



WIND AND WATER

A **Street Fighter** conversion for **Feng Shui**
by Mike McCall

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INTRODUCTION

Welcome to my conversion of the **Street Fighter** setting, using the incredible, ass-kicking, fu-power slinging **Feng Shui** rules. Within these pages, you will find everything you need to create a campaign of street fighters using the Feng Shui rules. Special rules for fighting styles, rankings on the street-fighting circuit, and stats for the sixteen legendary World Warriors. Also included are rules to make **Feng Shui** feel more like **Street Fighter**: light and heavy punches and kicks, dizzies, and tournament street fights where the guy goes down, shakes it off, and gets back up for "Round Two! Fight!"

I've avoided filling in backstory here. There are at least three variant takes on the story of Ryu, Ken and the other World Warriors, not including the movie (because nobody ever does, really). Each has its good points, and each has its own variations of style. With **Feng Shui** for backup, coming up with nefarious plans for Shadoloo should be a snap, and really, between that and an endless series of tournaments, challenges and grudge matches, you've got a kick-ass game of **Street Fighter** covered.

You won't find the **Feng Shui** rules in here. It's a perfectly good book, part of a perfectly good system, and if you don't already have it, go out and buy it! If you care enough to find a fan-written **Street Fighter** game, I can virtually guarantee that you will find something to love in **Feng Shui**.

This game owes a massive debt of gratitude to White Wolf's original **Street Fighter** Storytelling game. While it's more than a bit dated, and has its moments of frustration and clunkiness, it's still a wonderfully energetic and focused attempt to take on this larger-than-life world. Thanks also to Chris Roberts (happy birthday dude!), who first exposed me to the game, and to all the other players from Thunderbird Studios: Liza, Debbie, Mark, and Collin: without that team of tough-as-nails but golden-hearted Street Fighters, I never would have been inspired to take on this task. And with that, only one thing remains to be said:

Round One! Fight!

ROUND 1: THE RULES

These rules are based on Atlas Games' **Feng Shui** system. Any references to those rules will be cited by chapter and section, since the two editions, while identical text-wise, happen to have slightly differing page numbers.

GENERAL RULES MODIFICATIONS

Light and Heavy Attacks

One of the charming things about the video game is that you had the ability to choose your attack strength. To simulate this, **Street Fighter - Wind and Water** has three grades of strike. These apply to any "martial arts strike", whether armed or unarmed. They do not apply to fu powers, unless those powers specifically refer to "a martial arts strike".

- **Light Strike:** Shots -1 (2 standard); Damage -2.
- **Medium Strike:** Shots and Damage: normal.
- **Heavy Strike:** Shots +1 (4 standard); Damage +2.

Interrupts

If a fighter chooses to hold his action, he can 'interrupt' another fighter's attack on him with one of his own. This is a stunt at -2. If he succeeds, his attack goes off normally, and his opponent's attack is effectively 'blocked'. The opponent still pays any shot and chi costs for the attack, however.

Dizzying Attacks

When a character scores a dramatic success on a named opponent, the opponent is *dizzied* for a number of shots equal to the Outcome of the attack. A dizzied character resets his shot counter to the shot after the dizzy effect is over. In addition, while dizzied a character cannot actively dodge, and his Dodge Value is at a -3 penalty. It is, however, considered dishonorable to hit an opponent while he is dizzied (for those who care about that sort of thing; see **The Road of Honor**, below).

Firearms (or "Omgod! He's got a Gun!!")

In regular **Feng Shui**, guns are cool toys. **Street Fighter**, however, is about martial artists facing each other *mano a mano*. Guns get in the way of that. The solution? I made 'em more lethal. Gunplay in **Street Fighter** should be a large escalation from simply beating the crap out of people with your fists. People who use guns aren't interested in how tough a fighter you are, or your warrior's heart. They're interested in making you dead. These kinds of people don't last long if they're planning on getting into the ring with a **Street Fighter** later on. Or if they miss.

Characters hit with gunfire in **Street Fighter** don't get to subtract their Toughness from the damage before taking wounds. This means that even a grazing blow from a mook is going to sting something fierce. Don't worry too much, however: **Street Fighters** can still dodge gunfire with their absurdly high Dodge values, same as always.

A few of the character types have, for the sake of logical consistency, a *Guns* skill. This can even come in handy sometimes, for shooting down planes, knocking out tires on getaway cars and the like. However, **Street Fighters** who resort to firearms to attack another person should be prepared from some serious smackdown from the **Street Fighter** community should the word get out: to describe such an action as dishonorable doesn't even begin to cover it. Besides, virtually all the Martial Arts values are high enough to make it worth your while to get up close and beat up your enemies with fists, feets, elbows, knees, skulls, teeth and awe-inspiring fu powers, like Nature intended.

Sorcery, Creature Powers and Combat

Again, while **Feng Shui** embraces a vast multitude of butt-kicking goodness, **Street Fighter** is pretty concentrated on, well, street fighting. Weird monsters and creepy psychics have kind of an advantage over martial artists when it comes to throwing around fireballs, and that just isn't right. So here is a new rule: *when a sorcerer or supernatural creature uses the Blast schtick, or a creature uses Rancid Breath or Soul Twist, it costs 3 Fu points.* These Fu Points come out of a pool identical to a martial artist's.

Another couple of limits. To prevent brokenness, Damage Immunity: Unarmed Attacks costs 2 schticks, and you can never buy another Damage Immunity. Also a limit for sorcerers: when you buy the Blast schtick, you only get *one* effect, not three. You can learn additional effects as normal.

Okay, enough beating on the non Fu-fighters. Here's the good news: there are no juncture modifiers. Or, if you're playing the hybrid Street Fighter/Secret War setting, all negative juncture modifiers are cancelled for any character with a Martial Arts score of 12+, due to Bison's penchant for dark martial-arts based psychic powers.

