

**Appearance:** A muscular Japanese guy with brown hair tied into a long ponytail. He also wears a sleeveless pink gi... this is rumored to originally have been white, stained pink due to the blood Dan spills in every battle. Or maybe not.

**Background:** Everyone has heard of Ryu and Ken, students of Gouken, and they are among the greatest martial artists in the world. A few years after the death of his father, Go Hibiki (at the hands of Sagat), Dan Hibiki was trained by Gouken as well, but was kicked out for his desire to use his teachings for revenge, and went on to become a lesser World Warrior anyway. Based on what little training he had in Shotokan Karate he created a style he calls "Saikyo," and he very rarely lets an opponent

forget this accomplishment, despite the fact that he is somewhat lacking in range, speed, and accuracy, though his sheer determination almost makes up for it (almost, but not quite).

When Dan was very young his father was a great world warrior who attended, and won many of the fighting tournaments. In one fateful tournament he rose through the ranks and ended up in a fight with Sagat. Sagat, though not then as powerful as he later became, killed the elder Hibiki, though not before losing an eye. Dan knows the name of his enemy, and seeks vengeance.

In the ring, Dan is as strange a foe as one could ever meet. Some taunt occasionally; he has turned it into an art form, to the point that a few young fighters have even come to him for advice on taunting. His ridiculing, yelling, and even crying for joy during matches had made him one of the strangest of the World Warriors (not to mention one of the least powerful).

In the first Alpha tournament, Dan finally got the chance for revenge, but was brutally beaten in short order by the Muay Thai master, and were it not for Ryu's intervention, he would've been killed.

**Quote:** "My dad could beat you, and he's dead!"

### **Dhalsim**

**Attributes:** Intelligence 11, Focus 12, Charisma 7, Will 12, Strength 8, Agility 6, Stamina 10, Appearance 4

**Base APs:** 17

**Chi:** 36 **Health:** 40

**Dizzy Threshold:** 18 **Rage Threshold:** 34

**Base Damage:** Strength: +4 Focus: +8

**Skills:** Dance 2, Lore: Martial Arts 3, Lore: Buddhist 6, Philosophy: Buddhist 6

**Advantages & Disadvantages:** Acute Senses 2, Attuned, Calm 4, Double-Jointed

**Disciplines:** Blind Fighting 4, Feng Shui 3, Insight 6, Meditation 6, Vital Points 2

**Styles:** Kabaddi 9

#### **Special Moves:**

Yoga Fire: Chi Blast (Flaming, Mouth Blast)

Yoga Flame: Fire Breath

Yoga Inferno: Mega-Attack Fire Breath

Yoga Strike: Mega-Attack Combo (Grab, Levitation, Slam)

Yoga Teleport: Teleport (Delayed Teleport)

**Other Maneuvers:** Basher Hold, Body Flip, Body Missile (Diving Body Missile), Head Butt, Jump, Knife Hand, Limb Extension, Slide Kick

**Disposition:** In his life, Dhalsim has achieved near total tranquillity. As such, he is a virtual mountain, nearly impossible to disturb. He lives in a meditative state, reacting to the world around him as needed.

**Appearance:** A thin, Indian man, Dhalsim's head is shaved, with three red stripes painted on the top, and two on each cheek. He wears rags which amount to a pair of shorts, tied at the waist with rope, plus wrappings on his wrists and ankles, a bracelet on each wrist, and a necklace with three human skulls (rumors say they're from former opponents, but this is most likely incorrect).

**Background:** Dhalsim is one of the few who can be said to be a master of yoga. He has dedicated the whole of his existence to meditation, achieving a state of tranquillity that few can hope to attain. This insight has granted him incredible powers, allowing him to move great distances in an instant, extend his limbs to incredible lengths, and spew fire from his mouth.

Even so, his prayers are not enough to feed the starving, so he has taken it upon himself to mend at least part of this, the only way he can. He fights, as one of the world warriors, entering tournaments for money, and using that money to help his people. While he is sometimes troubled by the need to perform acts of violence, the good that he has done, and will no doubt continue to do for the Indian people is undeniable.

**Quote:** "I'm your master. Pain is a state of mind, and I don't mind your pain."

### **Gen**

*The earth is a chaotic shadowshow of unruly imperfection. Heaven, by contrast, is ordered, secure, and settled.*

*Shouldn't earth be more like heaven?*

-- Kindred of the East

**Attributes:** Intelligence 10, Focus 10, Charisma 5, Will 10, Strength 8, Agility 13, Stamina 12, Appearance 4

**Base APs:** 24

**Chi:** 30 **Health:** 48

**Dizzy Threshold:** 20 **Rage Threshold:** 32

**Base Damage:** Strength: +4 Focus: +6

**Skills:** Insight 5, Intimidation 2, Stealth 4

**Advantages & Disadvantages:** Alertness 3,

**Disciplines:** Iron Will 4, Meditation 5, Vital Points 7

**Styles:** Crane Style Kung Fu 7, Mantis Style Kung Fu 7

#### **Special Moves (Crane Style):**

Craze Tooth: Combo (Wall Spring, Dive Kick)

Mad Tooth:

Snake Bite: Mega-Attack Flying Stomp Throw

Snake Through: Rolling Punch

#### **Special Moves (Mantis Style):**

Death Curse: Super Attack Combo (2 Light Punches, 2 Heavy Punches, Dim Mak)

Hundred Punch: Multi-Punch

Reverse Dragon: Combo (3 Light Kicks) Rising Strike

Terrible Shadow: Unseen Strike

**Other Maneuvers (Crane Style):** Combo (Grab, Elbow Strike, Light Punch), Combo (Grab, Foot Sweep), Combo (2 Light Kicks), Crane Fist, Jump, Knife Hand, Simultaneous Combo (2 Crane Fists), Simultaneous Combo (2 Palm Strikes), Upper Kick

**Other Maneuvers (Mantis Style):** Combo (Grab, Elbow Strike, Light Punch), Combo (Grab, Foot Sweep), Jump, Knife Hand, Side-Swing Kick Uppercut

**Disposition:** Gen tries to be a good person, but his relentless search for the Devil Fist, Gouki, all too often leads him to do things he would not otherwise. To him destroying this evil is important to the point that he is willing to crush anyone that gets in his way.

**Appearance:** A Chinese man with white hair and a long white beard. He wears a loose-fitting Chinese-style jacket and pants, in blue.

**Background:** Born in China long ago, Gen is a master of Kung Fu and pressure points. His skill is such that he can deflect nearly any attack, and can grant life or death with a touch.

From an early age Gen was trained in various styles of Kung Fu, though he always favored the Crane and Mantis styles. In the beginning he saw himself as a hero; a valiant warrior seeking to right wrongs. Then one day, as he wandered, he was confronted by a man in a gray gi with flaming red hair. The attacks of the Devil Fist were devastating, and culminated with the dreaded Raging Demon.

Left for dead by the Devil Fist, Gen vowed that he would have vengeance on this monster. Since then he has relentlessly hunted for the Devil Fist, training for the final confrontation all the while. When Gen learned of the Street Fighter tournament, he knew the Devil Fist would ultimately appear, and entered.

**Quote:** "You are not the one I seek."

## Gouki

*Some souls scream when they reach Yomi. Others enjoy the trip and bring the torment back with them when they return.*

-- Kindred of the East

**Attributes:** Intelligence 10, Focus 14, Charisma 5, Will 12, Strength 12, Agility 10, Stamina 14, Appearance 5

**Base APs:** 17

**Chi:** 40 **Health:** 56

**Dizzy Threshold:** 22 **Rage Threshold:** 36

**Base Damage:** Strength: +8 Focus: +10

**Skills:** Insight 7, Intimidation 6

**Advantages & Disadvantages:** Attuned, Aura of Power, Fury 8, Negative Chi

**Disciplines:** Blind Fighting 7, Body Hardening 4, Meditation 8, Negative Chi 3

**Styles:** Dark Shotokan 9

### Special Moves:

Ashura Senkuu (Ashura Flash Air): Teleport (Glide Motion Teleport)

Sakotsu Wari (Collarbone Breaker): Overhead Punch

Go Hadouken (Great Wave Motion Punch): Chi Blast

Go Shoryuken (Great Rising Dragon Punch): Rising Uppercut (Extra Force)

Hyaku Ki Go Zan (Hundred Demon Somersault): Air Elbow, Flying Air Throw, Combo (Flying Somersault, Heavy Kick), or Flying Somersault

Shun Goku Satsu (Instant Hell Murder): Final Murder (Final Flash, Glide Attack)

Zankuu Hadouken (Air Slasher Wave Motion Punch): Chi Blast (Air Use)

Messatsu Go Hadou (Anihilating Killer Great Wave Motion): Mega-Attack Chi Blast (Forceful)

Messatsu Go Shoryu (Anihilate Killer Great Rising Dragon): Rising Uppercut (Extra Force)

Shakunetsu Hadoken (Extreme Heat Wave Motion Punch): Chi Blast (Flaming Blast)

Tastumaki Zankuu Kyaku (Tornado Air Slasher Kick): Reverse Flying Turning Kick (Spinning Strike)

Tenma Gozankuu (Skys Evil Great Slicing Air): Mega-Attack Chi Blast (Air Use)

Zugai Hasatsu (Head Over Finishing Killer Overhead Chop): Overhead Punch (Extra Force)

Senpuu Kyaku: Flying Reverse Turning Kick

Tenma Kuujin Kyaku (Skys Evil Air Blade Kick Diving Kick): Dive Kick

Zen Pou Ten Shin (Forward Direction Roll Body Body Roll): Drunken Monkey Roll

**Other Maneuvers:** Axe Kick, Backflip, Body Flip, Back Roll Throw, Foot Sweep, Jump, Knife Hand, Roll With Impact, Uppercut

**Disposition:** Gouki is power incarnate; he constantly seethes with hatred and radiates energy. His rage is such that he may lash out at and destroy anyone on a whim.

**Appearance:** A tall, muscular man with dark skin, flaming red hair, and demonic, red-on-black eyes. He wears a gray, sleeveless gi, with a glowing red Chinese kanji on the back. In Japanese it is pronounced "ten", and variously means "heaven", "sky", "destiny", and "fate". As far as Gouki is concerned, it means simply "rest in peace."

**Background:** The master of Shotokan Karate, who changed it from a killing art into a path to inner harmony, was known as Gotetsu. He had two sons, and taught both of them to live in harmony with all things and fight only for one reason: to defend oneself. Their names were Gouken and Gouki. Gouken went on to become a teacher of this new, peaceful fighting art. Gouki, on the other hand, craved power.

He searched for the original, "true" Shotokan Karate, the Metsu Satsu or "Instant Hell Murder" technique which used all of the attacker's chi to deliver one murderous deathblow. He discovered a demonic spirit called Akuma, and thus allowed its darkness to enter him. When he emerged, he was not the man he had been before. The old Gouki was no more; in his place was a being filled with hatred and power.

Gouki was eager to test his new powers, and fought and killed both Gouken and Goutetsu. Since then, he has been gathering power, and exists for no purpose other than to kill. Very recently, the discovery of the fact that there are other fighters, such as Ryu, Vega, and Gen, who can actually compare to him in power and skill, and he has decided he must destroy them as well.

**Quote:** "Now stay down!"

## Guy

**Attributes:** Intelligence 8, Focus 8, Charisma 6, Will 10, Strength 9, Agility 11, Stamina 9, Appearance 7

**Base APs:** 15

**Chi:** 26 **Health:** 36

**Dizzy Threshold:** 17 **Rage Threshold:** 27

**Base Damage:** Strength: +5 Focus: +4

**Skills:** Insight 3, Streetwise 4

**Advantages & Disadvantages:** Alertness 2, Light Feet

**Disciplines:** Arts of Invisibility 2, Blind Fighting 2

**Styles:** Bushinryu Ninjutsu 7

### Special Moves:

Bushin Gorai Kyaku (Bushin Strong Thunder Kick): Super Attack Combo (Light Punch, Heavy Punch, 2 Light Kicks, 2 Heavy Kicks)

Bushin Hasso Ken (Bushin Eight-Double Fist): Super Attack Combo (Light Punch, Light Kick, 2 Heavy Punches, Heavy Kick) Rising Strike

Bushin Inazuna Otoshi (Bushin Air Throw): Air Elbow or Flying Air Throw

Bushin Sempu Kyaku (Bushin Hurricane Kick): Flying Reverse Turning Kick (Rising Strike)

Chuu Otoshi (Elbow Drop): Elbow Drop

Kage Sukui/Hayagake (Bushin Dash Slide/Bushin Crescent Kick): Slide Kick (Dashing Move), or Crescent Kick (Dashing Move)

Shitsu Kake (Quick Dash): Super Dash

Turn Punch: Spinning Backfist (Increased Speed)

**Other Maneuvers:** Body Flip, Elbow Strike (Lunging), Flying Somersault, Jump, Slide Kick

**Disposition:** Guy takes honor very seriously, and will not back down from a fight for any reason.

**Appearance:** A tall, slender guy with wild, dark brown hair, and steely brown eyes. He wears a bright red outfit, complete with fist guards and boots.

**Background:** Guy was trained from an early age in the art of Bushin-ryu Ninjutsu. He is not an assassin, but rather, strives to honorably use the fighting techniques the training has provided him. His master was a man named Zeku, a disciple of the greatest ninja who ever lived, Genryusai. Because Genryusai was too old to train students, his daughters, Lena and Maki were trained along with Guy. Guy has fallen in love with Lena (who hasn't proved to be a very skilled fighter) and they are planning to get married.

Guy has found a home away from home, of sorts, in Metro City. Even though it was, and still is, a cesspool of crime and violence, it is also a place where he can make a difference, as he has done time and again. Having befriended mayor Mike Haggar, he was instrumental in defeating the Mad Gear and Bone Cross gangs which threatened the city. As such, he has earned the enmity of the former members of those gangs, but he is more than ready to take any challengers.

**Quote:** "Don't worry. Everyone loses to me."

### Ken

**Attributes:** Intelligence 7, Focus 10, Charisma 6, Will 9, Strength 10, Agility 9, Stamina 10, Appearance 9

**Base APs:**

**Chi:** 29 **Health:** 40

**Dizzy Threshold:** 18 **Rage Threshold:** 29

**Base Damage:** Strength: +6 Focus: +6

**Skills:** Drive Automobile 3, Drive Motorcycle 4, Insight 3, Language: Japanese 3

**Advantages & Disadvantages:** Fame, Resources 10

**Disciplines:** Body Hardening 3, Iron Fist 3

**Styles:** Shotokan Karate 8

**Special Moves:**

Shoryuken (Dragon Punch): Rising Uppercut (Forceful)

Flaming Dragon Punch: Power Strike (fire) version of the Dragon Punch.

