



TM

STREET FIGHTER

STORYTELLER'S SCREEN

SHADES OF GRAY

*Gray is not the color I expected,
from someone who is often touched by fate.*
— Toy Matinee, "Things She Said"

Shades of Gray is a simple adventure set in Los Angeles and Hollywood, California, and is designed for novice to intermediate Street Fighters. The adventure is divided into three sections: outline, scenes and antagonists. The outline is a summary of the adventure. If you don't have time to read all the details, the outline gives you the all basic information you need

to play. The next section details the adventure's scenes, offering more information and plot twists. The final section introduces the antagonists, who are the individuals that characters meet and interact with. This section includes the antagonists' backgrounds and statistics.

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OUTLINE

A. Characters are in Los Angeles for a Tournament.

1. Round one of the tournament begins: team competition. Characters (or at least one in particular) catch the eye of Brett and Natalie Hanson. The Hansons invite the characters to their society party on the following evening.

B. At the party, Brett and Natalie imply to their guests that the characters are working for them. The party is broken up by a group of thugs who appear to be collecting on an overdue debt.

1. In reality, Brett and Natalie work for Shadoloo and try to convince the characters to shut down a gambling den operated by a man named Lance. Lance is holding out on Shadoloo. In fact, he's trying to sever his ties with the organization.

C. The Hansons suggest that the characters pay Lance a visit at his gambling den at midnight on the following night, when he's there to collect that day's winnings.

1. Lance's gambling den is located beneath a nightclub. It's well defended, but not prepared for an attack by Street Fighters. Lance shouts to the characters, telling them that Shadoloo can't force him into anything, and that they might stop him from talking to the "others," but sooner or later the "others" will rebel as well.

2. If they talk to Lance, the characters realize that they've been duped. The real reason they were convinced to attack Lance was to keep him from his meeting with L.A. and Hollywood's other underworld leaders.

3. By the time the characters arrive at the underworld meeting, all they find is evidence of a fight: bodies are strewn across the floor. If they search the place, the characters find a piece of jade jewelry in the grip of a dead crime boss — evidence that the veteran Street Fighter, Jade, was here, no doubt with her peers Lars and Carl.

D. If the characters return to Brett and Natalie's house, the butler politely informs them that the Hansons are unavailable. If pressed, he reveals that they are out of town. If threatened, the butler in turn threatens to call the police. If they can find a way to search the house, the characters find evidence that Brett and Natalie packed quickly. If the characters are clever, they learn that Brett and Natalie are at their house on Venice Beach.

1. If the characters go to the beach house they discover that it's heavily guarded. After they make it past the patrolling goons, the characters encounter Brett and Natalie's three personal enforcers, all of whom are heavily muscled and trained in the art of inflicting pain.

Evidence found at the scene of the underworld meeting suggests that these three were the ones who attacked the assembled gangsters.

2. If the characters defeat these three Street Fighters, they might still be able to catch Brett and Natalie. As soon as trouble starts at their beach house, the Hansons move to escape in their yacht. Unless the characters can swim really fast, they can resort to several wave runners that are tied up just down the beach.

3. Dexterity + Drive rolls (difficulty 6) are required to maneuver the wave runners. If the rolls are made successfully, the characters catch up to and may board the yacht. Brett and Natalie aren't armed and can't defend themselves, so it's easy to bring the yacht back to shore.

THE ADVENTURE SCENES

SCENE ONE: THE LOS ANGELES TOURNAMENT

I remember one show I went to as a rookie. It was a blood sport for the rich and famous. As long as you stayed on top — they loved you. One fall from grace, an unlucky match or a hot up-and-comer and they forgot your name within 24 hours. I used to think they were swine, now I do lunch with them... Ha! Go figure.

— Ken, in an interview with GENTLEMEN'S MONTHLY



One of the characters (or her manager) has arranged for the characters to fight at an L.A. tournament. The tournament isn't anything special, but its high-finance Beverly Hills attendants are. Characters can get good exposure here and possibly find backers.

The tournament is set to take place at a secret arena beneath the Holiday Inn Crowne Plaza, in downtown L.A. The arena can be accessed by a staff door, which is located to the left of a ground floor bar. The code to be allowed entry is to order a Blue Monkey without the Caracoa. The bartender nods, and a buzzer sounds, signaling that the door is unlocked.

The arena has been on the underground fighting circuit for years. The fighting area is composed of a polished marble floor that's surrounded by red neon lights, which are set into the floor.

On the deck level, above the arena, are cocktail tables and lounge areas. Here patrons place bets and settle in with a drink while watching a fight.

The characters are scheduled for an exhibition team fight; the solo warrior rounds are not open to them at this time.

HOW THE ARENA WORKS

New challengers must enter into a team fight before they can apply for solo warrior tournament combat. During their team fight, the characters' victory status, showmanship and marketability are closely observed. Fight applications take a week to process, while scheduling for matches takes up to three to organize. Of course, if promoters feel that a match will be a real money-maker, they will organize it much more quickly.