TOURNAMENT FIGHTING

Several things separate a formal Street Fighter match from a brawl in a tavern or a back street., even when the match takes place in that same bar or alley. First of all, the two fighters must recognize each other as fellow warriors, and acknowledge it. This means that matches are always between named characters. Second, both parties must agree to the match: either one fighter challenges, and the challenge is accepted, or else the fight is arranged by a third party, and both the fighters have agreed to it. Once these conditions are met, the rules for tournament damage, Focus and Honorable Combat apply. In order for a fighter to earn Glory (and standings) from a match, however, there must be at least one outside witness, or three biased witnesses to the fight. Otherwise, it's merely one fighter's word against another.

Tournament Damage

Brutal, vicious and savage though it may be, Street Fighter tournament matches are assumed to be nonlethal, with the participants trying to knock each other out instead of beating each other to death. A formal match ends when one of the participants would have to start making Death Checks. That participant is declared the loser, and must make a Constitution check identical to a Death Check to avoid taking lasting damage. Both characters erase all damage taken *during the fight* as soon as they have a chance to catch their breath (about a minute). The exception is if the loser fails his Constitution check: he retains a number of Wound Points equal to the negative Outcome of the check.

Focus and Formal Matches

Street Fighting is more than just a place to learn new techniques: it is a place to hone a fighter's warrior spirit. When a Street Fighter enters a formal match, his warrior spirit is roused, and it can aid him in battle. A fighter in a formal bout uses his Focus rating instead of his Kung Fu score during the match.

THE ROAD OF THE STREET FIGHTER – GLORY AND HONOR

These are what it's about, people. These are why most people get into street fighting: either they want the fame, adulation and respect from being the best fighter around, or they are seeking to hone their warrior spirit in a contest against other master martial artists. Well, we aim to please!

Glory and Honor work similarly. Your fighter earns experience towards these goals through events in the game. When he has enough (defined as 'exceeding the current AV of the related 'skill'), the total bonus goes up by 1, and thus the related 'skill'. These pseudo-skills gain you benefits when dealing with the street fighting world.

Glory – The Road of Renown

A fighter's Glory represents the attention that his career as a Street Fighter has attracted. Every fight he wins, he gains 1 point of Glory experience. When his banked Glory xp exceeds his Renown, his Glory bonus goes up by 1. Defeating a much more skilled opponent through tactics (or even a lucky blow) will get you more than one, while kicking the butt of some newbie who isn't even in your class (or is an unnamed character) doesn't count. Note that only formal matches count, unless some pretty unusual conditions apply.

It's also possible to lose Glory xp. Losing a fight to someone who's a lot less Renowned than yourself, winning a fight by cheating (and having it exposed), or refusing to accept a fair challenge (more on that below) will wear away at your reputation; you're only as good as you are **now** – Street Fighting has no place for has-beens.

As you may have noticed, Renown is the name of the related pseudo-skill. Your Renown AV is equal to your Glory bonus + Charisma. You use Renown when you're trying to get respect on the street-fighter circuit. If you're trying to get into a prestigious invitational tournament, you're trying to get some top-class talent to show up at a tournament of your own, or you want to call out another street fighter, you're rolling Renown. You're also rolling it if you want someone to recognize you as a hot new Street Fighter. And one last thing it's good for: if you want, you can use your Renown AV instead of your Intimidation AV when you're in the ring with someone (it's no good outside the ring, even against Street Fighters. If it's not an official bout, either side can use dirty tricks to balance the scales).

A word on one of these things: calling out another fighter. When you do this, you make a Renown roll (with any bonuses for rumormill connections, excellent trash-talk or anything else your GM wants to give you.) The target number is your opponent's Renown. If you succeed, the guy still doesn't **have** to fight you, he has an option: he can take a penalty to his Glory xp equal to your Glory bonus + Outcome. If this means he has to cash in a level of Glory bonus, too bad for him. (And yes, you smart cookies, these rules apply when a GMC fighter calls **you** out, too. Tough to retire in the Street Fighter business).

Honor – The Road of Focus

So you don't care who's heard of you? That's fine. We've got something else for you. Street fighting is a difficult life; it demands a fighter's all to succeed. Like a hot forge, street fighting can temper a warrior's fighting spirit and push them beyond their capabilities. When a warrior comports himself honorably in the ring, it brings him a little closer to the spiritual ideals he espoused when he began training.

Earning Honor xp is harder than Glory. You only earn Honor xp when you behave honorably when dishonorable behavior could have gotten you ahead, or when you face a dishonorable warrior solely in the name of an honorable cause. The moments where a fighter's Honor is tested are few and far between, and when they come, they are difficult tests indeed.

The reward for an honorable life, however, is great. The related pseudo-skill for Honor is Focus, and its AV is your Honor bonus + Kung Fu. When you're in a formal match **only**, you can substitute your Focus for your Kung Fu. Yep, that's right. You effectively get your Honor as bonus chi to play with in a Street Fight. All those Fireballs Ryu tosses make more sense now, right?

Dishonor – The Path of Rage

Some fighters don't follow the path of Honor. Instead, they've given in to their basest instincts and turned their rage, hatred and viciousness into a weapon. Problem is, it's a potent weapon.

These fighters earn Dishonor instead of Honor. Dishonor accumulates when a fighter needlessly humiliates an opponent, fights to kill in a formal match, or forces another fighter into dishonorable acts just to counter them. Instead of Focus, Dark fighters have Rage, but it is calculated the same way and has all the same effects.

Oh, one last disturbing thing about the path of Dishonor – it's easy to get there. If a fighter ever spends chi from their Focus score to commit a dishonorable act, they **immediately** go on the Path of Rage, and **all their Honor becomes Dishonor automatically**. Think of it as the Dark side's signing-bonus. The Dark Hadou is tempting indeed...