Hadouken (Wave Motion Punch): Chi Blast (Forceful)

Tatsumaki Sempuu Kyaku (Hurricane Kick): Spinning Strike Flying Reverse Turning Kick

Air Hurricane Kick: Air Charge version of the normal Hurricane Kick.

Shinryuken (Dragon God Fist): Mega-Attack Flaming Dragon Punch

Shoryureppa (Violent Dragon Wave): Super Attack Combo (2 Dragon Punches and a Flaming Dragon Punch)

Inazuma Kakato Wari (Lighting Axe-kick Breaker): Axe Kick

Zenpo Tenshin (Forward Direction Body Roll): Drunken Monkey Roll

**Other Maneuvers:** Axe Kick, Back Roll Throw, Basher Hold, Foot Sweep, Jump, Spinning Thrust Kick, Uppercut

**Disposition:** Unfortunately, Ken hasn't learned all that much humility since he started training at Gouken's dojo. He is still an arrogant braggart, and at times overly aggressive, and even overconfident.

**Appearance:** A tall, muscular Caucasian man, with shoulder-length blonde hair, and overgrown, jet-black eyebrows. He wears a red, sleeveless gi, and matching fist guards.

**Background:** Ken is the son of the Masters family, one of the most wealthy on the planet. As a young man, he'd become full of himself, doing whatever he wanted; skipping school, buying all kinds of stuff, having several girlfriends, and so on. Since his parents weren't able to deal with him themselves, his mother decided to send him to Japan, to train under a karate master she knew; Gouken.

Life at Gouken's dojo proved to be very different for Ken. He couldn't slack off without being punished, and as such, he was forced to devote himself fully to the training. At that time, Gouken had one other student, who became Ken's best friend. Ryu had been at the dojo longer, but through sheer determination, Ken managed to catch up. The two have always had a friendly rivalry ever since.

When at last the training was complete, the two of them left, entering the Street Fighter tournament, then run by Sagat. In the end, it was Ryu, who was more focused and determined, who defeated Sagat.

**Quote:** "Now you see the difference between us!"

### Nash

**Attributes:** Intelligence 6, Focus 8, Charisma 8, Will 10, Strength 10, Agility 9, Stamina 10, Appearance 6

**Base APs:** 16

**Chi:** 26 **Health:** 40

**Dizzy Threshold:** 18 **Rage Threshold:** 28

**Base Damage:** Strength: +6 Focus: +4

**Skills:** Demolitions 2, Drive: Motorcycle 3, Escape 2, Firearms 3, First Aid 2, Interrogation 1, Intimidation 2, Pilot: Jet Fighter 4

**Advantages & Disadvantages:** Sound Elemental

**Disciplines:** None

**Styles:** Special Forces 8

**Special Moves:**

Crossfire Blitz: Super Attack Combo (Light Punch, Light Kick, Heavy Punch, Heavy Kick, Heavy Kick)

Somersault Justice: Super Attack Combo (3 Somersault Shells)

Somersault Shell: Forward Flip Kick (Flash Strike)

Sonic Boom: Chi Blast (Sonic Blast)

Sonic Break: Super Attack Combo (4 Sonic Booms)

**Other Maneuvers**: Air Throw, Backhand, Body Flip, Foot Sweep, Jump, Kippup, Pin, Suplex, Uppercut

**Disposition**: Nash is a model soldier, an example of what other men in the armed forces should be like. He is fiercely dedicated to his country, and won't take any crap from anyone.

**Appearance**: A tall, husky guy, Nash wears his fatigues and a yellow vest. His blonde hair is styled so that it sweeps forward and then comes down at a sharp angle -- a look even more unique than that of Guile. He also wears wire-frame glasses.

**Background**: Guile and Nash were comrades in the Air Force, and good friends as well. Both of them were involved in the testing of an experimental supersonic jet, which resulted in their developing the ability to create a high intensity burst of sound -- the infamous "Sonic Boom" maneuver.

Nash originally entered the Alpha tournament to find Bison, who then was trafficking a new drug called DOLL which, when ingested, causes a person to become a mindless "doll," highly vulnerable to Bison's psychic manipulations. Nash was able to confront Bison, but was defeated and left for dead.

After many long months of recovery, he entered the second Alpha tournament and again confronted Bison, only this time the crimelord made sure he finished the job, having an assassin kill Nash. For this, Guile would later seek revenge.

**Quote**: "You've got talent; Uncle Sam could use a guy like you."

### **Rolento**

**Attributes**: Intelligence 8, Focus 6, Charisma 8, Will 9, Strength 9, Agility 11, Stamina 8, Appearance 6

**Base APs**: 14

**Chi**: 21 **Health**: 32

**Dizzy Threshold**: 16 **Rage Threshold**: 23

**Base Damage**: Strength: +5 Focus: +2

**Skills**: Demolitions 4, Drive: Tank 4, Firearms 3, Interrogation 3, Intimidation 2, Staves 6

**Advantages & Disadvantages**: Infamy, Light Feet

**Disciplines**: None

**Styles**: Special Forces 6

**Special Moves**:

Mekong Delta Air Raid: Combo (Drunken Monkey Roll, Overhead Strike)

Mekong Delta Attack: Combo (Jump, Wall Spring, Heavy Kick)

Mekong Delta Escape: Combo (Jump, Wall Spring)

Mine Sweeper: Super Grenade Bomber

Patriot Circle: Staff Circle Spin

Quick Jump: Flying Somersault

Safe Lander: Breakfall

Stinger: Combo (Jump, Knife Throw)

Take No Prisoners: Wire Hang

**Other Maneuvers**: Body Flip, Foot Sweep, Grenade Plant, Jump, Overhead Strike, Pin, Weapon Toss

**Disposition**: Rolento is an insane killer, pure and simple. He has set his goals, and nothing will be allowed to stand in the way of their completion.

**Appearance**: A tall, slender, well-muscled man, Rolento has dark hair kept in a military buzzcut, and a scar on one side of his face. He wears a yellow vest with matching pants, over a red shirt. To this he adds knee-high boots, fingerless gloves, a red beret, and a utility belt with a couple of grenades on it.

**Background**: Rolento Schuger was a soldier in the Vietnam war; this experience traumatized him more than anyone knew. Being wounded in battle, watching his comrades be slaughtered, twisted him into the madman we know and... er... know today.

After the war, he ended up becoming a member of the Mad Gear gang, putting his military skills and knowledge to use for crime. Even so, he hated taking orders from others, and he wasn't too disappointed when the Mad Gear was defeated, although he still holds a grudge against Haggar, Guy, and Cody.

His latest, and probably most insane scheme, is to build an army, with which he will carve out a new country which no one can stand against. To this end, he has recruited several former Mad Gear members, as well as countless others, and maintains brutal discipline among them.

**Quote**: "It's okay. Perfection isn't for everyone."

### **Rose**

**Attributes**: Intelligence 10, Focus 9, Charisma 6, Will 10, Strength 8, Agility 11, Stamina 8, Appearance 8

**Base APs**: 16

**Chi**: 28 **Health**: 32

**Dizzy Threshold**: 16 **Rage Threshold**: 27

**Base Damage**: Strength: 4 Focus: +5 Psychic: +5

**Skills**: Expert: Tarot 5, Insight 6, Seduction 3, Subterfuge 2

**Advantages & Disadvantages**: Attuned, Power of Cloth 4 (Cloth Block, Cloth Strike, Dramatic Pose), Psychic 9

**Disciplines**: Meditation 5

Psychic: Astral Power 4, Aura Power 4, Telepathy 3

**Styles**: Ler Drit 8

**Special Moves**:

Aura Soul Spark: Mega-Attack Chi Blast

Aura Soul Throw: Mega-Attack Soul Throw

Soul Illusion: Multiple Selves

Soul Reflector: Absorbing Barrier/Reflecting Barrier

Soul Spark: Chi Blast

Soul Spiral: Chi Blast (Chi Burst)

Soul Throw: Air Throw (Power Strike, Rising Strike)

**Other Maneuvers**: Air Throw (Power Strike), Chi Shock, Conceal Aura, Slide Kick

**Disposition**: Her psychic sensitivity makes her detached much of the time, as does her driving goal of stopping Bison. She tries to act honorably and respectfully, even if she does feel smug.



**Appearance:** A tall, slender woman, Rose wears a tight-fitting one-piece garment covered by a loose-fitting maroon coat, accompanied by high heels and a long, yellow scarf.

**Background:** Rose is an enigma; she appeared from nowhere, entering the Street Fighter tournament in search of Vega. Supposedly raised by Gypsies, she is a powerful natural psychic. It is rumored to be the one who taught Vega his Psycho powers, or possibly has merely been sent to seal his powers. It has even been suggested that her lineage reaches back to a clan of horrific beings known as the Darkstalkers. Only one thing can be said for certain; Rose makes it her mission to punish those who misuse their powers. Thus, she has come for Bison, to take from him the "psycho power" that allowed him to build Shadolaw, sent by an underground movement of unknown origin.

During the second Alpha tournament she entered into an epic battle with the dictator, which transcended the physical plane. In the end, she was forced to sacrifice herself to destroy part of his power, though it was not enough to prevent him from continuing his reign of terror.

**Quote:** "Today's lesson is over."

## Ryu

**Attributes:** Intelligence 9, Focus 11, Charisma 8, Will 10, Strength 11, Agility 10, Stamina 10, Appearance 8

**Base APs:** 16

**Chi:** 32 **Health:** 40

**Dizzy Threshold:** 18 **Rage Threshold:** 31

**Base Damage:** Strength: +7 Focus: +7

**Skills:** First Aid 3, Insight 4, Lore: Martial Arts 3, Streetwise 3

**Advantages & Disadvantages:** Alertness 2, Aura of Power, Dramatic Pose

**Disciplines:** Body Hardening 3, Meditation 5

**Styles:** Shotokan Karate 8

**Special Moves:**

Collarbone Breaker (Sakotsu Wari): Overhead Punch

Cyclone Kick (Senpū Kyaku): Flying Reverse

Turning Kick

Dragon Punch (Shoryuken): Rising Uppercut (Extra Force)

Wave Motion Punch (Hadouken): Chi Blast (Forceful)

Hurricane Kick (Tatsumaki Sempū Kyaku): Spinning Strike Flying Reverse Turning Kick

Air Hurricane Kick: Air Charge version of the normal Hurricane Kick.

Vacuum Hurricane Kick (Shinkū Tatsumaki Sempū Kyaku): Mega-Attack Hurricane Kick

Vacuum Wave Motion Punch (Shinkū Hadouken): Mega-Attack Chi Blast

**Other Maneuvers:** Back Roll Throw, Body Flip, Foot Sweep, Knife Hand, Jump, Roll With Impact

**Disposition:** To Ryu, the fight is everything. The unending search for perfection is his reason for existence. He strives to live a virtuous life, and does good whenever he can.

**Appearance:** A tall, muscular Japanese man, with short, dark hair. He wears a white gi, with the sleeves torn off, red hand guards, and a white headband.

**Background:** Ryu is known as one of, if not *the* greatest fighter ever known. No other name is spoken with such reverence among the warriors of the world. He follows the Warrior's Dream, to devote one's life to the constant pursuit of perfection.

Ryu began as an orphan, his origins a mystery. He was raised and trained by Gouken, the master of Shotokan Karate. Gouken found Ryu's dedication and skill to be quite amazing, and saw in him an ideal successor.

Later, Ryu was joined in training by Ken, a rich, American kid. When at last the training was complete -- or rather, Gouken's part of it -- the two warriors, eager to test their skills, entered into the Street Fighter tournament. They faced many skilled opponent, all the way up to the man who, at that time, was revered as the grand champion of street fighters, Sagat. Ryu had difficulty in the first round, but came back strong in the second, and in the third performed a monumental Rising Dragon Punch, which has left a permanent scar across Sagat's chest, a continual reminder of his defeat at the hands of this boy.

After his victory, Ryu returned to the dojo to tell Gouken of the tournament, but when he arrived, he found the master to be dead, and not of natural causes. Gouken had been killed by a man in black, with flaming red hair.

Since then, Ryu has continued to fight, carrying with him the memory of his master. Many opponents, new and old, await him, ranging from Sakura, idol-worshipping schoolgirl, to Lord Vega of Shadolaw.

**Quote:** "You fought well. I was honored."

## Sagat

**Attributes:** Intelligence 7, Focus 10, Charisma 4, Will 9, Strength 12, Agility 9, Stamina 13, Appearance 3

**Base APs:** 17

**Chi:** 29 **Health:** 52

**Dizzy Threshold:** 21 **Rage Threshold:** 32

**Base Damage:** Strength: +8 Focus: +6

**Skills:** Insight 3, Intimidation 4

**Advantages & Disadvantages:** Fury 5, Infamy

**Disciplines:** Body Hardening 5

**Styles:** Muay Thai 9

**Special Moves:**

Tiger Blow: Rising Uppercut

Tiger Cannon: Mega-Attack Chi Blast

Tiger Crush: Knee Strike (Rising Strike)

Tiger Genocide: Super-Attack Combo (Tiger Crush, Tiger Blow)

Tiger Raid: Super-Attack Combo

Tiger Shot: Chi Blast

**Other Maneuvers:** Body Flip, Crescent Kick, Drop Kick, Elbow Strike, Jump

**Disposition:** Sagat is a true warrior; the battle, the search for perfection, is what he lives for, and nothing else. Having been defeated by Ryu, he is on a constant quest for vengeance.

**Appearance:** A massively muscular Thai man, completely devoid of hair, Sagat wears only shorts (blue with yellow trim), and wrappings on his hands and feet.

That, and the eyepatch that covers the eye taken by Gou Hibiki, and the scar given by Ryu.

**Background:** From a very early age, Sagat trained in the art of Muay Thai, combining his massive size with lightning speed to crush all opponents who came his way. He quickly rose to highest rank of warriors in Thailand, and was known and feared throughout the world, nearly undefeated (the closest thing to an exception being when Gou Hibiki managed to put his eye out). He was basically an honorable man at heart, and sought to prove to the world, and more importantly, to himself, that he was indeed the greatest warrior.

To that end, he held a tournament, inviting the greatest fighters in the world. All was going well for Sagat, until it came time to face a Japanese boy named Ryu. Sagat did well at first, but in the end lost. The final blow was one that no one would soon forget -- the greatest dragon punch Ryu had ever performed, which left a massive, permanent scar on Sagat's chest.