TEAM FIGHTS

In their team fight, the characters face the Ravens, from the **Street Fighter** rulebook, *Appendix Two*. If you want, you can create your own opponents or may use the Harbingers from the **Secrets of Shadoloo** sourcebook.

CHALLENGE MATCH

After the characters' team fight, three individual competitions are staged. The characters are free to watch them.

The fights are challenge matches, pitting graduates from the team arena against reigning champions. The three challengers are Lopan, a Kung Fu master from China; Togross Vanhussen, a Special Forces fighter from Russia; and Scarecrow, a Wu Shu student from Iowa. The three challengers randomly draw to see which of the reigning champions they fight. The champions are: Lars, a huge wrestler from Germany; Jade, a pretty and deadly bodybuilder who practices Capoeira; and Carl, an impressive kickboxer and former Olympic athlete.

All three reigning champs annihilate their opponents. In fact, Jade nearly kills her opponent when she applies a Bear Hug Suplex Combo which snaps Scarecrow's spine, crippling him for life.

BRETT AND NATALIE HANSON

Brett and Natalie are so "impressed" by the characters' performance that they invite the heroes to their Beverly Hills mansion, for a society party on the following night. If the characters talk to the Hansons for any period, Brett reveals that

they own a talent agency in Hollywood, and that Brett and Natalie are twins.

SCENE TWO: SOCIETY BASH

The last time I went to one of those things, it was because they wanted to have a freak show for their friends. They threw me out when I electrified their punch bowl.

— Blanka, in an interview with Geraldo

The Hanson estate is located on Fontliane Drive, in Beverly Hills. The house sits at the end of a private cul-de-sac and is surrounded by a stone wall that's covered with lush ivy. The mansion is a three story, white building of classical Southern plantation design.

The party goes well, but the characters undoubtedly feel out of place. They are essentially "on display" until the "hoodlums" crash the party.

...OR I'LL SEND ROCCO OVER TO BREAK SOME FINGERS!

The party is interrupted by a group of six hoodlums who assault the house, break furniture and threaten guests (use the Gangster statistics from *Appendix Two* of the **Street Fighter** rulebook). It's up to the Street Fighters to stop the thugs. The gangsters exclaim that Brett and Natalie have been behind on their "loan" and that payment is due — in full. The thugs also announce that Lance hasn't forgotten the Hansons' obligations to him, and that the "boys" are here to offer a reminder.

Hopefully the characters intervene and "save the day," running the thugs off. Natalie is extremely thankful.

Soon after the thugs and most of the guests have fled, Natalie and Brett get into an argument regarding their debt to this "Lance":

Brett: *I told you we should have paid him!*

Natalie: *We caught him cheating us! He didn't even win fairly! Why should we pay him anything at all? What they're doing is illegal! What they've done is highly immoral — gambling and slave trading! They should be put out of business!*

Brett: *Now don't go saying things like that, Nat. Lance has a lot of pull. We don't want to make him angry. He could have us both killed!*

Natalie: *I don't care! Someone should put him out of business. I can't believe he did this to our house! He's going to keep doing it, too. Even if we pay him the money he says we owe, he'll just do it to someone else!*

If the characters haven't decided to help poor Brett and Natalie by now, then Natalie directly asks them to.

If the characters agree to help, the adventure continues. The Hansons know that Lance will be picking up the winnings at his gambling house at midnight on the following night. Brett can provide the characters with directions to the club.

SCENE THREE: THE ONE-EYED JACK

It is amazing how many places you can get into if you know how to ask politely.

— Cammy, excerpt from a Special Forces lecture on infiltration

The One-Eyed Jack is Lance's nightclub and gambling den. The ground floor houses the nightclub and the lower level is dedicated to the gambling tables. The nightclub is rather atypical. It's in an upscale part of L.A.. Most of its patrons are yuppies. Unless the Street Fighters take care to dress properly, they stand out like a sore thumb.

To get to the gambling den, characters have to go through a door marked "Private." If the characters look around the club for a while, they see a well-dressed couple go through the door. Beyond the door is a hallway and a spiral staircase. A guard stands atop the stairs. Treat him as a Warrior from *Appendix Two* of the **Street Fighter** rulebook. The guard asks who sent the characters. If they don't respond with the proper code name, they aren't allowed further passage. If they tell the guard that Brett and/or Natalie sent them, the guard permits them descent down the stairs. Should the characters come in swinging, move ahead to the gambling den description, below.

DOWNSTAIRS

A wrought iron staircase spirals down to a lounge. On the floor are several sofas and lounge chairs. Against the back wall is a bar. Directly across from the stairs is a pair of double doors which lead to the casino. There are two gangsters standing in front of these doors (again, use the Gangster statistics from the **Street Fighter** rulebook). Against the far wall is the door to Lance's office.