ROUND 2 - CHARACTER TYPES

Here are the character types for use with **Street Fighter: Wind and Water**. While there are a lot of familiar names on this list, every type has been tweaked so that it fits with the Street Fighter world better, and to reflect the new balances of power involved in the game. Also, virtually nobody starts with weapons by type anymore. If your GM wants you to have weapons, he will give them to you.

The other main change is the addition of the Styles category. We'll talk about styles later: for now, know that certain character types learn certain martial arts styles, and that style can have a big effect on your character's abilities as a fighter later on.

ANIMAL HYBRID

Whether you began as a beast and ascended into a humanlike form or are a man who has been transformed into an animal is irrelevant. What is important is that you are neither man nor beast, but something else. Your animal instincts aid you in the ring, giving you a natural advantage. Perhaps you took up martial arts to balance your animal savagery with discipline, or perhaps your animal nature made you a 'natural' at an art. Regardless, you are now a predator in the most dangerous arena, and you will triumph.

WORLD WARRIORS: Blanka, sort of.

STYLES: Aikido, Boxing, Capoeira, Kabaddi, Karate, Kung Fu, Lua, North American Wrestling, Sanbo, Sumo

ATTRIBUTES: Bod 5, Chi 7 (For 2), Mnd 5, Ref 5

Modify attributes by style and animal package (see Feng Shui: Transformed Animals)

Skills

Info/your choice	+3 (8)
Info/your choice	+3 (8)
Intimidation	+3 (7)
Martial Arts	+7 (12) [Max 14]

Add a total of 8 Skill Bonuses.

SCHTICKS: 5 schticks in one transformed animal package. (see Feng Shui: Transformed Animals)

WEALTH LEVEL: Poor

Quick Schtick Pick

Animal: Tiger

BIG BRUISER

You're a big guy. A very big guy. Maybe you started big, or maybe you got there through effort (with perhaps some pharmaceutical help...) But you knew that being big wasn't everything. You need skill, too, if only for the occasional guy who's bigger than you. So you began to train as a fighter, and you got pretty good. Your natural talent helps: you may not hit as often as some of the smaller guys, but when you do connect, those smaller guys go flying.

Maybe regular martial-arts tournaments were too easy for you, or maybe you did something to make yourself unwelcome in them. Maybe you just like the bright lights of the "big leagues". For whatever reason, now you're in the Street Fighter circuit, and you're up against some fighters with some pretty fancy tricks. Luckily, you're the kind of guy who can take what they dish out and come out smiling.

WORLD WARRIORS: Zangief, T. Hawk, E. Honda, Balrog, Sagat

STYLES: Boxing, Lua, Muay Thai, North American Wrestling, Special Forces, Sumo, Sanbo

ATTRIBUTES: Bod =11 (Move 6), Chi 0 (Fu=3), Mnd 5, Ref 5

Add 2 points to primary attributes. Add style bonus to one secondary attribute.

Skills

Info/your choice	+2 (7)
Intimidation	+4 (9)
Martial Arts	+8 (13) [Max = 14]

Add a total of 6 Skill Bonuses. You may buy Guns [Max=10] at character creation if you wish.

Schticks

Unique Schtick: Big Bruisers do not make Death Checks until they have suffered 50 points of damage. They take -1 Impairment at 40 damage, and -2 Impairment at 45.

WEALTH LEVEL: Working stiff

ELEMENTALIST

Some Street Fighters take esoteric paths to the knowledge of chi. Whether it was a natural association, or whether you developed it through training, you have a supernatural connection to an element. This may be one of the classical elements, or it may be stranger, such as Darkness or Ice. Regardless, you are able to transform this element into a weapon in the ring. Most likely you took up martial arts to hone your focus and master this power, but it's also possible that you entered street fighting for other reasons (relating to your melodramatic hook).

WORLD WARRIORS: none

STYLES: Any, according to the element you have an affinity to.

ATTRIBUTES: Bod 5, Chi 5, Mnd 5, Ref 5

Add 2 to one primary attribute and one to another. Add 2 to one secondary attribute, 1 to another, and the style bonus to another.

Skills

Sorcery	+8 (=14)
Martial Arts	+5 (10) [Max=12]
Info/Eastern Philosophy	+4 (9)

Add 5 skill bonuses. Swap the bonuses and max. values of Martial Arts and Sorcery, if desired.

SCHTICKS: Blast, one other Sorcery schtick

All Sorcery schticks must have their special effects correspond to the character's chosen element. Elementalists can also take Path of the Brilliant Flame with their element instead of flames.

WEALTH LEVEL: Poor

Quick Schtick Pick: Blast (fire), Divination

KARATE COP

You are a loyal, team-playing officer of the law who happens to be as adept in martial arts as you are with your service revolver. You may be a beat cop or a plainclothes detective, but what separates you from your fellow officers is the sense of balance you gain from your study of the martial arts. Maybe you are a maverick out to clean up the streets, but more likely you are a by-the-book cop who knows when to bend a few laws in the service of the people.

You're not necessarily the best fit with the world of underground, illegal street-fighting. You probably became involved because of your melodramatic hook: you may have sworn to break Shadoloo, or perhaps you're trying to bring down street-fighting from the inside or looking for a long-lost brother. But it could also be that the lure of a challenge like the Street Fighter circuit, a fair fight where you can test your mettle, was too much for you to resist.

WORLD WARRIORS: Chun Li, concept-wise.

STYLES: any

ATTRIBUTES: Bod 5, Chi 1 (Fu 4), Mnd 5, Ref 5

Add 3 to one primary attribute and 2 to another. Add 2 to one secondary attribute. Add style bonus.

Skills

Driving	+6 (11)
Guns	+5 (=10)
Martial Arts	+9 (=14)
Police	+5 (10)

Add 6 Skill Bonuses.