After his defeat, Sagat returned to Thailand, and trained intensely for a rematch, when he would regain his honor.

**Quote:** "Do not challenge what you cannot defeat."

### Sakura

**Attributes:** Intelligence 6, Focus 7, Charisma 6, Will 8, Strength 6, Agility 9, Stamina 8, Appearance 8

**Base APs:** 13

**Chi:** 22 **Health:** 32

**Dizzy Threshold:** 16 **Rage Threshold:** 23

**Base Damage:** Strength: +2 Focus: +3

**Skills:** Computer 1, Dance 1

**Advantages & Disadvantages:** Costume, Lucky, Self-Taught

**Disciplines:** None (Sakura? Disciplined? 8)

**Styles:** Shotokan Karate 5

#### Special Moves:

Hadouken (Wave Motion Punch): Chi Blast

Sakura Otoshi: Buffalo Bounce

Shunpuukyaku (Spring Breeze Kick): Arcing Spin Kick

Shinkuu Hadouken (Vacuum Wave Motion Punch): Mega-Attack Chi Blast

Shououken (Cherry Blossom Punch): Rising Uppercut (Dashing)

Midare Zakura (Cherry Riot): Super Attack Combo (3 Shooukens)

Haru Ichiban (First Storm of Spring): Super Attack Combo (4 Foot Sweeps, Heavy Kick)

**Other Maneuvers:** Buffalo Punch, Choke Hold, Foot Sweep, Jump, Knife Hand, Push-Off, Roll With Impact, Uppercut

**Disposition:** Sakura is friendly and outgoing, though she spends entirely too much time thinking about Ryu, especially when she should be studying.

**Appearance:** Sakura is a Japanese girl, around 17 years old. She wears her sailor-suit school uniform, as well as a pair of gloves similar to Ken's, and a bandanna (like Ryu's, of course). She has short, brown hair and an infectious laugh.

**Background:** A young, enthusiastic Japanese schoolgirl, Sakura Kasugano is one of the most unique, and least mature, of the World Warriors. She became a martial artist because of Ryu. After seeing him fight once, she quickly became his biggest fan, learned the basics of Shotokan Karate (combining it with a lot of other strange moves), and has been trying to get a chance to train with him ever since.

She has continually pushed herself to do better, and rose in the ranks of the Street Fighters with surprising speed, probably because of her sheer determination (combined with the fact that her appearance and personality are a bit disarming, so to speak).

Sakura is, admittedly, a little scatterbrained as well. Not that she can help it, considering that she is trying to juggle schoolwork, chores, and a career as a martial artist, all while spending entirely too much time thinking about Ryu. As a result, she is chronically late to fights, known for dashing into the ring mere moments before a match is scheduled to begin. In the ring, she relies on a combination of powerful moves, charm, and (most importantly) luck to win, and it's worked pretty well thusfar.

**Quote:** "That was cool! Do it again!"

### Sodom

**Attributes:** Intelligence 6, Focus 7, Charisma 7, Will 9, Strength 9, Agility 7, Stamina 8, Appearance 4

**Base APs:** 14

**Chi:** 23 **Health:** 32

**Dizzy Threshold:** 16 **Rage Threshold:** 24

**Base Damage:** Strength: +5 Focus: +3

**Skills:** Blades 4, Blunt Weapons 2, Chain Weapons 2, Intimidation 2, Language: Japanese 4, Polearms 2, Streetwise 5

**Advantages & Disadvantages:** Allies (the Mad Gear Gang), Self-Taught

**Disciplines:** Armor Fighting 4, Blind Fighting 3, Meditation 2, Weapon Mastery 2

**Styles:** Ni-Jihan Desu 6

#### Special Moves:

Butsumetsu Buster: Pile Driver (Extra Force)

Daikyo Burning: Ground Scrape (Flaming Scrape)

Meido no Miyage (Super Rushing Jigoku): Super Attack Combo (3 Daikyo Burnings)

Shiraha Catch: Air Catch Toss

Super Roll: Super Roll

Tengu Walk: Tengu Walk

Tenshuusatsu (Omega Slam): Super Attack Combo (2 Butsumetsu Busters, Daikyo Burning)

**Other Maneuvers:** Body Flip, Jump, Overhead Strike, Slide Kick, Uppercut

**Disposition:** Sodom is an interesting character, to be sure. He is a student of Japan, to the point of disregarding American culture. He hungers for power, and to that end will do whatever it takes to rebuild the Mad Gear Gang, with himself as the leader.

**Appearance:** While his face is always hidden, his appearance is nonetheless very distinctive, as the overall effect is rather like a cross between a samurai and a

football player. Sodom is tall, muscular, and bulky, and wears what amounts to a red football jersey, with large shoulder pads, plus a kanji in white on the chest, plus blue pants, white and blue shin guards, blue and yellow forearm guards, Japanese style sandals, and a blue samurai helmet. He usually carries his jitte, or some other Japanese weapon, with him as well.

**Background:** Sodom was born as American as they come, but from an early age, he has been obsessed with Japanese culture. He attempted to copy the Japanese way of life down to the smallest detail, although it took him some time to master the language. He also mastered the use of many Japanese weapons, combining many techniques into a unique style he calls "Ni-Jihan Desu."

Even so, being such a Japanophile caused him certain problems. Namely, many people, disdainful of how he turned his back on his American heritage, refused to hire him. Ultimately, this led him to a life of crime, and to join the Mad Gear Gang, where he quickly rose up the ranks.

When the Mad Gear's leader, Belger, was defeated, and the gang dissolved, Sodom was the first to attempt to resurrect it. The other former members weren't about to follow him into certain doom, however. Finally, they reached an agreement; if Sodom could defeat the one who'd taken down the Mad Gear in the first place -- the Bushin ninja, Guy -- they would follow him.

**Quote:** "Not bad. Maybe you should work for me."

## Vega

**Attributes:** Intelligence 11, Focus 12, Charisma 8, Will 12, Strength 12, Agility 9, Stamina 12, Appearance 6

**Base APs:** 16

**Chi:** 36 **Health:** 48

**Dizzy Threshold:** 20 **Rage Threshold:** 36

**Base Damage:** Strength: +8 Focus: +8 Psychic: +8

**Skills:** Expert: Strategy 7, Expert: Tactics 6, Insight 6, Interrogation 7, Intimidation 7, Subterfuge 7

**Advantages & Disadvantages:** Attuned, Aura of Power, Inverse Rage, Negative Chi, Psychic 12, Resources 12

**Disciplines:** Body Hardening 3, Meditation 5

**Styles:** Ler Drit 8

### Special Moves:

Flying Head Stomp: Head Stomp

Flying Knee Press: Scissor Kick

Knee Press Nightmare: Super Attack Combo (3 Scissor Kicks)

Psycho Crusher: Mega-Attack Power Strike Forceful Body Missile

Psycho Shot: Chi Blast

Skull Dive Smasher: Dive Punch (Power Strike)

Vega Warp: Teleport (Instant Teleport)

**Other Maneuvers:** Air Throw, Body Flip, Combo (Knee Strike, Heavy Kick), Jump, Levitation, Power Channeling, Slide Kick (Standing Slide Kick)

**Disposition:** Vega is obsessed with power. Both the Psycho Power he has cultivated over the years, and the power of his criminal empire, Shadolaw. Power seems to be all that matters to him, and he will do anything for it.

**Appearance:** A tall, muscular man, dressed in a crimson uniform with knee-high black boots, plus a long black cloak. His shoulderpads, knee guards, and cuffs are made of steel. His hair is black and cut short, mostly covered by a red cap, with a pin with the Shadowlaw insignia (skull & wings) on it.

**Background:** Very little is known about the man known to the world as Vega. It is believed that he learned to use his natural psychokinetic powers at an early age, and quickly grew greedy, ultimately choosing to use his powers for dark purposes. He delighted in controlling people, and found a very effective way to do this by creating a powerfully addictive drug, by means of which he created one of the most powerful cartels ever. As he built his empire, he recruited the most powerful warriors in the world to serve him. The first to join him was the boxer Mike Bison, followed shortly by the Spanish Ninja Balrog. Sagat, after having killed Adon, was lured into Vega's service with promises of glory. He also sought out many others, regardless of whether or not they would serve willingly. Among these was the one man who had been able to defeat Sagat, namely Ryu. His attempt failed after he was defeated by Ken and Ryu fighting together, but he continued his climb to power undaunted, moving his operations closer to Thailand.

By that time he desired far more than to simply run a drug cartel; he began to dream of world domination. He hoped to recruit all the greatest fighters in the world to build an invincible army. Among these was Cammy White, with whom he fell in love and, using his psychic powers, forced her to think she loved him, until this at last proved to be unsatisfying, and he let her go.

**Quote:** "That was almost entertaining."

## Zangeif

**Attributes:** Intelligence 5, Focus 6, Charisma 6, Will 9, Strength 12, Agility 6, Stamina 11, Appearance 4

**Base APs:** 15

**Chi:** 21 **Health:** 44

**Dizzy Threshold:** 19 **Rage Threshold:** 25

**Base Damage:** Strength: +8 Focus: +2

**Skills:** Groundfighting 3, Intimidation 4, Leadership 2, Survival 5

**Advantages & Disadvantages:** Area Specialization (Grappling)

**Disciplines:** Body Hardening 8

**Styles:** SAMBO 7

### Special Moves:

Aerial Russian Slam: Mega-Attack Body Flip (Rising Strike)

Banishing Punch: Heavy Punch (Banishing Strike)

Final Atomic Buster: Super Attack Combo (2 Siberian Suplexes, Spinning Pile Driver)

Short Clothesline: Spinning Clothesline (Increased Speed)

Siberian Bear Crusher: Backbreaker (Hopping Strike)

Siberian Suplex: Suplex (Extra Force)

Spinning Lariat: Spinning Clothesline

Spinning Pile Driver: Spinning Pile Driver

**Other Maneuvers:** Jump, Pile Driver, Suplex

**Disposition:** Zangief is a friendly, good-meaning sort, but he has little tolerance for bragging or whining, and doesn't hold back in the ring. He believes strongly in his mother country, no matter what form it takes. He also dislikes Americans (besides Russia's rocky past with the U.S., he particularly resents the fact that Mike Haggar copied his Spinning Clothesline).

**Appearance:** A massive, husky Russian man. He wears only what amount to red briefs with a gold belt, plus matching boots and bracelets. His hair is cut in a mohawk, accompanied by a thick beard, and his body is covered with scars (from wrestling bears).

**Background:** Zangief is a real Russian hero. He came from a small village, where he worked hard at the local steel factory. The work was hard, but he grew stronger for it, becoming muscular and hard as a rock. Following the advice of his friends, he entered into the Russian wrestling federation. He trained hard at home, and wrestled bears in his spare time, until he could bend them to his will.

When he at last entered into the Russian wrestling federation, he was a total success, and quickly proved to be one of the greatest wrestlers ever known. Even so, he quickly became bored with facing only the other competitors Russia had to offer, and, with the backing of then president Mijhali Gorbachev, began traveling the world, participating in a variety of tournaments.

Now, he prepares to enter the Street Fighter tournament for the first time, to face the best from all over the world.

**Quote:** "Nothing can escape my furious swirling death move!"

## Street Fighter II Characters

### Balrog

**Attributes:** Intelligence 8, Focus 5, Charisma 8, Will 8, Strength 8, Agility 13, Stamina 9, Appearance 11

**Base APs:** 14

**Chi:** 18 **Health:** 36

**Dizzy Threshold:** 17 **Rage Threshold:** 22

**Base Damage:** Strength: +4 Focus: +1

**Skills:** Blades 7, Dance 4, Disguise 4, Escape 6, Feign Sleep 3, Insight 3, Interrogation 4, Intimidation 3, Leadership 2, Seduction 5, Survival 3, Stealth 6, Thrown Weapons 5, Whip 4

**Advantages & Disadvantages:** Acute Senses 5, Arena, Costume, Infamy, Light Feet, Nightvision, Resources 7

**Disciplines:** Art of Stealth 6, Blind Fighting 7

**Styles:** Spanish Ninjutsu 6

### Special Moves:

Backflip: Backflip

Claw Dive: Combo (Wall Spring, Air Throw (Suplex))

Claw Thrust: Combo (Wall Spring, Body Missile)

Claw Roll: Tumbling Strike

Flying Barcelona Attack: Combo (Jump, Diving Eagle Strike) or (Wall Spring, Diving Eagle Strike)

Rolling Claw Dive: Mega-Combo Attack (Wall Spring, Air Throw (Suplex), Suplex, Suplex)

**Other Maneuvers:** Body Missile, Diving Eagle Strike, Jump, Knee Strike, Slide Kick, Suplex, Wall Spring

**Weapons:** In battle, Vega favors a three-pronged claw which he wears on one hand.

**Disposition:** Balrog is vain beyond belief. He considers himself to be one of if not *the* most handsome man in the world. His face is his most prized possession, and as such he covers it with a mask. Anyone who dares to damage it will surely face his terrible wrath. He likes things of beauty (like him), and hates that which is ugly. Of course, this means he doesn't get along too well with the likes of Mike Bison and Sagat.

**Appearance:** A tall, slender, well-muscled Spaniard, with blonde hair tied into a long ponytail and exquisite features (women tend to swoon around him). In battle, he wears a white mask which only reveals his eyes, as well as a matador's pants and boots, and a wicked claw on one hand. His torso sports a tattoo of a winding snake.

**Background:** Balrog grew up as a member of one of the wealthiest families in Spain. Following his family's traditions, he learned bullfighting, and became a matador of unparalleled skill. Seeking a new challenge, he went to Japan to learn the art of Ninjutsu, combining it with his bullfighting techniques to create a new and unique style.

As his family was heavily involved in criminal activities, they naturally came into contact with Shadaloo, and joined Vega's growing criminal empire. Seeing Balrog's skill and cunning, Vega allowed him to join, and ultimately made him one of the three Grand Masters. At Vega's request, he has begun training a few others as Spanish Ninjas and Shadaloo agents, though Balrog is an exceedingly tough master, and a number of students have

fled, been kicked out, or even killed, though those that have survived are among Shadaloo's most deadly agents.

**Quote:** "It's only natural that a man as handsome as me should win."

### Blanka

**Attributes:** Intelligence 6, Focus 8, Charisma 6, Will 8, Strength 10, Agility 10, Stamina 10, Appearance 2

**Base APs:** 14

**Chi:** 32 **Health:** 40

**Dizzy Threshold:** 18 **Rage Threshold:** 26

**Base Damage:** Strength: +6 Focus: +4

**Skills:** Insight 4, Intimidation 5, Stealth 6, Survival 12

**Advantages & Disadvantages:** Alertness 2, Amnesia, Fury 3, Monstrous Appearance, Self-Taught

**Disciplines:** Blind Fighting 3

**Styles:** Capoeira 6

### Special Moves:

Amazon River Dash: Sliding Punch

Beast Roll: Combo (Dodge to Rolling Attack)

Electric Thunder: Chi Shock (Electric Shock, Shock Self, Extended Use)

Grand Shave Roll: Mega-Attack Rolling Attack

Rock Crush: Head Butt (Extra Force)

Rolling Attack: Body Missile (Spinning Body Missile)

Vertical Rolling Attack: Body Missile (Spinning Body Missile, Rising Strike)

**Other Maneuvers:** Backflip Kick, Foot Sweep, Head Bite, Head Butt, Jump, Music Focus, Uppercut

**Disposition:** Blanka is at once gentle and bestial. He does not often fight unless provoked, and generally means well, though having grown up in the wild he is somewhat ignorant of human society, which has caused problems for him at times. Moreover, the destruction of the rainforest angers him more than anything, and he will do anything to protect it.

**Appearance:** A large muscular, hunched-over creature. more beast than man, with greenish skin and a shock of orange hair. He wears only torn denim cutoffs, and heavy metal bands around his ankles.

**Background:** Blanka does not know where he comes from originally; he grew up in the Amazon jungle, raised by wild animals. They taught him many things, which he uses to this day. Finally, he was discovered by humanity, making contact with the villages outlying his jungle home. At first they were scared, and many thought him a menace that had to be exterminated. However, when they brought their guns to look for him, he was nowhere to be found. Just where he learned Capoeira (which he mixes with what the creatures of the jungle taught him) is unknown, but he has begun to gain acceptance among the people.

Blanka's real name is Jimmy. As a boy, he was on a plane which was caught in a bad lightning storm. The plane crashed, and Jimmy only barely survived, because the lightning had triggered some kind of mutation in him. The only link to his childhood he has found yet is his childhood friend and now fellow World Warrior, Dan Hibiki, though he hopes to find his real parents some day.

**Quote:** "You can't compare to my power!"

## Cammy

**Attributes:** Intelligence 6, Focus 4, Charisma 7, Will 8, Strength 8, Agility 10, Stamina 8, Appearance 10

**Base APs:** 15

**Chi:** 16 **Health:** 24

**Dizzy Threshold:** 16 **Rage Threshold:** 20

**Base Damage:** Strength: +4 Focus: +0

**Skills:** Computer 3, Demolitions 4, Escape 6, Firearms 3, First Aid 3, Interrogation 7, Intimidation 3, Insight 4, Stealth 8, Streetwise 3, Subterfuge 4, Survival 5

**Advantages & Disadvantages:** Acute Senses 2, Alertness 4, Allies (British Special Service), Amnesia, Costume

**Disciplines:** Blind Fighting 3

**Styles:** Special Forces 7

### Special Moves:

Axle Spin Knuckle: Spinning Backfist (Hopping Strike)

Cannon Drill: Body Missile

Cannon Spike: Upper Kick (Rising Strike)

Hooligan Combo: Flying Somersault (Cannonball) or Combo (Flying Somersault (Cannonball) to Heavy Kick), or Flying Air Throw (Cannonball)

Spin Dive Smasher: Mega-Combo Attack (Cannon Drill to Cannon Spike)

**Other Maneuvers:** Air Throw, Foot Sweep, Handstand Kick, Iron Broom, Jump, Knife Hand, Side-Swing Kick, Suplex, Thigh Press, Uppercut

### Disposition:

**Appearance:** A slender (but very toned) British woman (about 19 years old), she has blue eyes and blonde hair tied into two pigtails that reach down to her waist. She has a scar along either cheek. In battle, she wears a tight, dark green bathing suit type thing with a downward pointing red triangle on the right breast, plus heavy red forearm guards/fingerless gloves, a red beret, black boots, and camouflage paints on her legs.

**Background:** At the age of 18, Cammy was found in the U.K. by the British government, with no memory of her past. She proved to be a capable fighter with incredible reflexes, so she was "adopted" by MI-6, where she proved herself to be a highly skilled agent, assigned to a five-member special forces team.

More recently, the agency learned of Shadaloo's involvement in the Street Fighter tournament. Cammy, one of the agency's best fighters, was the natural choice. But the more she fights, the closer she gets to Vega, the more flashes of memory begin to surface. Something about a secret mission of great importance...

**Quote:** "Don't ever underestimate me."

## Chun Li

**Attributes:** Intelligence 8, Focus 9, Charisma 8, Will 8, Strength 11 (9/13), Agility 12, Stamina 9, Appearance 9

**Base APs:** 15

**Chi:** 26 **Health:** 36

**Dizzy Threshold:** 17 **Rage Threshold:** 26

**Base Damage:** Strength: +6 (+4/+8) Focus: +5

**Skills:** Assimilation 1, Computer 3, Disguise 3, Escape 4, First Aid 2, Insight 5, Language: Japanese 3

**Advantages & Disadvantages:** Alertness 2, Allies (Interpol), Costume

**Disciplines:** Blind Fighting 3, Meditation 2

**Styles:** Wu Shu 7

### Special Moves:

Chi Wave Palm: Mega-Attack Chi Blast (Chi Burst)

Chi Wave Punch (Kikouken): Chi Blast

Crane Leg Drop (Kakkyaku Raku): Forward Flip Knee

Eagle Claw Kick (Yousou Kyaku): Heel Stomp

Heaven Ascension Kick (Tenshou Kyaku): Combo (2 Light Kicks, 1 Heavy Kick), Rising Strike

Hundred Burst Kick (Hyaku Retsu Kyaku): Multi-Kick

Kouhou Kaiten Kyaku: Reverse Flip Heel

Spinning Bird Kick: Spinning Split Kick (Spinning Strike)

Spinning Circle Kick (Sen En Kyaku): Split Kick

Supreme Mountain Heaven Ascension Kick (Ha San Tenshou Kyaku): Super Attack Combo (3 Light Kicks, 3 Heavy Kicks), Rising Strike

Thousand Burst Kick (Sen Retsu Kyaku): Super Attack Combo (2 Light Kicks, 1 Heavy Kick, Multi-Kick), Dashing

**Other Maneuvers:** Axe Kick, Crescent Kick, Knife Hand, Jump, Palm Strike, Slam, Wall Spring

**Disposition:** While often a friendly, cheerful young woman, recent events -- especially the death of her father, have hardened Chun Li.

**Appearance:** A slender but well-muscled Chinese woman, Chun-Li has brown hair, usually put into braids and covered with those circular white things on her head, and wears a Chinese acrobat outfit, in this case a blue jumpsuit type.

**Background:** Not too long after the last tournament, in which she confronted but could not defeat Lord Vega, Chun Li was transferred to Interpol, as part of a special task force assembled for the express purpose of shutting down Shadaloo. Since then, she has worked and fought hard, preparing for the day when she will avenge her father's death.

**Quote:** "I'm the strongest woman in the world!"

## Dee Jay

**Attributes:** Intelligence 7, Focus 7, Charisma 9, Will 8, Strength 10, Agility 10, Stamina 10, Appearance 7

**Base APs:** 15

**Chi:** 25 **Health:** 40

**Dizzy Threshold:** 18 **Rage Threshold:** 25

**Base Damage:** Strength: +6 Focus: +3

**Skills:** Dance 7, First Aid 2, Insight 2, Intimidation 4, Sing 2, Stealth 3, Streetwise 7

**Advantages & Disadvantages:** Arena

**Disciplines:**

**Styles:** Western Kickboxing 7

### Special Moves:

Double Dread Kick: Combo (Spinning Thrust Kick to Heavy Kick)

Dread Carnival: Super Attack Combo (Spinning Thrust Kick to Heavy Kick to Spinning Thrust Kick to Heavy Kick to Spinning Thrust Kick to Heavy Kick)

Hyper Fist: Combo (Heavy Punch (Ducking Move) to Uppercut)

Max Out: Chi Blast (Sonic Blast)

Maximum Jackknife: Combo (Spinning Thrust Kick to Heavy Kick) with Hopping Strike

**Other Maneuvers**: Body Flip, Elbow Strike, Heavy Punch (Ducking Move), Jump, Music Focus, Rolling Back Throw, Slide Kick, Thigh Press, Uppercut, Wounded Knee

**Disposition**: Dee Jay is very friendly and easy going. To him, life is one big party, and his number one goal is to seek fame and find a way to mix kickboxing with music.

**Appearance**: Dee Jay is a tall, muscle-bound Jamaican. He has his hair cut short, with a small ponytail, and a massive, gleaming smile. In battle, he wears sweat pants with "MAXIMUM" written down the legs, and matching forearm guards.

**Background**: Dee Jay is in many ways the stereotypical Jamaican. He likes the easy life, and when not fighting, spends his days at the beach, listening to music, or whatever else catches his fancy. He's dedicated his life to both music and kickboxing, and his one goal in life is to combine both of them and in doing so become a superstar. To that end, he enters the Street Fighter tournament, in the hopes of gaining more recognition.

**Quote**: "What's the matter? Are my killer combos too much for you mon?"

### Dhalsim

**Attributes**: Intelligence 11, Focus 12, Charisma 7, Will 12, Strength 8, Agility 6, Stamina 10, Appearance 4

**Base APs**: 18

**Chi**: 36 **Health**: 40

**Dizzy Threshold**: 18 **Rage Threshold**: 34

**Base Damage**: Strength: +4 Focus: +8

**Skills**: Dance 2, Lore: Martial Arts 3, Lore: Buddhist 6, Philosophy: Buddhist 6

**Advantages & Disadvantages**: Acute Senses 2, Attuned, Calm 4, Double-Jointed

**Disciplines**: Blind Fighting 4, Feng Shui 3, Insight 6, Meditation 6, Vital Points 2

**Styles**: Kabaddi 10

**Special Moves**:

Yoga Fire: Chi Blast (Flaming, Mouth Blast)

Yoga Flame: Fire Breath

Yoga Inferno: Mega-Attack Fire Breath

Yoga Strike: Mega-Attack Combo (Grab, Levitation, Slam)

Yoga Teleport: Teleport (Delayed Teleport)

**Other Maneuvers**: Basher Hold, Body Flip, Body Missile (Diving Body Missile), Head Butt, Jump, Knife Hand, Limb Extension, Slide Kick

**Disposition**: In his life, Dhalsim has achieved near total tranquillity. As such, he is a virtual mountain, nearly impossible to disturb. He lives in a meditative state, reacting to the world around him as needed.

**Appearance**: A thin, Indian man, Dhalsim's head is shaved, with three red stripes painted on the top, and two

on each cheek. He wears rags which amount to a pair of shorts, tied at the waist with rope, plus wrappings on his wrists and ankles, a bracelet on each wrist, and a necklace with three human skulls (rumors say they're from former opponents, but this is most likely incorrect).

**Background**: After having been long troubled by the violence of the path he has chosen, Dhalsim has resolved to continue, mainly because of the good his prize money has done for his people.

**Quote**: "I will meditate and then destroy you."

### E. Honda

**Attributes**: Intelligence 8, Focus 6, Charisma 8, Will 9, Strength 12, Agility 8, Stamina 12, Appearance 6

**Base APs**: 15

**Chi**: 21 **Health**: 48

**Dizzy Threshold**: 20 **Rage Threshold**: 27

**Base Damage**: Strength: +8 Focus: +2

**Skills**: First Aid 5, Insight 7, Intimidation 5, Leadership 5, Streetwise 2

**Advantages & Disadvantages**: Arena, Fame, Resources 8

**Disciplines**: Body Hardening 8

**Styles**: Sumo 7

**Special Moves**:

Hyakuretsu Harite (Hundred Violent Stretched Hands): Palm Strike (Multi-Strike)

Onimusou (Unparalleled Demon): Mega-Combo Attack (Super Zutsuki to Head Butt)

Super Zutsuki (Super Headbutt): Body Missile

Sumo Smash: Body Missile (Rising Strike)

**Other Maneuvers**: Air Smash, Basher Hold, Bearhug, Body Flip, Foot Sweep, Head Butt, Iron Claw, Jump, Knife Hand, Palm Strike

**Disposition**: Although a fierce opponent, E. Honda is surprisingly friendly. He tends to come off as an old, eccentric (and occasionally goofy) uncle when one gets to know him, as Ryu has learned.

**Appearance**: Edmund in every way appears to be a traditional Sumo wrestler. He's very fat, but with a whole lot of muscle in there too. In battle, he wears the traditional sumo garb and face paints.

**Background**: Edmund Honda was, in his youth, just a fat kid who was in poor shape. Looking for a way to turn this around, he began training as a sumo wrestler. In this it turned out he excelled. Somehow, he moved with the speed of one half his weight, yet hit with the force of a freight train. After a time, he was simply unbeatable in the sumo arena. He took the title of Yokozuna, grand champion sumo wrestler, and after that he simply could not find an adequate challenge among his fellow sumo wrestlers.

Seeking a new arena, he has decided that the best course is to prove the power of sumo to the world. To that end, following much training, he has entered the Street Fighter tournament.

**Quote**: "Can't you do better than that?"

### Fei Long

**Attributes:** Intelligence 8, Focus 9, Charisma 8, Will 8, Strength 9, Agility 11, Stamina 8, Appearance 8

**Base APs:** 15

**Chi:** 26 **Health:** 32

**Dizzy Threshold:** 16 **Rage Threshold:** 24

**Base Damage:** Strength: +5 Focus: +5

**Skills:** First Aid 4, Intimidation 4, Insight 8, Stealth 8, Streetwise 5, Survival 6

**Advantages & Disadvantages:** Alertness 4, Arena, Fame, Resources 8, Staff 3

**Disciplines:** Blind Fighting 4, Body Hardening 2, Meditation 4

**Styles:** Kung Fu 7

**Special Moves:**

Dragon Kick: Wheel Kick (Extra Force, Rising Strike, Power Strike)

Rekka Ken: Combo (3 Uppercuts), Dashing Move

Rekkashinken: Super Attack Combo (5 Uppercuts), Dashing Move

Rekkukyaku: Double Flying Arc Kick

Roundhouse Hop: Heavy Kick (Hopping Strike)

**Other Maneuvers:** Body Flip, Deflecting Punch, Drunken Monkey Roll, Dual Palm Strike, Elbow Strike, Foot Sweep, Hair Throw, Jump, Kippup, Knife Hand, Monkey Grab Punch, Palm Strike

**Disposition:** Fei Long is a proud and honorable fighter, dedicated to improving himself and showing the power of his kung fu. Of course, sometimes his superstar status goes to his head a bit, and he comes off as being a bit arrogant.