SCHTICKS: 1 fu shtick. 1 gun.

Unique Schtick: You can deliver a stirring speech that will convince any basically righteous and law-abiding GMC of your honesty and integrity. People you impress in this way will want to help you out, within reasonable limits. If you spend a Fortune Die, you can likewise win over a shady or disreputable person. Honorable street fighters count as righteous GMCs, regardless of the whole Street-Fighting thing.

WEALTH LEVEL: Working stiff

Quick Schtick Pick

Style: Kung Fu

Fu Schtick: Hands Without Shadow

Gun: Colt Detective Special

MARTIAL ARTIST

You are a devoted and accomplished young student of the martial arts. Regardless of what, if anything, you do to earn a living, your true vocation is the perfection of your skills in the martial arts. Some may think you repressed, naïve, or insulated from the world, but you know that you are merely focused on the balance necessary to achieve excellence. You have reaped the rewards of this, learning to harness the power of your chi to perform "impossible" feats.

Chances are that you have become a street fighter in order to further perfect yourself. Each new warrior you face teaches you about yourself, and allows you to hone your skills. But there are many students of the fighting arts who have fallen in love with the fame and money that street fighting offers.

WORLD WARRIORS: Ken, Ryu, Fei Long, Sagat

STYLES: any except Sanbo, Special Forces and Native American Wrestling

ATTRIBUTES: Bod 5, Chi 0 (Fu=8), Mnd 5, Ref 5

Add a total of 6 points to your primary attributes. Add style bonus.

Skills

Info/Eastern Philosophy	+6 (11)
Leadership	+2 (7)
Martial Arts	+10 (=15)

Add 4 Skill Bonuses.

SCHTICKS: 3 fu schticks

WEALTH LEVEL: Poor

Quick Schtick Pick

Style: Karate

Fu Schtick: Prodigious Leap, Flying Windmill Kick, Bite of the Dragon

MONSTER

You are a strange creature, of uncertain origins and inhuman powers. While it is possible that you are some sort of a demon or alien, the more likely explanation is that you are a product of foul and unnatural experiments by Shadoloo or some other organization. You may have amnesia, or you may remember who you were, and long for revenge against those who transformed you into the creature you are.

You have likely entered Street Fighting because it is the only place a creature like you will be accepted, but you may also have been taken in by a master whose discipline helped you to come to terms with your monstrous existence. Regardless, it is your world now.

WORLD WARRIORS: Blanka

STYLES: any

ATTRIBUTES: Bod 5, Chi 0 (Mag 6), Mnd 3, Ref 5

Add 5 to one primary attribute, 3 to a second, and 1 to a third. Add style bonus.

Skills

Creature Powers +5 (11) [Max=13]

Martial Arts +8 (13) [Max=14]

Add 5 skill bonuses.

SCHTICKS: 3 creature powers

Unique Limitation: You can only be healed by doctors with a Chi rating under 2.

WEALTH LEVEL: poor

Quick Schtick Pick

Creature Powers: Abysmal Spines (claws), Regeneration, Death Resistance

MYSTIC

You have mastered the martial arts, but instead of physical perfection, you have pursued the goal of spiritual enlightenment. You have unlocked the power of your chi, and have developed capabilities far beyond those of most men. Some of these capabilities are external, what could be called magic or psionic powers. Others are internal, a transformation of your physical form into something beyond human.

You have likely become a Street Fighter to test the limits of these new capabilities, and hone your understanding of chi in combat with others.

WORLD WARRIORS: Dhalsim, M. Bison

STYLES: Aikido, Baraqah, Capoeira (voodoo), Kabaddi, Kung Fu, Ler Drit, Native American Wrestling

ATTRIBUTES: Bod 5, Chi 3 (Mag 6), Mnd 5 (Cha 6), Ref 5

Divide 5 points among primary attributes. Add style bonus.

Skills

Creature Powers	+6 (12) [Max=13]
Info/Eastern Philosophy	+4 (9)
Intimidation	+5 (11)
Martial Arts	+7 (12) [Max=14]
Sorcery	+5 (11) [Max=13]

Add 3 Skill Bonuses.

SCHTICKS

1 sorcery schtick (except Blast)

Flight

One other creature power or fu schtick

WEALTH LEVEL: Poor

Quick Schtick Pick

Style: Kabaddi

Sorcery: Movement

Creature Powers: Flight, Insubstantial

NINJA

While you may indeed be part of one of the Japanese ninja clans, you could also be any other kind of agent trained in martial arts, stealth and penetration. While you have knowledge of arcane chi powers, your true weapons are silence and surprise. This even extends to the Street Fighter ring.

Street Fighting is a very public profession, and an unusual one for a ninja. You may be posing as some other type of fighter, hiding your past, or you may fight under a mask or an alias, hiding your identity. Some ninja for hire choose Street Fighting as a way to demonstrate their skills to potential buyers, while others are on missions for the society that trained them. The most famous ninja in the Street Fighter circuit are, of course, the Spanish Ninja assassins trained by Vega.

WORLD WARRIORS: none

STYLES: Kung Fu, Ler Drit, Lua, Ninjutsu, Spanish Ninjutsu, Special Forces

ATTRIBUTES: Bod 5, Chi 0 (Fu=6), Mnd 5, Ref 5

Add 3 to one primary attribute and 1 each to two other primary attributes. Add style bonus.

Skills

Deceit	+6 (11)
Guns	+2 (7) [Max=9]
Info/your choice	+2 (7)
Intrusion	+9 (=14)
Martial Arts	+9 (=14)

Add 6 Skill Bonuses.