**Appearance:** A slender but well-muscled Chinese man, with slightly overgrown long hair. He typically wears baggy black pants in battle, and looks rather a lot like his idol, Bruce Lee.

**Background:** From an early age, Fei Long had always admired the legendary Bruce Lee. So much so that when he began learning kung fu, just knowing that he was learning the same style as the great master made him tremble with emotion. He trained with all his might to be the greatest warrior he could be, and followed in Bruce Lee's footsteps a second time in becoming a Hong Kong movie star.

With the adoration of millions of fan, he became an icon to the people of Hong Kong, a paragon of what a martial artist could be. But even with that fame and fortune, he still had to prove – to himself at least – that he was worthy. Knowing that kung fu was meant for more than movie making, he sought to challenge the greatest fighters in the world, and thus entered into the Street Fighter tournament.

**Quote:** "You have trained to be a great loser! Now you must learn to fight!"

## Guile

**Attributes:** Intelligence 6, Focus 9, Charisma 7, Will 9, Strength 9, Agility 9, Stamina 10, Appearance 6

**Base APs:** 14

**Chi:** 27 **Health:** 40

**Dizzy Threshold:** 18 **Rage Threshold:** 28

**Base Damage:** Strength: +5 Focus: +5

**Skills:** Computer 2, Drive: Auto 5, Firearms 3, Interrogation 7, Insight 3, Leadership 4, Pilot: Jet Fighter 8, Streetwise 6

**Advantages & Disadvantages:** Allies

**Disciplines:**

**Styles:** Special Forces 6

**Special Moves:**

Double Somersault: Mega-Combo Attack (2 Flash Kicks)

Flash Kick: Backflip Kick (Flash Strike)

Knee Breaker: Forward Step Kick

Reverse Spin Kick: Crescent Kick

Sonic Boom: Chi Blast (Sonic Blast)

Spinning Back Knuckle: Spinning Backfist

**Other Maneuvers:** Air Throw, Body Flip, Combo (2 Foot Sweeps), Foot Sweep, Jump, Kippup, Knee Strike, Suplex, Uppercut

**Disposition:** William Guile has been through a lot, and it shows in his steely eyes. He's a patriot to the last, and believes very firmly in his country. These days, he is consumed with the desire to avenge Nash.

**Appearance:** A tall, muscular man with a plateau of blonde hair. Guile usually wears camouflage pants, a khaki tank top, and combat boots, plus military dog tags.

**Background:** Out of pride and love for his country, Guile joined the Air Force when he was fairly young, and was teamed up with a veteran named Nash. After intensive training, the two of them were sent on a mission to locate and vanquish the crime organization known as Shadaloo. The operation had been going well, until their cover was blown, and they had to make a break for it. Realizing that they were still in a good position to carry out the mission, Nash decided to continue the mission on his own. Guile tried to convince him otherwise, but ultimately went along with it.

Later, he learned of Nash's death at the hands of Vega, and was consumed with vengeance. So strong was the desire to avenge his comrade that he left behind his wife Jane and daughter Amy in the search for the lord or Shadaloo.

**Quote:** "Are you man enough to fight with me?"

## Ken

**Attributes:** Intelligence 7, Focus 10, Charisma 6, Will 9, Strength 10, Agility 9, Stamina 10, Appearance 9

**Base APs:** 16

**Chi:** 29 **Health:** 40

**Dizzy Threshold:** 18 **Rage Threshold:** 29

**Base Damage:** Strength: +6 Focus: +6

**Skills:** Drive Automobile 3, Drive Motorcycle 4, Insight 3, Language: Japanese 3

**Advantages & Disadvantages:** Fame, Resources 11

**Disciplines:** Body Hardening 3, Iron Fist 3

**Styles:** Shotokan Karate 8

**Special Moves:**

Dragon Punch (Shoryuken): Rising Uppercut (Forceful)

Flaming Dragon Punch: Power Strike (fire) version of the Dragon Punch.

Wave Motion Punch (Hadouken): Chi Blast (Forceful)



Hurricane Kick (Tatsumaki Sempuu Kyaku): Spinning Strike Flying Reverse Turning Kick

Air Hurricane Kick: Air Charge version of the normal Hurricane Kick.

Dragon God Fist (Shinryuken): Mega-Attack Flaming Dragon Punch

Violent Dragon Wave (Shoryureppa): Super Attack Combo (2 Dragon Punches and a Flaming Dragon Punch)

Komabarai Keri: Axe Kick

Natoshi Keri: Reverse Front Kick

Soto Mawashi Keri: Axe Kick (Extra Force)

**Other Maneuvers:** Back Roll Throw, Basher Hold, Crescent Kick, Foot Sweep, Jump, Spinning Thrust Kick, Uppercut

**Disposition:** Unfortunately, Ken hasn't learned all that much humility since he started training at Gouken's dojo. He is still an arrogant braggart, and at times overly aggressive, and even overconfident.

**Appearance:** A tall, muscular Caucasian man, with shoulder-length blonde hair, and overgrown, jet-black eyebrows. He wears a red, sleeveless gi, and matching fist guards.

**Background:** Ken hasn't changed much, except in that he's dating a woman named Eliza, and they may even get married some day.

**Quote:** "Attack me if you dare. I will crush you!"

### Mike Bison

**Attributes:** Intelligence 4, Focus 2, Charisma 5, Will 9, Strength 12, Agility 5, Stamina 9, Appearance 3

**Base APs:** 16

**Chi:** 13 **Health:** 36

**Dizzy Threshold:** 17 **Rage Threshold:** 22

**Base Damage:** Strength: +8 Focus: -2

**Skills:** Interrogation 6, Intimidation 9, Leadership 3, Streetwise 9

**Advantages & Disadvantages:** Allies, Arena, Contacts, Infamy, No Kick Training, Resources 7

**Disciplines:**

**Styles:** Boxing 8

**Special Moves:**

Buffalo Headbutt: Head Butt (Hopping Strike)

Crazy Buffalo: Mega-Combo Attack (Ground Dashing Punch, Heavy Punch, Heavy Punch)

Dashing Uppercut: Uppercut (Dashing Move)

Final Punch: Heavy Punch, (Dashing Move, Prepared Strike 2)

Ground Dashing Punch: Heavy Punch (Dashing Move)

**Other Maneuvers:** Basher Hold, Haymaker, Head Butt, Jump, Shoulder Smash, Uppercut

**Disposition:** Mike Bison isn't the brightest guy in the world, and he won't take any crap from anyone. He wants money, fame, respect, and beautiful babes, and he'll do ANYTHING to stay in that life of luxury.

**Appearance:** A tall, massively muscular black man with his hair cut into a zigzag pattern. He typically wears a shirt with the sleeves torn off, boxing gloves shorts.

**Background:** The story of Mike Bison is one of an American idol fallen from grace. He grew up in a poverty-stricken neighborhood, where crime was rampant. He

learned to box at the local gym, along with many other kids. He, however, had something the others didn't. Dedication and power. He fought as hard as he could, and there was something in his punches. Before long, he became a professional boxer, and a good one at that. Everything he'd ever wanted was his; money, fame, and women.

However, Bison was unable to put aside the violent tendencies he'd acquired in his rough childhood. As his boxing career progressed, the list of his violations of the rules of boxing grew longer and longer, often as a result of his violent rages. He was finally banned from professional boxing altogether, having been deemed a menace to the sport itself. He fell on hard times, squandering his money. The future seemed very bleak until he was contacted by a mysterious organization known as Shadaloo.

Seeing his potential, Lord Vega made Bison one of his right-hand men, alongside Balrog and Sagat. Bison's strength is impressive by any standard, and his contacts in the U.S., especially Vegas, make him very useful.

**Quote:** "My fists have your blood on them."

### Ryu

**Attributes:** Intelligence 9, Focus 11, Charisma 8, Will 10, Strength 11, Agility 10, Stamina 10, Appearance 8

**Base APs:** 16

**Chi:** 32 **Health:** 40

**Dizzy Threshold:** 18 **Rage Threshold:** 31

**Base Damage:** Strength: +7 Focus: +7

**Skills:** First Aid 3, Insight 4, Lore: Martial Arts 3, Streetwise 3

**Advantages & Disadvantages:** Alertness 2, Aura of Power, Dramatic Pose

**Disciplines:** Body Hardening 3, Meditation 5

**Styles:** Shotokan Karate 8

**Special Moves:**

Collarbone Breaker (Sakotsu Wari): Overhead Punch

Cyclone Kick (Senpoo Kyaku): Flying Reverse Turning Kick

Dragon Punch (Shoryuken): Rising Uppercut (Extra Force)

Wave Motion Punch (Hadouken): Chi Blast (Forceful)

Flame Hadouken: Chi Blast (Forceful, Flaming)

Hurricane Kick (Tatsumaki Sempuu Kyaku): Spinning Strike Flying Reverse Turning Kick

Air Hurricane Kick: Air Charge version of the normal Hurricane Kick.

Shakunetsu Hadoken: Chi Blast (Flaming Blast)

Vacuum Hurricane Kick (Shinkuu Tatsumaki Sempuu Kyaku): Mega-Attack Hurricane Kick

Vacuum Wave Motion Punch (Shinkuu Hadouken): Mega-Attack Chi Blast

**Other Maneuvers:** Back Roll Throw, Body Flip, Foot Sweep, Knife Hand, Jump, Roll With Impact

**Disposition:** To Ryu, the fight is everything. The unending search for perfection is his reason for existence. He strives to live a virtuous life, and does good whenever he can.

**Appearance:** Ryu looks a little older, but otherwise unchanged.

**Background:** Ryu is perhaps the least changing of the World Warriors, and he continues to wander in search of stronger opponents.

**Quote:** "You must defeat Sheng Long to stand a chance."

### Sagat

**Attributes:** Intelligence 7, Focus 10, Charisma 4, Will 9, Strength 12, Agility 9, Stamina 13, Appearance 3

**Base APs:** 17

**Chi:** 29 **Health:** 52

**Dizzy Threshold:** 21 **Rage Threshold:** 32

**Base Damage:** Strength: +8 Focus: +6

**Skills:** Insight 3, Intimidation 4

**Advantages & Disadvantages:** Allies, Fury 5, Infamy

**Disciplines:** Body Hardening 5

**Styles:** Muay Thai 9

#### Special Moves:

Tiger Cannon: Mega-Attack Chi Blast

Tiger Crush: Knee Strike (Rising Strike)

Tiger Genocide: Super-Attack Combo (Tiger Crush, Tiger Uppercut)

Tiger Raid: Super-Attack Combo

Tiger Shot: Chi Blast

Tiger Uppercut: Rising Uppercut (Extra Force)

**Other Maneuvers:** Body Flip, Crescent Kick, Drop Kick, Elbow Strike, Jump

**Disposition:** Sagat is a true warrior; the battle, the search for perfection, is what he lives for, and nothing else. Having been defeated by Ryu, he is on a constant quest for vengeance.

**Appearance:** A massively muscular Thai man, completely devoid of hair, Sagat wears only shorts (blue with yellow trim), and wrappings on his hands and feet. That, and the eyepatch that covers the eye taken by Gou Hibiki, and the scar given by Ryu.

**Background:** Sagat at last believes he is ready to face Ryu. He has devised a new, stronger version of the Tiger Blow, which he calls the Tiger Uppercut, and now eagerly awaits their confrontation.

**Quote:** "You are not a warrior. You're a beginner."

### T. Hawk

**Attributes:** Intelligence 6, Focus 6, Charisma 7, Will 9, Strength 12, Agility 9, Stamina 12, Appearance 7

**Base APs:** 15

**Chi:** 21 **Health:** 48

**Dizzy Threshold:** 20 **Rage Threshold:** 27

**Base Damage:** Strength: +8 Focus: +2

**Skills:** Intimidation 8, Insight 4, Leadership 3, Stealth 6, Streetwise 3, Survival 8

**Advantages & Disadvantages:** Allies

**Disciplines:** Body Hardening 5

**Styles:** Native American Wrestling 7

#### Special Moves:

Double Typhoon: Super Attack Combo (2 Storm Hammers)

The Hawk: Body Missile (Diving Body Missile)

Heavy Body Press: Combo (Elbow Strike to Knife Hand)

Storm Hammer: Storm Hammer

Thunderstrike: Head Butt (Rising Strike)

**Other Maneuvers:** Basher Hold, Body Flip, Buffalo Punch, Ear Pop, Foot Sweep, Jump, Knee Strike, Knife Hand

**Disposition:** Despite the hardships he and his people have endured in recent years, T. Hawk retains his respect for nature and warm, caring nature. He continues to fight onward, however, towards the goal of reclaiming his people's homeland, for which he battles with all his strength.

**Appearance:** A massive Native American, dressed in a torn denim vest, jeans, and moccasins. He also wears a headband with a feather in it and war paints.

**Background:** Thunder Hawk was raised by his tribe, and learned the ways of his people from the day he was born. Gifted with a powerful body, he learned native wrestling techniques and proved to be a powerful warrior. Thus he lived happily, in harmony with his tribe and with nature for a number of years.

One day, however, his people were forced off their land. Shadaloo wanted to set up their base of operations in Mexico, and the land on which T. Hawk's people resided was ideal. With superior numbers, the Shadaloo troops forced them out, and they had to relocate to Mexico. Since then, T. Hawk has vowed to lead his people back to their homeland one day.

**Quote:** "My totem is too great for your desperate fighting techniques!"

### Vega

**Attributes:** Intelligence 11, Focus 10, Charisma 8, Will 12, Strength 12, Agility 9, Stamina 12, Appearance 6

**Base APs:** 18

**Chi:** 36 **Health:** 48

**Dizzy Threshold:** 20 **Rage Threshold:** 36

**Base Damage:** Strength: +8 Focus: +6 Psychic: +5

**Skills:** Expert: Strategy 7, Expert: Tactics 6, Insight 6, Interrogation 7, Intimidation 7, Subterfuge 7

**Advantages & Disadvantages:** Attuned, Aura of Power, Inverse Rage, Negative Chi, Psychic 9, Resources 12

**Disciplines:** Body Hardening 3, Meditation 6

**Styles:** Ler Drit 10

#### Special Moves:

Double Reverse: Flying Punch

Flying Head Stomp: Head Stomp

Flying Knee Press: Scissor Kick

Knee Press Nightmare: Super Attack Combo (3 Scissor Kicks)

Psycho Crusher: Power Strike Forceful Body Missile

Skull Dive Smasher: Dive Punch (Power Strike)

**Other Maneuvers:** Air Throw, Body Flip, Combo (Knee Strike, Heavy Kick), Jump, Levitation, Power Channeling, Slide Kick (Standing Slide Kick)

**Disposition:** Vega is obsessed with power. Both the Psycho Power he has cultivated over the years, and the power of his criminal empire, Shadaloo. Power seems to be all that matters to him, and he will do anything for it.

**Appearance:** A tall, muscular man, dressed in a crimson uniform with knee-high black boots, plus a long black cloak. His shoulder pads, knee guards, and cuffs are

made of steel. His hair is black and cut short, mostly covered by a red cap, with a pin with the Shadaloo insignia (skull & wings) on it.

**Background:** After the incident with the Psycho Drive, Vega's powers have been significantly weakened, and he has spent a great deal of time training to gain back as much as possible of what he has lost, as well as to devise some new tricks. As such, while his Psycho Power is not as great as it once was, he is just as dangerous as he once was, if not more so.

**Quote:** "Get lost. You can't compare with my powers."

### Zangeif

**Attributes:** Intelligence 5, Focus 6, Charisma 6, Will 9, Strength 12, Agility 6, Stamina 11, Appearance 4

**Base APs:** 17

**Chi:** 21 **Health:** 44

**Dizzy Threshold:** 19 **Rage Threshold:** 25

**Base Damage:** Strength: +8 Focus: +2

**Skills:** Groundfighting 3, Intimidation 4, Leadership 2, Survival 5

**Advantages & Disadvantages:** Area Specialization (Grappling)

**Disciplines:** Body Hardening 8

**Styles:** SAMBO 9

#### **Special Moves:**

Aerial Russian Slam: Mega-Attack Body Flip (Rising Strike)

Banishing Punch: Heavy Punch (Banishing Strike)

Final Atomic Buster: Super Attack Combo (2 Siberian Suplexes, Spinning Pile Driver)

Short Clothesline: Spinning Clothesline (Increased Speed)

Siberian Bear Crusher: Backbreaker (Hopping Strike)

Siberian Suplex: Suplex (Extra Force)

Spinning Lariat: Spinning Clothesline

Spinning Pile Driver: Spinning Pile Driver

**Other Maneuvers:** Jump, Knife Hand, Head Butt, Pile Driver, Suplex

**Disposition:** Zangief is a friendly, good-meaning sort, but he has little tolerance for bragging or whining, and doesn't hold back in the ring. He believes strongly in his mother country, no matter what form it takes. He also dislikes Americans (besides Russia's rocky past with the U.S., he particularly resents the fact that Mike Haggar copied his Spinning Clothesline).

**Appearance:** A massive, husky Russian man. He wears only what amount to red briefs with a gold belt, plus matching boots and bracelets. His hair is cut in a mohawk, accompanied by a thick beard, and his body is covered with scars (from wrestling bears).

**Background:** Since the dissolution of the U.S.S.R., Zangief has not lost hope. He still believes very firmly in his mother country, and feels that now, more than ever, he is needed by his people, and he fights even harder than before.

**Quote:** "My strength is much greater than yours."

## Hidden Characters

Included here are the various secret characters from the numerous Street Fighter games out there. They are included here both for completeness, and in case, for some reason, you want to use them in your campaign. However, for the most part they are not a part of the "official" continuity per se.

### Evil Ryu (Alpha 2)

**Attributes:** Intelligence 9, Focus 13, Charisma 8, Will 10, Strength 12, Agility 11, Stamina 10, Appearance 8

**Base APs:** 18

**Chi:** **Health:** 40

**Dizzy Threshold:** 18 **Rage Threshold:**

**Base Damage:** Strength: +7 Focus: +9

**Skills:** First Aid 3, Insight 4, Lore: Martial Arts 3, Streetwise 3

**Advantages & Disadvantages:** Alertness 2, Aura of Power, Dramatic Pose, Negative Chi

**Disciplines:** Body Hardening 3, Meditation 5

**Styles:** Dark Shotokan Karate 10

#### Special Moves:

Ashura Senkuu (Ashura Warp): Teleport (Glide Motion Teleport)

Collarbone Breaker (Sakotsu Wari): Overhead Punch

Cyclone Kick (Senpuu Kyaku): Flying Reverse Turning Kick

Dragon Punch (Shoryuken): Rising Uppercut (Extra Force)

Messatsu Go Hadou (Messatsu Fireball): Mega-Attack Chi Blast (Forceful)

Shun Goku Satsu (Instant Hell Murder): Final Murder (Final Flash, Glide Attack)

Wave Motion Punch (Hadouken): Chi Blast (Forceful)

Hurricane Kick (Tatsumaki Sempuu Kyaku): Spinning Strike Flying Reverse Turning Kick

Air Hurricane Kick: Air Charge version of the normal Hurricane Kick.

Vacuum Hurricane Kick (Shinkuu Tastumaki Sempuu Kyaku): Mega-Attack Hurricane Kick

Vacuum Wave Motion Punch (Shinkuu Hadouken): Mega-Attack Chi Blast

**Other Maneuvers:** Back Roll Throw, Body Flip, Foot Sweep, Knife Hand, Jump, Roll With Impact

#### Disposition:

**Appearance:** A tall, muscular Japanese man, with short, dark hair. He wears a black gi, with the sleeves torn off, black hand guards, and a black headband. His eyes glow an unnatural red color, and his expression is one of pure hatred.

**Background:** These stats represent what would happen if Gouki were able to induce Ryu to tap his full potential, becoming a more powerful and more deadly warrior. In this state, he is an even more powerful and dangerous warrior.

**Quote:** "I will destroy you!"

### Evil Sakura (X-Men vs. Street Fighter)

**Attributes:** Intelligence 6, Focus 7, Charisma 6, Will 8, Strength 6, Agility 9, Stamina 8, Appearance 8

**Base APs:** 15

**Chi:** 22 **Health:** 32

**Dizzy Threshold:** 16 **Rage Threshold:** 23

**Base Damage:** Strength: +2 Focus: +3

**Skills:** Computer 1, Dance 1

**Advantages & Disadvantages:** Costume, Lucky, Self-Taught

**Disciplines:** None (Sakura? Disciplined? 8)

**Styles:** Shotokan Karate 7

#### Special Moves:

Ashura Senkuu (Ashura Warp): Teleport (Glide Motion Teleport, Increased Speed)

Hadouken (Wave Motion Punch): Chi Blast

Kuchu Hadouken: Chi Blast (Air Use)

Midare Zakura: Fury Super Attack (12 APs, Dashing, finishes with Shoouken)

Senpuukyaku (Hurricane Kick): Arcing Spin Kick

Shinkuu Hadouken (Vacuum Wave Motion Punch): Mega-Attack Chi Blast (Chi Cannon in MSHvSF)

Shoouken (Cherry Blossom Punch): Rising Uppercut (Dashing)

Shoryureppa (Violently Rising Dragon Wave): Super Attack Combo (3 Shooukens)

Shun Goku Satsu (Instant Hell Murder): Final Murder (Final Flash, Glide Attack)

Haru Ichiban: Super Attack Combo (4 Foot Sweeps, Heavy Kick)

**Other Maneuvers:** Buffalo Punch, Choke Hold, Foot Sweep, Jump, Knife Hand, Push-Off, Roll With Impact, Uppercut

**Disposition:** Despite being turned to darkness, Sakura is surprisingly like her old self. She's just as cheerful and friendly, but tends to be much more aggressive, and her bright laughter is frequently directed at the suffering of others. Gouki finds her to be a bit irritating in this respect.

**Appearance:** Evil Sakura looks almost identical to her old self. Her skin and eyes take on a slightly darker hue, but otherwise she isn't all that changed.

**Background:** In his efforts to draw out Ryu, Gouki discovered Sakura, and awakened the spark of potential that resides within her. The result is a more powerful, more deadly Sakura.

**Quote:** "You know, I think the sound your breaking bones make is just so cute!"

### Mech Gouki (Marvel Super Heroes vs. Street Fighter)

**Attributes:** Intelligence 10, Focus 14, Charisma 5, Will 12, Strength 14, Agility 12, Stamina 14, Appearance 5

**Base APs:** 18

**Chi:** 40 **Health:** 56

**Dizzy Threshold:** 22 **Rage Threshold:** 36

**Base Damage:** Strength: +10 Focus: +10

**Skills:** Insight 7, Intimidation 6

**Advantages & Disadvantages:** Attuned, Aura of Power, Fury 8, Cybernetics 2 (torso and one arm), Cybernetic Systems (Armor 3, Energy Source, Integrated Weapon: Rocket Fists), Negative Chi

**Disciplines:** Blind Fighting 7, Body Hardening 4, Negative Chi 3

**Styles:** Dark Shotokan 10

**Special Moves:** Note that the names of Mech Gouki's special moves come from Jason Golden's FAQ. While the supers have names given in the game, it appears that he made up the ones for the others, but they will suffice.

Ashura Senkuu (Ashura Warp): Teleport (Glide Motion Teleport)

Diving Gou Slash: Dive Kick (Air Dive Kick, Extra Force)

Mega Gou Wave: Chi Blast (Forceful)

Flying Gou Punch: Rising Uppercut (Extra Force)

Shining Gou Shock: Final Murder (Air Murder, Chi Charge, Final Flash)

Double Gou Rain: Chi Blast (Air Use)

High Mega Gou Beam: Chi Cannon (Forceful)

Scramble Gou Punch: Mega Combo Attack (3 Flying Gou Punches)

Revolving Gou Kick: Reverse Flying Turning Kick (Spinning Strike)

Thunder Gou Shower: Power Volley (Air Blast)

**Other Maneuvers:** Axe Kick, Backflip, Body Flip, Back Roll Throw, Foot Sweep, Jump, Knife Hand, Overhead Punch, Roll With Impact, Super Dash, Uppercut

**Disposition:** The transformation into Mech Gouki has stripped him of even the small shred of humanity he possessed as Shin Gouki. He exists only to kill, and when he does vocalize, it is only savage roars.

**Appearance:** Mech Gouki looks much like the old Gouki, except that half of his face and torso, as well as one arm, have been replaced with cybernetics. He is capable of flight, using a pair of mechanical wings and a set of jet thrusters that sprout from his back when needed.

**Background:** This creature of pure rage is believed to have been created by Apocalypse, who in effect augmented the already deadly Gouki, making a being even more dangerous.

**Quote:** "UAAAAAAAAAGHHHH! RAAAAAAAAAGHHHH! 41# 3%62!@34L error GRRROAAAAAGGHHHH!"

### **Shadow Nash (Marvel Super Heroes vs. Street Fighter)**

**Attributes:** Intelligence 6, Focus 8, Charisma 8, Will 10, Strength 10, Agility 9, Stamina 10, Appearance 6

**Base APs:** 16

**Chi:** 26 **Health:** 40

**Dizzy Threshold:** 18 **Rage Threshold:** 28

**Base Damage:** Strength: +6 Focus: +4

**Skills:** Demolitions 2, Drive: Motorcycle 3, Escape 2, Firearms 3, First Aid 2, Interrogation 1, Intimidation 2, Pilot: Jet Fighter 4

**Advantages & Disadvantages:** Sound Elemental

**Disciplines:** None

**Styles:** Special Forces 8

**Special Moves:**

Crossfire Blitz: Super Attack Combo (Light Punch, Light Kick, Heavy Punch, Heavy Kick, Heavy Kick)  
Final Mission

Somersault Justice: Super Attack Combo (4 Somersault Shells)

Somersault Shell: Forward Flip Kick (Flash Strike) or Backflip Blast Kick

Sonic Boom: Chi Blast (Sonic Blast)

Sonic Break: Power Volley

**Other Maneuvers:** Air Throw, Backhand, Body Flip, Foot Sweep, Jump, Kippup, Pin, Suplex, Uppercut

**Disposition:**

**Appearance:** A tall, husky guy, Nash wears his fatigues and a yellow vest. His blonde hair is styled so that it sweeps forward and then comes down at a sharp angle -- a look even more unique than that of Guile. He also wears wire-frame glasses.

**Background:** Where this dark warrior came from is a mystery. He looks and fights like Nash, and yet he rarely speaks and is always cloaked in shadows. Some say he is a creation of Apocalypse, while others claim that he is a zombie, created by Vega from Nash's corpse. No one knows for certain.

**Quote:** "..."

### **Shin Gouki (Alpha 2)**

**Attributes:** Intelligence 9, Focus 16, Charisma 4, Will 12, Strength 14, Agility 11, Stamina 14, Appearance 5

**Base APs:** 19

**Chi:** 40 **Health:** 56

**Dizzy Threshold:** 22 **Rage Threshold:** 36

**Base Damage:** Strength: +10 Focus: +12

**Skills:** Insight 6, Intimidation 9

**Advantages & Disadvantages:** Attuned, Aura of Power, Fury 8, Negative Chi

**Disciplines:** Blind Fighting 8, Body Hardening 6, Meditation 8, Negative Chi 5

**Styles:** Dark Shotokan 11

**Special Moves:**

Ashura Senkuu (Ashura Warp): Teleport (Glide Motion Teleport, Increased Speed)

Collarbone Breaker (Sakotsu Wari): Overhead Punch

Go Hadouken (Great Wave Motion Punch): Chi Blast

Go Shoryuken (Great Rising Dragon Punch): Rising Uppercut (Extra Force)

Hyaku Ki Go Zan (Hundred Demon Somersault): Air Elbow, Flying Air Throw, Combo (Flying Somersault, Heavy Kick), or Flying Somersault

Shun Goku Satsu (Instant Hell Murder): Final Murder (Final Flash, Chi Charge)

Kuchu Hadouken: Chi Blast (Air Use)

Messatsu Go Hadou (Messatsu Fireball): Mega-Attack Chi Blast (Forceful)

Messatsu Go Shoryu (Messatsu Uppercut): Rising Uppercut (Extra Force)

Shakunetsu Hadoken: Chi Blast (Flaming Blast)

Tastumaki Zankuu Kyaku (Hurricane Kick): Reverse Flying Turning Kick (Spinning Strike)

Tenma Gozankuu (Violent Air Slash): Mega-Attack Chi Blast (Air Use)

**Other Maneuvers:** Axe Kick, Backflip, Body Flip, Back Roll Throw, Foot Sweep, Jump, Knife Hand, Roll With Impact, Uppercut

**Disposition:** In this state, Gouki is a force of pure destruction, and he will allow nothing to stand in his way.

**Appearance:** A tall, muscular man with dark skin, flaming red hair, and demonic, red-on-black eyes. He wears a dark purple, sleeveless gi, with a glowing red

Chinese kanji on the back. In Japanese it is pronounced "ten", and variously means "heaven", "sky", "destiny", and "fate". As far as Gouki is concerned, it means simply "rest in peace."