SCHTICKS: 1 fu schtick, 2 weapons

WEALTH LEVEL: Working stiff

Quick Schtick Pick

Style: Ninjutsu

Fu Schtick: Friend of Darkness

Weapons: Dagger, Throwing stars

OLD MASTER

You are an elderly expert who long ago conquered the most difficult principles of the martial arts. You have spent many long years tutoring the others in the secrets of your art, and are used to being treated with the utmost respect. Although you no longer possess the physical strength and endurance of your students, your skill and chi powers still make you a formidable opponent.

Why you participate in the Street Fighter world is an interesting question. It may be that you merely accept such challenges as come your way, defending your teachings against those who would dare to presume themselves "superior" to you. Or it may be that you have a particular grudge to settle, or some proof to give

WORLD WARRIORS: None. Goutetsu is, of course, the epitome of the **Street Fighter** Old Master.

STYLES: any

ATTRIBUTES: Bod=4, Chi=10 (For=0), Mnd 5, Ref 5

Divide 4 points among your primary attributes. Add style bonus.

Skills

Info/Calligraphy	+5 (10)
Info/Poetry	+4 (9)
Info/Eastern Philosophy	+7 (12)
Leadership	+2 (7)
Martial Arts	+11 (=16)

Add 2 Skill Bonuses.

SCHTICKS: 5 fu schticks

Unique Schtick: You have an incredible knowledge of human anatomy and pressure points, and you can use this to your advantage. When making an unarmed attack, your base damage is Strength +6. This does not apply to weapon strikes unless you have the Signature Weapon schtick, nor does it apply to Fu powers that list their own base damage.

Unique Ability - Glorious Past: Old Masters begin with a +4 Glory bonus, to represent their history as teachers of Street Fighters and their own past exploits in the ring.

WEALTH LEVEL: Poor

Quick Schtick Pick

Style: Kung Fu

Fu Schticks: Flow Restoration, Corners of the Mouth, Healing Chi, Claw of the Tiger, Tiger Stance

PERFORMER

For many, the martial arts are not only about fighting, but also about performance. You are one of these latter: a consummate athlete and acrobat whose prowess depends on a mastery of the martial arts. Street Fighting is a natural fit for you: you know how to play to the crowd, and how to taunt an opponent to keep him distracted.

Not that you are unable to hold your own in a fight without such tricks. Your performance requires just as much of you as more brutal martial artists. And you, too have mastered the art of using your chi for incredible effects.

WORLD WARRIORS: Dee Jay, Vega, Chun Li

STYLES: Aikido, Capoeira, Karate, Lua, Savate, Spanish Ninjutsu, Western Kickboxing, Wu Shu

ATTRIBUTES: Bod 5, Chi 0 (Fu=6), Mnd 5 (Cha=7), Ref 6

Distribute 8 points between primary attributes, adding no more than 5 to any one.

Skills

Deceit	+3 (10)	
Seduction	+4 (11)	
Performance (Dance)	+5 (11)	<i>This is a unique, Agility-based skill.</i>
Info/Eastern Philosophy	+5 (10)	
Martial Arts	+8 (=13)	

Add 6 Skill Bonuses.

SCHTICKS: 2 fu schticks

Unique Schtick: You get +2 to your Martial Arts AV when attempting any acrobatic stunt that does not directly damage an opponent.

WEALTH LEVEL: Rich

Quick Schtick Pick

Style: Wu Shu

Fu Schticks: Prodigious Leap, Abundant Leap

SCRAPPY KID

You're a kid, but that doesn't mean you can't be a Street Fighter. You've trained hard, and your natural agility helps you out a lot in mastering the martial arts. You've found a really great teacher, and he's taught you all sorts of incredible stuff you never thought you could do. Only it's tough because he always makes you work so hard, and he takes the fun out of everything.

You may have entered Street Fighting because your master insisted, or to spite him. Or you may have entered because you are a big fan of Street Fighters, and want to be like them. Or it may have something to do with your melodramatic hook. Regardless, you are in it up to your neck, and you plan to come out smelling like roses.

WORLD WARRIORS: Sakura

STYLES: Aikido, Baraqah, Capoeira, Jujutsu, Karate, Kung Fu, Savate, Western Kickboxing, Wu Shu

ATTRIBUTES: Bod=4, Chi 5, Mnd 5, Ref 8

Add 2 to one primary attribute and 1 to another. Add style bonus.

Skills

Deceit	+2 (8)
Info/Comic Books	+5 (11)
Info/Computers	+4 (10)
Info/Eastern Philosophy	+4 (10)
Info/Pop Music	+3 (9)
Info/your choice	+2 (8)
Intrusion	+2 (=10)
Martial Arts	+5 (=13)

Change the Info/Comic Books, Computers and Pop Music skills to other hobbies, if desired.

SCHTICKS: 2 fu schticks

Unique Schticks

- 1) You can decide to attack to distract an opponent, rather than injure him - by pulling his shirt over his head, squirting him with whipped cream, or pulling Three Stooges-like feints. Your opponent suffers 3 points of Impairment for a number of shots equal to your Outcome.
- 2) Your Dodge Action Value is always 2 more than your Martial Arts AV.

WEALTH LEVEL: Poor

Quick Schtick Pick

Style: Wu Shu

Fu Schticks: Fox's Retreat, Eyes of the Fox

SPECIAL FORCES

You learned martial arts while serving with an elite military unit, specializing in small-unit attacks and anti-terrorism actions. You are a soldier, heart and soul, but more than that you are a warrior. You may have gotten involved with Street Fighting to hone your combat abilities against the best hand-to-hand fighters in the world, or maybe your melodramatic hook has you pursuing something or someone. Perhaps you're on the trail of Shadoloo. It may even be that you are an ex-soldier, and were attracted to Street Fighting for both the money and the thrill of battle.

WORLD WARRIORS: Guile, Cammy

STYLES: Baraqah, Boxing, Jujutsu, Karate, Kung Fu, Lua, Ninjutsu, Sanbo, Special Forces

ATTRIBUTES: Bod 5, Chi 0 (Fu 4, Max=6), Mnd 5, Ref 5

Distribute 5 points between your primary attributes. Add style bonus.

Skills

Driving	+7 (=12)
Guns	+5 (=10)
Info/Anti-Terrorism	+5 (10)
Martial Arts	+8 (13) [Max=14]
Sabotage	+4 (9)

Add 3 Skill Bonuses.

SCHTICKS: 2 fu schticks

WEALTH LEVEL: Working stiff

Quick Schtick Pick

Style: Special Forces

Fu Schticks: Tail of the Rat, Plague of the Rat

ROUND 3 - FIGHTING STYLES

Below are listed several schools of martial arts. Each one has a brief description of its history and "feel". It also lists a secondary attribute that fighters of that school receive a bonus to, and 3-4 fu paths most commonly associated with the style. When a fighter learns a new fu schtick from one of these paths, he gets a 1-point discount to the cost.

AIKIDO

Aikido is a relatively new martial art, having been developed out of the roots of other arts. It emphasizes redirection and indirect attacks, using an opponent's own force against him. Frequently practiced as a sport, it is nonetheless a dangerous weapon in actual combat.

Style Bonus: +1 Kung Fu

Common Paths: Path of the Clever Eye, Path of the Passive Wings, Path of the Tightening Coils

BARAQAH

An ancient Islamic art, baraqah is rarely seen today. Based on Sufi principles, it emphasizes whirling strikes and joint locks, and has an esoteric tradition to rival Kabbadi and Ler Drit.

Style Bonus: +1 Speed

Common Paths: Path of the Passive Wings, Path of the Hands of Light, Path of the Clever Eye

BOXING

The Western "sweet science", boxing relies on footwork, heavy blows, and a variety of punches.

Style Bonus: +1 Strength

Common Paths: Path of the Sharpened Scales (heavy punches), Path of the Storm Turtle (Willow Step)

BRAWLING

While most Street Fighters have some formal martial arts training, there are still a few people who get by on guts and killer instinct.

Style Bonus: +1 Strength and Toughness

Common Paths: None.

CAPOEIRA

The Brazilian national martial art, capoeira is a beautiful style, full of swaying rhythms, making them hard to hit and predict. Developed by slaves, it relies entirely on kicks, and in fact can be used while the fighter's hands are chained.

Style Bonus: +1 Agility

Common Paths: Path of the Playful Rhythm, Path of the Tightening Coils, Path of the Leaping Storm

JUDO/JUJUTSU

A form of wrestling that originated in Japan, jujutsu emphasizes holds, throws, joint locks and pressure point strikes. Judo is the sports form, and less brutal though still quite effective.

Style Bonus: +1 Move

Common Paths: Path of the Passive Wings, Path of the Tightening Coils, Path of the Hands of Light, Path of the Healthy Tiger (Flow Restoration)

KABBADI

An ancient Hindu martial art, kabbadi focuses the chi and uses it to surpass human limitations. Its techniques are a grab bag of holds, pressure-point strikes and pure dirty fighting.

Style Bonus: +1 Magic

Common Paths: Path of the Passive Wings, Path of the Healthy Tiger, Path of the Tightening Coils

KARATE

One of the most well-known fighting arts, karate has a great many variations. This style represents the most common karate styles, including the basics of Shotokan. Students of Gouken or Goutetsu, (or their students) also have access to the Path of the Brilliant Flame.

Style Bonus: +1 Strength

Common Paths: Path of the Clever Eye, Path of the Leaping Storm, Path of the Sharpened Scales

KUNG FU

Kung Fu is quite possibly the most diverse martial art on the planet. In fact, it's more like a whole bunch of styles crammed into one. The style bonus should cover most Kung Fu variants: each school of Kung Fu has its' favored fu paths; Path of the Hands of Light and Path of the Healthy Tiger are among the most common. For the record, Fei Long practices Wing Chun Kung Fu (the style Bruce Lee was raised on, natch!)

Style Bonus: +1 Speed

Wing Chun Paths: Path of the Hands of Light, Path of the Healthy Tiger, Path of the Tightening Coils, Path of the Beating Wings.

Crane Paths: Path of the Hands of Light, Path of the Passive Wings, Path of the Clever Eye, Path of the Leaping Storm

Drunken Boxing Paths: Path of the Healthy Tiger, Path of the Hands of Light, Path of the Empty Bottle

LER DRIT

This esoteric Indonesian style was once thought lost, but was resurrected by M. Bison and taught to his most promising students. Whether it is available outside of Shadoloo is highly debatable (the one non-corrupted master of Ler Drit, Rose, is not known to have taken students), and up to the GM.

Style Bonus: +1 Magic

Common Paths: Path of the Leaping Storm, Path of the Sharpened Scales, Path of the Healthy Tiger

LUA

Another style once thought extinct, lua is a Hawaiian art of grappling. It is a combat art, specializing in brutal joint locks and pressure strikes designed to immobilize and cripple an opponent. Practitioners of lua tend to be on the heftier side (though nowhere near the size of *sumotori*).

Style Bonus: +1 Perception

Common Paths: Path of the Passive Wings, Path of the Leaping Storm, Path of the Tightening Coils, Path of the Biting Rat

MUAY THAI

Thailand's national martial art, muay thai (also known as thai kickboxing) is renowned for the punishing nature of its training, and the commonness of elbow and knee strikes. Traditional muay thai fights (now strictly illegal) coat the fighters' wrappings with crushed coral or glass, making it a truly lethal art.

Style Bonus: +1 Constitution

Common Paths: Path of the Sharpened Scales, Path of the Healthy Tiger, Path of the Hands of Light

NATIVE AMERICAN WRESTLING

This is the most spiritual of the wrestling arts. It combines the traditional grappling moves of Native American sports with maneuvers inspired by mythical animals, especially the thunderbird.