**Background:** This is Akuma's most powerful self; it would come into play if he were able to unleash the full extent of his potential. If that happened... let the world despair.

**Quote:** "DIE!"

# Sources

## Video Games

Marvel Super Heroes Vs. Street Fighter  
Marvel Vs. Capcom  
Street Fighter Alpha  
Street Fighter Alpha 2  
Street Fighter Alpha 3  
Street Fighter Collection  
Street Fighter EX Plus Alpha  
Street Fighter III  
Street Fighter III: 2nd Impact  
X-Men Vs. Street Fighter

## FAQs

Note: All of the following invaluable FAQs can be found at [www.gamefaqs.com](http://www.gamefaqs.com).

Marvel Super Heroes vs. Street Fighter FAQ

Mech Gouki (Cyber Akuma) FAQ

Sakura/Evil Sakura FAQ

Shadow Nash FAQ

Marvel Vs. Capcom FAQ

Shadow Lady FAQ

Zangief/Mega-Zangief FAQ

Street Fighter Alpha FAQ

Street Fighter Zero Names FAQ

Street Fighter Alpha 2 FAQ

Cammy FAQ

Street Fighter EX FAQ

Street Fighter EX Plus FAQ

Street Fighter Story FAQ: An indispensable resource for anyone who actually wants to know what the heck is going on when they play a Street Fighter game. Many thanks to Kailu Lantis for putting this FAQ together.

Street Fighter III FAQ

X-Men vs. Street Fighter FAQ

Cammy FAQ

## Other Stuff

Chris Hoffman's Street Fighter Alpha Conversions: This page has a Street Fighter: Storytelling Game adaptation of SFA, still a work in progress, but very well done. <http://www.geocities.com/tokyo/1062/>

Street Fighter: Cammy: This cool manga (released by Viz) stars Cammy and features several other SF favorites.

Street Fighter: The Storytelling Game: And, of course, I can't leave out SF:STG, the game that inspired me to write Thrash and all that. The information provided by its various sourcebooks was extremely useful in creating this book.

Street Fighter II: The Animated Movie

Street Fighter II V

# Appendix 1: SF: STG Conversion

Face it; there is no real way to create complete, hard and fast rules for converting between two game systems. As such, to convert characters from one system to another, you simply need to come up with some general guidelines, and then use your judgment.

## Attributes

The attributes are the most straightforward part of the conversion; use the equivalents listed below. Especially for inexperienced characters, you may wish to allow more attribute points. In this case, give them an extra 6 to 12 points to spread among the various attributes.

Thrash	Street Fighter
Intelligence	Intelligence x 2
Focus	Focus + Wits
Charisma	Charisma + Manipulation
Will	Willpower
Strength	Strength x 2
Agility	Dexterity x 2
Stamina	Stamina x 2
Appearance	Appearance x 2

Secondary Stats: Calculate as normal, but for Chi subtract 4 from the SF amount, and add that to the Thrash stat, and for Health, do likewise, subtracting 10.

Styles: To determine the level of the character's style, add together their total Techniques and divide by 4.

Disciplines: Street Fighter: The Storytelling Game does not include any Disciplines per se, though if a character has Blind Fighting, that effectively becomes the Thrash Blind Fighting *discipline* at the same level. Even so, you may wish to let some of the SF:STG types have a few levels of disciplines on general principle, especially where Meditation is concerned.

Skills/Abilities: The various Abilities of SF:STG will, for the most part, become various skills for Thrash, as noted below.

Street Fighter	Thrash
Alertness	Alertness Advantage
Arena	Expert: Arenas
Blind Fighting	Blind Fighting (discipline)
Computer	Computer
Cybernetics	Expert: Cybernetics
Demolitions	Demolitions
Disguise	Disguise

## Street Fighter: The Storytelling Game

### Punch

\*Boshi-ken (Thumb Drive)  
Buffalo Punch  
\*\*\*Crouching Fierce  
Dashing Punch  
Dashing Uppercut  
Dim Mak

## Thrash 1.8

Phoenix Eye Fist  
\*Buffalo Punch  
Heavy Punch (\*Ducking Move)  
Heavy Punch (Dashing Move)  
Uppercut (Dashing Move)  
Dim Mak

Drive	Drive/Pilot
Finance	Expert: Finance
Insight	Insight
Instruction	Teaching
Interrogation	Interrogation
Intimidation	Intimidation
Investigation	Expert: Investigation
Law	Expert: Law
Leadership	Leadership
Medicine	Medicine
Mysteries	Lore: Mysteries
Repair	Basic Repair
Security	Expert: Lockpicking
Searching	Searching
Stealth	Stealth
Streetwise	Streetwise
Style Lore	Lore: Styles
Subterfuge	Subterfuge
Survival	Survival

Advantages/Backgrounds: For the most part, SF: STG's Backgrounds will become Advantages when converted to Street Fighter, as follows.

Thrash	Street Fighter
Allies	Allies
Animal Companion	Animal Companion
*Backing	Backing
*Contacts	Contacts
Fame	Fame
*Manager	Manager
Mutant Animal	Animal Hybrid
*Arena	Arena
Elemental	Elemental
Cybernetics	Cybernetics
Resources	Resources
Mentor	Sensei
*Staff	Staff

Rank and Renown: Thrash has no game mechanic for this sort of thing. If it's particularly high, you might select the Fame advantage (or Infamy).

Maneuvers: What you see below is a conversion chart for the various maneuvers from the SF:STG. In the Street Fighter column, maneuvers marked with \* are from the Player's Guide, those with \*\* are from the Storyteller's Screen, those with \*\*\* are from Secrets of Shadoloo, and those with \*\*\*\* are from Contenders. In the Thrash column, those marked with \* are in this book; all others are in the Thrash rulebook.



Dragon Punch  
Ear Pop  
\*\*\*Elbow Smash  
Fist Sweep  
Flaming Dragon Punch  
\*Haymaker  
Head Butt  
\*\*Heart Punch  
Hundred Hand Slap  
Hyper Fist  
\*\*Knife Hand Strike  
\*\*Lunging Punch  
Monkey Grab Punch  
Power Uppercut  
Rekka Ken  
\*Shikan-ken (Ninja Knuckle Fist)  
Shockwave  
\*Shuto (Sword Hand)  
Spinning Back Fist  
Spinning Clothesline  
Spinning Knuckle  
Triple Strike  
Turbo Spinning Clothesline  
Turn Punch  
\*Widowmaker

### **Kick**

Air Hurricane Kick  
\*Ax Kick  
Backflip Kick  
\*Cartwheel Kick  
Double Dread Kick  
Double-Hit Kick  
Double-Hit Knee  
Dragon Kick  
Flash Kick  
Flying Knee Thrust  
Flying Thrust Kick  
Foot Sweep  
\*\*Forward Backflip Kick  
\*\*\*Forward Slide Kick  
Forward Flip Knee  
Great Wall of China  
Handstand Kick  
\*Heel Stamp  
Hurricane Kick  
Lightning Leg  
\*Reverse Frontal Kick  
\*\*\*Scissor Kick  
Slide Kick  
Spinning Foot Sweep  
Stepping Front Kick  
\*\*\*Tiger Knee  
Whirlwind Kick  
Wounded Knee

### **Block**

Deflecting Punch  
Kick Defense  
Maka Wara  
Punch Defense  
San He  
Missile Reflection  
Energy Reflection

### **Grab**

\*\*\*Air Suplex  
Air Throw  
Back Breaker  
Back Roll Throw  
Bear Hug  
Brain Cracker  
\*\*\*Choke Throw

Rising Uppercut (Extra Force)  
Ear Pop  
Elbow Strike  
\*Fist Sweep  
Rising Uppercut (Extra Force, Power Strike)  
Haymaker  
Head Butt  
Heavy Punch (Stunning Strike)  
Palm Strike (Multi-Strike)  
Uppercut (Multi-Strike)  
Knife Hand  
Heavy Punch (Lunging Strike)  
Monkey Grab Punch  
Uppercut  
Combo (3 Uppercuts), Dashing  
Knuckle Fist  
Shockwave  
\*Sword Hand  
Spinning Back Fist  
Spinning Clothesline  
Spinning Back Fist (Automatic Defense)  
Simultaneous Combo (2 light punches and a light kick)  
Spinning Clothesline (Increased Speed)  
Heavy Punch (Extra Force, Prepare Strike +3)  
Widowmaker

Flying Reverse Turning Kick (Air Charge, Spinning Strike)

Axe Kick  
Backflip Kick  
\*Cartwheel Kick  
Combo (Heavy Kick, Spinning Thrust Kick)  
Combo (Light Kick, Heavy Kick)  
Combo (Knee Strike, Knee Strike)  
Wheel Kick (Extra Force, Rising Strike, Power Strike)  
Backflip Kick (Flash Strike)  
Knee Strike (Hopping Strike)

### **Upper Kick (Rising Strike)**

Foot Sweep  
Backflip Kick (Rising Strike)  
Slide Kick (Standing Slide Kick)  
\*Forward Flip Knee  
Multi-Kick (Great Wall of China)  
Handstand Kick  
\*Push-Off

### **Reverse Flying Turning Kick (Spinning Strike)**

Multi-Kick  
Reverse Front Kick  
\*Scissor Kick  
Slide Kick  
Iron Broom  
Combo (Knee Strike, Light Kick)  
Knee Strike  
\*Split Kick (\*Spinning Strike)  
\*Dead-Leg Kick

Deflecting Punch  
\*Kick Defense (Discipline)  
Chi Gong  
\*Punch Defense (Discipline)  
San He  
Projectile Reflection  
Energy Reflection

Air Throw + Suplex  
Air Throw  
Backbreaker  
Rolling Back Throw  
Bearhug  
Basher Hold  
Choke Throw

\*Disengage  
\*Dislocate Limb  
\*Eye Rake  
\*\*Face Slam  
\*\*Flying Tackle  
Grappling Defense  
Hair Throw  
Head Bite  
Head Butt Hold  
\*\*\*\*Improved Pin  
Iron Claw  
\*Jaw Spin  
Knee Basher  
Neck Choke  
Pile Driver  
\*\*\*\*Pin  
\*Ripping Bite  
Siberian Bear Crusher  
Siberian Suplex  
\*Sleeper  
Spinning Pile Driver  
Stomach Pump  
Storm Hammer  
Suplex  
\*Tearing Bite  
Thigh Press  
Throw

### Athletics

Air Smash  
\*\*\*Backflip  
Beast Roll  
\*\*\*\*Breakfall  
Cannon Drill  
\*Displacement  
Diving Hawk  
\*Dragon's Tail  
Drunken Monkey Roll  
\*Esquives  
Flying Body Spear  
Flying Head Butt  
Flying Heel Stomp  
\*\*\*Flying Punch  
\*\*\*\*Ground Fighting  
Jump  
Jumping Shoulder Butt  
Kippup  
\*\*\*Light Feet  
\*Pounce  
Rolling Attack  
\*Tail Sweep  
Thunderstrike  
\*\*\*Tumbling Attack  
\*Typhoon Tail  
\*Upper Tail Strike  
Vertical Rolling Attack  
Wall Spring

### Focus

Acid Breath  
\*Air Blast  
\*Balance  
Chi Kung Healing  
\*\*\*\*Chi Push  
Cobra Charm  
\*Death's Voice  
\*Drain  
\*Drench  
\*Elemental Skin  
\*Elemental Stride  
\*Entrancing Cobra  
\*Envelop  
Extendible Limbs

Disengage  
Dislocate Limb  
Eye Rake  
\*Face Slam  
Tackle  
\*Grappling Defense (Discipline)  
\*Hair Throw  
\*Head Bite  
Basher Hold  
\*Improved Pin  
\*Iron Claw  
\*Jaw Spin  
Basher Hold  
Choke Hold  
\*Pile Driver  
Pin  
\*Ripping Bite  
Backbreaker (Hopping Strike)  
Suplex (Extra Force)  
Sleeper Hold  
\*Spinning Piledriver  
Basher Hold  
\*Storm Hammer  
Suplex  
\*Tearing Bite  
Thigh Press  
Body Flip

\*Air Smash  
Backflip  
Combo (Displacement, Rolling Attack)  
Breakfall  
Body Missile  
Displacement  
Body Missile (Diving)  
\*Flying Crescent Tail (Extra Force)  
Drunken Monkey Roll  
Displacement  
Body Missile (Diving)  
Body Missile  
\*Flying Heel Stomp  
\*Flying Punch  
Groundfighting (Skill)  
Jump  
Shoulder Smash (Rising Strike)  
Kippup  
Light Feet (Advantage)  
Pounce  
Body Missile (Spinning Body Missile)  
\*Tail Sweep  
Body Missile (Diving Missile, Extra Force)  
\*Tumbling Attack  
Tail Strike (Spinning Strike)  
Flying Crescent Tail  
Body Missile (Rising Strike, Spinning Body Missile)  
Wall Spring

\*Acid Breath  
Wind Strike  
Reduce Weight  
Healing  
Chi Push  
\*Mesmerize  
Induce Fear  
\*Dehydrate  
\*Water Strike  
Elemental Form  
Elemental Vortex  
\*Mesmerize  
\*Watery Grasp  
Limb Extension

Fireball	Chi Blast (sometimes with Flaming)
*Fire Strike	Chi Blast (Flaming, Continuous Blast)
*Flaming Fist	Heavy Punch (Power Strike)
*Flight	Flight
Flying Fireball	Chi Blast (Air Use)
Ghost Form	Ghost Form
*Heal	Healing
*Heatwave	*Heatwave
Ice Blast	Chi Blast (Ice Blast)
Improved Fireball	Chi Blast (Forceful Blast)
Inferno Strike	Chi Blast (Exploding Blast)
*Leech	Drain Life
***Levitation	Levitation
*Lightness	*Lightness
***Mind Control	*Mind Control
Mind Reading	Mind Reading
Musical Accompaniment	Music Focus
*Pit	Fissure
*Pool	Elemental Form
***Psychic Rage	Induce Rage (Psionic Maneuver)
***Psychic Vise	Mind Crush (Psionic Maneuver)
***Psycho Crusher	Body Missile (Power Strike)
***Psychokinetic Channeling	Power Channeling
*Push	Wind Strike
Regeneration	Regeneration
Repeating Fireball	Chi Blast (Multiple Blasts)
*Sakki	Mind Reading
Shock Treatment	Chi Shock (Shock Self, Electric Shock)
*Shrouded Moon	Arts of Invisibility (Discipline)
Sonic Boom	Chi Blast (Sonic Blast)
*Speed of the Mongoose	*Boost Speed
*Spontaneous Combustion	*Spontaneous Combustion
*Stone	*Stone Missile
Stunning Shout	Stunning Shout
Telepathy	*Mindspeech
Thunderclap	Thunderclap
Toughskin	Chi Gong
*Vacuum	*Vacuum
*Venom	Venom
*Wall	Elemental Wall
*Weight	*Weight
Yoga Flame	Chi Blast (Chi Burst, Flaming)
Yoga Teleport	Teleport (Delayed Teleport)
Zen No Mind	*Zen No Mind

**Sample Conversion: Orihime**

The following is an example of how a character can be easily converted from SF:STG to Thrash using the above system. I've used Orihime, who can be found on p. 61 of the Street Fighter Player's Guide.

**Attributes:** Intelligence 6, Focus 6, Charisma 7, Will 7, Strength 6, Agility 9, Stamina 7, Appearance 8

**Base APs:** 11

**Chi:** 12 **Health:** 24

**Dizzy Threshold:** 14 **Rage Threshold:** 14

**Base Damage:** Strength: +2 Focus: +0

**Skills:** Expert: Arenas 2, Expert: Investigation 4, Expert: Lockpicking 2, Insight 2, Lore: Mysteries 6, Medicine 6, Stealth 6, Streetwise 2, Subterfuge 2, Survival 4

**Advantages & Disadvantages:** Alertness 2, Allies 2, Backing

**Disciplines:** Blind Fighting 4

**Styles:** Kung Fu 3

**Maneuvers:** Body Flip, Combo (Drunken Monkey Roll, Light Kick, Heavy Kick, Palm Strike [Multi-Strike]), Combo (Light Kick, Heavy Kick), Drunken Monkey Roll, Hair Throw, Jump, Knife Hand, Monkey Grab Punch, Palm Strike (Multi-Strike)

## Appendix 2: Indexes

This section (which will be included in most future Thrash books) contains a quick reference index of all the various character traits in the game, marked to identify where they can be found. Those items marked with an asterisk (\*) are in this book, and those with (SB) after the name are in the Thrash Sourcebook; others may be found in the Thrash rulebook.

**Skills:** Animal Training, Assimilation, Basic Repair, Blades, Blunt Weapons, Chain Weapons, Computer, Cooking, Dance, Demolitions, Disguise, Drive/Pilot, Engineering, Escape, Expert, Feign Sleep, Firearms, First Aid, Games, Groundfighting, Hojojutsu, Hold Breath, \*Insight, Interrogation, Intimidation, Language, Leadership, Lore, Medicine, Mimicry, Missile Weapons, Musical Instrument, Philosophy, Polearms, \*Searching, Seductions, Shield, Sing, Staves, Stealth, Streetwise, \*Subterfuge, Survival, Swimming, Taunt, Thrown Weapons, Whip

**Disciplines:** Armor Fighting, Arts of Invisibility, Blind Fighting, Body Hardening, Feng Shui, \*Grappling Defense, Iaido, Iron Fist, Iron Will, \*Kick Defense, Kung-Sool, Kyudo, Meditation, Negative Chi, Positive Chi, Power of Booze (SB), \*Punch Defense, Steel Cloth (SB), Uchi-ne (SB), Vital Points, Water Fighting (SB), Weapon Art, Weapon Improvisation, Weapon Mastery

**Advantages:** Acute Senses (1/level), Alertness (1/level), Allies (4), Ambidextrous (4), Animal Companion (2/level), Area Specialization (3), \*Arena (4), Artifact (2/level), Attuned (4), Aura of Power (3), \*Backing (2/level), Calm (1/level), \*Contacts (2), Costume (2), Desperation (6), Double-Jointed (2), Exceptional Attribute (2/level), Fame (2), Fury (1/level), Inverse Rage (3), Light Feet (6), Lucky (2; SB), Manager (1/level), Mental Link (2), Mentor (1/level), Nightvision (2), Peripheral Vision (5; SB), Psychic Resistance (1/level; SB), \*Rage Battery (10/level), Resources (2/level), Self-Taught (2), Spontaneous Moves (4), Staff (2/level)

**Disadvantages:** Amnesia (-2), Anachronism (-2), Area Difficulty (-3), Blind (-8), Curse (Varies), Deaf (-6), Delusion (-1,-2,-4), Infamy (-2), Mute (-5), Negative Chi (-2), No Kick Training (-3), Personal Goal (-2;SB), Phobia (-1), Pacifism (-1, -2, -4), Paranoia (-4), Power Self (-2), Self-Destructive Power (-2/-6; SB)

**Styles:** Aikido, Arnis/Escrima/Kali, Bando (SB), \*Baraqaq, Bojutsu (Discipline Style), Boxing (Discipline Style), Brawling (Discipline Style), \*Bushinryu Nijutsu, Capoeira, Generic Style, Gunfighting (SB), Hwarang-Do, Jeet Kune Do, Jujutsu/Judo, \*Kabaddi, Kalaripayit, Karate, Kenjutsu, Kempo, Kung Fu, \*Ler Drit, Lua (SB), Muay Thai, Naginatado (SB), \*Native American Wrestling, \*Ni-Jihan Desu, Nijutsu, Pankration (SB), Pentjak-Silat, \*SAMBO, Savate, \*Spanish Ninjutsu, Special Forces, Sumo, Swordfighting, Tae Kwon Do, Tai Chi Chuan, Tang Soo Do (SB), \*Western Kickboxing, Wrestling (Discipline Style), Wu Shu

### Maneuver Index

**Basic Maneuvers:** Light Punch, Heavy Punch, Light Kick, Heavy Kick, Grab, Dash, Movement, Dodge, Parry, Grapple

**Basic Weapon Maneuvers:** Light Strike, Medium Strike, Heavy Strike, Block

**Athletics:** \*Air Elbow 3, Air Jump 4, \*Air Smash 4, Backflip 2, Body Missile 5, Breakfall 2, \*Dive Punch 4, Drunken Monkey Roll 2, \*Flying Punch 4, \*Flying Somersault 3, Jump 1, Kippup 2, Roll With Impact 2, Shoulder Smash 2, Somersault 2, \*Super Dash 3,

Super Jump 3, \*Super Roll 2, Tackle 1, \*Tumbling Strike 4, Wall Spring 3

**Block:** Air Block 3, Circular Parry 4, Power Block 3, Projectile Deflection 4, Projectile Reflection 2, Weapon Block 2

**Evasion:** Displacement 3, Leap Dodge 3, Multiple Dodge 4

**Firearms:** Ambidextrous Firing (SB) 4, Crippling Shot (SB) 5, Double Firing (SB) 4, \*Grenade Plant 4, Pistol Whip (SB) 1, Quickdraw (SB) 4, Ricochet Shot (SB) 4, Speed Loading (SB) 4, \*Super Grenade Bomber (Super) 6, Target Shot (SB) 4

**Focus:** Absorbing Barrier 4, \*Acid Breath 6, Aura of Silence (SB) 4, Aura Barrier (SB) 5, Aura Boost (SB) 5, Aura Strike (SB) 6, \*Boost Speed 4, Chi Barrier (SB) 4, Chi Blast 6, Chi Gong 5, Chi Push 5, Chi Shock 5, Column Blast 5, Conceal Aura (SB) 3, Danger Sense 4, Dim Mak 8, Drain Chi 5, Drain Life 7, Energy Reflection 4, Fire Breath 6, Flare 4, Focus Rage 2, Ghost Form 7, Healing 6, Image Attack (SB) 6, Induce Fear 6, Ki-Ai 2, Kongjin 4, Levitation 5, \*Limb Extension 5, Meditative Levitation 4, \*Mesmerise 6, \*Mind Control 5, Mind Reading 6, \*Mindspeech 3, Mind Walk 4, Music Focus 2, Power Blade 6, Power Channeling 5, Reduce Weight 5, Reflecting Barrier 4, Regeneration 6, San He 5, Shockwave 5, Stunnic Shout 5, Teleport 5, Teleportive Motion (SB) 5, Thunderclap 7, Whirlwind 6, \*Zen No Mind 5

**Grappling:** \*Air Catch Toss 3, Air Slam 4, Air Throw 4, Backbreaker 4, Basher Hold 3, Bearhug 2, Body Flip 2, Choke Hold 2, Choke Throw 3, Counter Grab 3, Disengage 2, \*Elbow Drop 2, \*Face Slam 2, \*Flying Air Throw 4, \*Flying Stomp Throw 3, \*Foot Lift Throw 3, \*Ground Scrape 3, Group Throw (SB) 5, \*Hair Throw 5, \*Head Bite 3, \*Improved Pin 3, \*Iron Claw 4, Joint Lock 4, Leaping Slam 4, \*Leg Throw 2, \*Pile Driver 4, Pin 4, \*Push-Off 2, Rolling Back Throw 2, Sacrifice Throw (SB) 2, Slam 3, Sleeper Hold 3, Spinning Back Throw 3, \*Spinning Pile Driver 4, \*Storm Hammer 5, Thigh Press 3, Weapon Catch (SB) 3, Weapon Toss 2

**Kick:** \*Arcing Spin Kick 3, Axe Kick 3, Backflip Kick 4, \*Cartwheel Kick 3, Crescent Kick 3, \*Dead-Leg Kick 3, \*Dive Kick 4, Drop Kick 3, Falling Flip Kick (SB) 2, \*Flying Heel Stomp 3, Flying Reverse Turning Kick 4, Foot Sweep 2, \*Forward Flip Kick 4, \*Forward Flip Knee 3, Handstand Kick 2, \*Head Stomp 4, Iron Broom 2, Knee Strike 2, Multi-Kick 7, Reverse Front Kick 3, Rising Handstand Kick 5, \*Scissor Kick 5, \*Side-Swing Kick 2, Slide Kick 3, Spinning Thrust Kick 2, \*Split Kick 4, \*Split Spin Kick 3, \*Upper Kick 2, Wheel Kick 2

**Missile:** Energy Shot (SB) 5, Target Shot (SB) 4

**Punch:** Art of Breaking 2, Backhand 2, \*Buffalo Bounce 2, \*Buffalo Punch 2, Claw Hand 2, Deflecting Punch 3, Disarm 3, Double Punch 2, Ear Pop 2, Elbow Strike 2, Eye Rake 2, Fingertip Attack 2, \*Fist Sweep 2, Haymaker 1, Head Butt 2, Knife Hand 2, Knuckle Fist 3, Monkey Grab Punch 2, Multi-Punch 5, \*Overhead Punch 2, Palm Strike 2, \*Phoenix Eye Fist (SB) 2, Rising Uppercut 6, \*Rolling Punch 3, Slapdown 3, \*Spinning Back Fist 2, \*Spinning Clothesline 5, \*Sword Hand 3, Uppercut 2, Vital Strike (SB) 3, Widomaker 2

**Weapons:** Blade Runner 4, \*Chain Toss 3, Cloak Strike (SB) 2, Dazing Blow 2, Double Strike 4, \*Entangle 4, Fleche 2, Generate Weapon (SB) 5, Multi-Strike 5, \*Overhead Strike 2, Piercing Strike (SB) 5, Reflection Slice 6, Riposte 2, Slice Upper 5, Snare (SB) 3, Spin Slash 4, \*Staff Circle Spin 3, Staff Spin 4, Staff Sweep 2, Tengu Walk 3, Weapon Extension (SB) 5, Wire Hang (Super) 5

**Super:** Aura Explosion (SB) 6, Chi Star 5, Chi Supernova (SB) 8, \*Final Murder 5, Fury Super Attack (varies), Mega-Attack (varies), \*Multiple Selves 7, Power Storm 7, Rage Burn 4, Super Attack Combo (varies), Super Normal Maneuver (varies), \*Super Taunt, \*Unseen Strike 6

## Modifier Index

General Modifiers: Aerial Usage (+1), Air Charge (+2), \*Automatic Defense (+2), \*Banishing Strike (+3), Chi Charge (+6), \*Counterstrike (+2/+5), Dashing Move (+5), \*Ducking Maneuver (+2), Enraged Use (-2), Extended Duration (+2), Extended Range (+1), Extra Force (+3), Flash Strike (+6), Grabbing Maneuver (+1), \*Guard Breaker (+3), \*Hopping Strike (+1), Increased Chi Cost (-1 per level), Increased Speed (+3), \*Insulting Strike (+2), Lunging Strike (+3), Multiple Strike (+5/+6), Power Boosting (+2), Power Strike (+2), Preparation Time (-1/-2/-3), Prepared Strike (+1/+2/+3), Reduced Chi Cost (+2/level), Reduced Force (-2), Reduced Speed (-2), Rising Strike (+3), \*Spinning Strike (+3), Stunning Strike (+1)

\*Arcing Spin Kick: \*Flying Arc Kick (+2)

Body Missile: \*Spinning Body Missile (+2)

Chi Blast: Armor Piercing (+2), Chi Bomb (+0), Chi Burst (+1), Cone Blast (+3), Continuing Damage (+2), Continuous Blast (+1), Double Blast (+1), Electric Blast (+1), Exploding Blast (+1/+2), Extended Range (+1), Eye/Foot/Mouth Blast (+1), Flaming Blast (+1), Forceful Blast (+1), Ground Wave (+1), Guided Blast (+2), Homing (+3), Ice Blast (+1), Ice Crystal Blast (+2), Light Blast (+2), Moving Blast (+1), Multiple Blasts (+2), Reduced Range (-1), Short Blast (-2), \*Sonic Blast (+2)

Chi Shock: Electric Shock (+1), Extended Use (+1), Flame Shock (+1), Shock Self (+2)

Column Blast: Energy Collection (+2), Extended Time Column (+3)

\*Dive Kick: \*Air Dive Kick (+2)

\*Final Murder: \*Air Murder (+3), \*Final Flash (+2), \*Glide Attack (+1)

\*Ground Scrape: \*Flaming Scrape (+2)

Multi-Kick: The Great Wall of China (+3)

Power Blade: Extended Use (+2), Rising Blade (+1), Throwing Blade (+1/+2)

Shockwave: Linear Shockwave (-1)

Slide Kick: Standing Slide Kick (+1)

Teleport: Burst Teleport (+2/+3), Delayed Teleport (+1), Extended Range (+1), \*Glide Motion Teleport (+2), Instant Teleport (+2)

Whirlwind: Horizontal Blast (+2), Sky Column (+2)