Style Bonus: +1 Willpower

Common Paths: Path of the Fearsome Bear, Path of the Leaping Storm, Path of the Sharpened Scales, Path of the Storm Turtle.

NINJUTSU

Technically, there are many arts that comprise the Way of the Ninja, but this most commonly refers to the unarmed fighting techniques of the *shinobi*. True ninjutsu is a rare art in the world of Street Fighter, the exclusive province of secretive clans of Japanese assassins whose honor is foreign to the code of the Street Fighter.

Style Bonus: +1 Manual Dexterity

Common Paths: Path of the Shadow's Companion, Path of the Tightening Coils, Path of the Biting Rat.

SANBO

Sanbo is the modern form of traditional Russian wrestling. Refined by the Soviet Army, its' practitioners have incorporated a variety of frankly dirty take-down moves. It still has a traditional side, however, and devotees of the art are known to refine their prowess by grappling huge trees and wrestling bears.

Style Bonus: +1 Toughness

Common Paths: Path of the Fearsome Bear, Path of the Storm Turtle (Clothed in Life), Path of the Biting Rat

SAVATE

Savate is a French form of unarmed combat, probably inspired by the kung fu French sailors witnessed in China. It combines elements of ballet, boxing and fencing into an elegant and impressive art. Savate teaches the use of both short and long sticks in combat, but is equally at home unarmed. The focus of the art is a series of forward facing kicks, and *savateurs* can be recognized by their unique stance and their habit of wearing heavy-soled shoes to increase both traction and impact.

Style Bonus: +1 Move

Common Paths: Path of the Feet (Hands) of Light, Path of the Healthy Tiger

SPANISH NINJUTSU

This unholy union of ninjutsu, savate and bullfighting sprung from the mind of Vega, and he has begun teaching the most beautiful and graceful to carry on his legacy. Spanish ninja are well-known to be dirty fighters, using all sorts of dishonorable tricks to succeed.

Style Bonus: +1 Charisma

Common Paths: Path of the Leaping Storm, Path of the Hands of Light, Path of the Biting Rat, Path of the Selective Master (claws, but also poniards (knives) and rapiers)

SPECIAL FORCES

There are many different arts that fall under this style, all of them more or less similar. Special Forces training focuses on ending fights quickly, preferably with your opponent completely and permanently disabled. In spite of this hard-nosed philosophy, Street Fighters schooled in this style tend to favor a variety of leaping kicks, presumably to keep their opponents off-balance.

Style Bonus: +1 Toughness

Common Paths: Path of the Passive Wings, Path of the Biting Rat, Path of the Storm Turtle, Path of the Leaping Storm.

SUMO

The ancient Japanese sport of wrestling, sumo has only recently risen to the status of a "true" fighting art with the ascension of E. Honda to the ranks of the World Warriors. Sumo are deceptively quick for their size, and the style focuses on throws and lightning-fast slaps, instead of the holds and grapples common to other wrestling forms.

Style Bonus: +1 Speed

Common Paths: Path of the Healthy Tiger, Path of the Beating Wings, Path of the Fearsome Bear

WESTERN KICKBOXING

This practical martial art is a fusion of karate and boxing, with a little bit of savate thrown in for good measure. It focuses on quick-moving jabs, combined with strong leg strikes that make a lot of use of a kicker's reach. Fighters trained by Dee Jay also learn the Path of the Playful Rhythm, an innovation he introduced to the art.

Style Bonus: +1 Strength

Common Paths: Path of the Leaping Storm, Path of the Sharpened Scales, Path of the Storm Turtle

WU SHU

Technically a variant of kung fu, wu shu is sufficiently different to count as a separate style. Originally developed as a flashy "sports" style of kung fu by the Communist government, it has proven itself effective in the ring, especially by Chun Li. Wu shu focuses on leaps and spinning kicks, and has a dizzying effect on many challengers expect kung fu's more straightforward style.

Style Bonus: +1 Move

Common Paths: Path of the Clever Eye, Path of the Playful Rhythm, Path of the Leaping Storm, Path of the Beating Wings

ROUND 4 – NEW FU PATHS

THE PATH OF THE PLAYFUL RHYTHM

This isn't a new path, so much as an adaptation of an old. Also known as the Path of Ginja (from Capoeira), it is functionally identical to the Path of the Empty Bottle, except that instead of needing alcohol, the fighter must have appropriate music, and make a Performance check against a target number of 7. The Outcome is treated as the number of servings of alcohol the character has had. The fighter may take a 3-shot action at any time to make a new Performance check.

The names of Playful Rhythm schticks also change: Drunken Stance becomes Dancing Stance, Whirling Foot replaces Drunken Fist, Wily Stupor is replaced by Spinning Deflection, Cascade of Misdirection stands in for Aberrant Spasm, and the Full Flip leap matches Spasmodic Leap.

THE PATH OF THE BEATING WINGS

The Hummingbird's Dance: Chi Cost - 2 Shot Cost - X

The character makes a multitude of strikes within a small area, almost faster than the eye can see. The fighter makes an unarmed attack roll, doing Strength -2 damage. For X subsequent shots, the opponent attacked takes a -3 penalty on all attacks to the fighter, and takes Strength -3 damage for the attempt, successful or not. The fighter may not move while performing this maneuver.

Prerequisite: None

Path: Beak of the Hummingbird

Beak of the Hummingbird: Chi Cost - 3 Shot Cost - 4

The fighter has learned how to move while striking, allowing him to pursue his opponent. The fighter makes an unarmed attack roll. The base damage is Strength -2, but the Outcome is doubled before adding on to the damage.

Prerequisite: The Hummingbird's Dance

Path: The Hummingbird's Flock

The Hummingbird's Flock: Chi Cost - 5 Shot Cost - X + 1

The fighter fills the air all around her with blinding-fast strikes. This is identical to The Hummingbird's Dance, except that it applies to *all* attacks within the area, and all adjacent targets are attacked.

Prerequisite: Beak of the Hummingbird, Torrent of Fury

THE PATH OF THE BITING RAT

Note: This path is ugly and brutal in the extreme. Use within a Street Fighter match is innately dishonorable.

Tail of the Rat: Chi Cost - 1 Shot Cost - 3

Make a Martial Arts attack at -2. If the attack is successful, the opponent takes 1 point of Impairment for shots equal to the Outcome +2.

Prerequisite: None

Path: Plague of the Rat

Plague of the Rat: Chi Cost - 3 Shot Cost - 3

You strike at a vulnerable part of the anatomy, such as the ears or eyes. Make an unarmed attack. If the attack is successful, the target adds the Outcome of your attack to the Difficulty of his next attack. He may take a 3 shot action to recover instead of suffering this penalty, however.

Prerequisite: Tail of the Rat

Path: Teeth of the Rat

Teeth of the Rat: Chi Cost - 3 Shot Cost - 5

On a successful Martial Arts check with this power, you may place an opponent in a hold that renders him immobile. Every 3 shots, the opponent may make a Strength check against your Martial Arts AV to escape. Making this check causes the target to suffer 3 Wound Points, regardless of success. While in this hold, the target uses his Constitution instead of his Toughness to resist damage.

Prerequisite: Plague of the Rat

PATH OF THE FEARSOME BEAR

Anger of the Bear: Chi Cost - 5 Shot Cost - 1

Until the end of the sequence, you have armor equal to your (current Wound Points/5).

Prerequisite: None

Path: Bellow of the Bear

Bellow of the Bear: Chi Cost - 4 Shot Cost - 2

Make an Intimidation check with a target number of the opponent's Willpower. If successful, the target suffers Impairment equal to your (current Wound Points/5) until the end of the sequence.

Prerequisite: Anger of the Bear

Paw of the Bear: Chi Cost - X+1 Shot Cost - 3

You may make an Interrupt action immediately. X is the number of shots before your next action. If your attack is successful, your opponent is not considered to be actively dodging after the maneuver.

Prerequisite: None

Path: Bear Hug, Arms of the Bear

Arms of the Bear: Chi Cost - 2 Shot Cost - 3

Make an Martial Arts attack. If successful, you do a base of Strength +1 damage. In addition, your opponent is knocked prone and goes flying (a max. number of meters equal to your Strength - their Toughness). You choose exactly where your opponent lands.

Prerequisite: Paw of the Bear

Path: Bear Pins His Foes

Bear Hug: Chi Cost - 2 Shot Cost - 3

Make a Martial Arts attack. If successful, you have your target in a hold, immobilized. Every 3 shots, he may make a Strength check against your Martial Arts AV to escape. While maintaining this hold, you can do nothing but passively dodge and attempt to crush your foe. Each crush attempt is a Strength check against your opponent's Toughness, with a base damage of Strength. You can make a total number of crush attempts equal to your original Outcome.

Prerequisite: Paw of the Bear

Path: Bear Breaks His Cage, Bear Pins His Foes

Bear Breaks His Cage: Chi Cost - 2 Shot Cost - 1

Make a Strength check while immobilized to escape.

Prerequisite: Bear Hug

Bear Pins His Foes: Chi Cost - X+1 Shot Cost - X+3

Make a Martial Arts attack. If successful, the target is grobbed, doing Strength+1 damage and immobilizing him. X+2 shots later, you slam your opponent to the ground, doing Strength + X damage and knocking you both prone. Your opponent's next action is one lower than the end of this move, if it would normally have been during the duration of this power.

Prerequisite: Bear Hug, Arms of the Bear

PATH OF THE BRILLIANT FLAME – ADAPTED

Note: Some Street Fighters have mastered variants of this path with other elements (such as a 'sonic boom') than fire. The path is otherwise identical.

Fire Strike: Chi Cost - 2 Shot Cost - 3

Strike an opponent with Martial Arts; add 2 to the final Damage if the strike hits. If opponent is wearing flammable clothing, that clothing ignites and the opponent must take 3 shots to extinguish it or suffer 1 Wound Point every 3 shots until something is done about the fire. Total damage from the fire effect cannot exceed your Chi rating.

Prerequisite: None

Path: Fireball, Nimbus of Fire

Fireball: Chi Cost - 3 Shot Cost - 4

Focus your chi into a ball of flaming energy that projects from your hands. The fireball will travel a number of meters equal to your Chi rating to strike an opponent with a ranged Martial Arts attack. The base damage of the fireball is equal to your Chi rating. Even opponents somehow immune to Martial Arts attacks take full damage, unless they are also immune to fire. You cannot move in the same action you throw a fireball, and you cannot actively dodge until your next action. It is possible to 'snap shot' a fireball, however.

Prerequisite: Fire Strike

Path: Dancing Fire, Inferno

Nimbus of Fire: Chi Cost - 3 Shot Cost - 1

You engulf your hands or feet in flame for your next attack, which may be another fu power. The flame adds 5 to the final damage, and sets clothing on fire like Fire Strike

Prerequisite: Fire Strike

Path: Inferno

Dancing Fire: Chi Cost - 4 Shot Cost - 3

Identical to Fireball, except that you may now move and dodge normally while throwing a fireball.

Prerequisite: Fireball

Inferno: Chi Cost - X+3 Shot Cost - X+3

You are able to "supercharge" your fireballs, dealing massive amounts of damage to opponents. Identical to Fireball, except that the base damage is Chi + X.

Prerequisite: Fireball, Nimbus of Fire