Depending upon how the characters go about it, this scene can be staged in many different ways. If the characters come in swinging, the thugs do their best to take them out. The bartender is also a street-hardened fighter (treat him as another Gangster from the **Street Fighter** rulebook). Lance doesn't fight, but makes it clear to the characters that no matter how much pressure they or Shadoloo puts on him, he will not follow their orders. He explains that he and the other local underworld leaders are determined to remain independent.

If the characters talk rationally with Lance, he initially assumes an adversarial tone, especially if the characters mention Brett and Natalie. Lance assumes the characters are working for Shadoloo. If the characters are tactful, they discover that Shadoloo (through its agents Brett and Natalie) has manipulated them into attacking the "good" bad guys.

Characters can also learn that they have been duped if they defeat Lance's guards or put on sufficient pressure to scare Lance.

In either event, the characters' distraction keeps Lance from attending his scheduled meeting with the other local crime bosses. If the characters make their own way to the meeting, which is being held at an abandoned warehouse, they discover a room littered with unconscious bodies, all in need of medical attention. One crime boss has a broken back. His fingers are tightly wrapped around a fragment of jade that's been snapped from a piece of jewelry. This is evidence that Jade, the local tournament champ, was here, no doubt with Carl and Lars. This discovery is therefore evidence that the Hansons are behind the attack and that the characters were set up.

WHERE TO GO FROM HERE

The adventure can take many directions from this point. If they realize that they've been set up, the characters probably try to find Brett and Natalie.

If they haven't figured out that they've been duped, the characters probably think their work is done. They can move on and continue with the tournament circuit. If this is the case, Shadoloo continues to strong-arm L.A.'s criminals into working for the organization. Brett and Natalie try to recruit the characters as regular enforcers. If the characters agree, they're unwittingly working for Shadoloo.

SCENE FOUR: A WOLF IN SHEEP'S CLOTHING

When someone from Shadoloo asks you to do something, you never look at the hand offered you. Instead, you look at the other hand, because that will invariably hold what you will receive.

— Anonymous

If the characters spare Lance and figure out that Brett and Natalie are working for Shadoloo, they probably want to pay the Hansons a visit. If the characters go back to the Beverly Hills mansion, they're met by the butler who politely informs them that the Hansons are out of town. If the characters prove persistent or use trickery, the butler reveals that the Hansons are at their house in Venice Beach. Physical threats lead to a slammed door and a phone call to the police.

If the characters can somehow search the house, they find evidence that Brett and Natalie left in a hurry.

THE LIGHTS ARE ON, BUT...

If the characters never look for Brett and Natalie at their beach house, the Hansons lie low for a couple of weeks. If they're certain the characters aren't after them, they eventually return home resume business as usual. A few months later the characters receive invitations to the Crowne Plaza showcase fight. There they meet and individually face Lars, Jade and Carl.

During one of the characters' matches, Brett approaches one of the Street Fighters outside the ring. He suggests that the characters forget all about Brett and Natalie, or the character in the ring will meet with an "accident." If Brett can come to an understanding with one of the characters, no unforeseen accidents occur. Otherwise, one of the three corrupt Fighters in the ring (Carl, Lars or Jade) attempts to finish his or her opponent with aggravated damage. Lars uses his Buffalo Punch on a downed opponent, Jade grabs an unconscious or dizzied opponent with her Bear Hug, and Carl picks up an unconscious opponent up by the hair and does a Roundhouse Kick.

If a resolution can't be found between Brett and the characters, a long-standing grudge may develop between any surviving characters and the veteran Street Fighters, not to mention any troubles that start with Shadoloo, courtesy of the Hansons.

WE NEEDED A VACATION ANYWAY

If the characters track Brett and Natalie down to their house in Venice Beach, the Hansons' personal bodyguards await. A few typical Gangsters are on watch around the grounds. Within the house are Carl, Lars and Jade.

If the characters make a lot of noise on the grounds, the three Street Fighters come to the characters. If the heroes approach quietly, they encounter the veterans within the building and may even get the jump on them.

Once a fight is imminent, Carl suggests that everyone step outside (assuming that they're not already there), but is pre-

pared to deal with intruders indoors. As soon as trouble starts, the Hansons make their way to their yacht, which is docked at the back of their beach house.

If the characters defeat the veteran Street Fighters, they may pursue the Hansons. Wave riders are docked just down the beach and may be "borrowed" in order to chase the yacht. Characters need to make three successful Dexterity + Drive rolls (difficulty 6) to steer the vehicles and catch up with the yacht. Success allows characters the opportunity to jump from a wave rider to the boat — Dexterity + Athletics (difficulty 6).

The Hansons are normal people. Although the characters may want to rough the siblings up, they should keep in mind that the pair is basically defenseless.

After the Hansons have been captured, the characters can steer the yacht back to shore.

There's enough information tucked away at the beach house and Beverly Hills mansion to put the Hansons away; they're directly linked to local gambling, extortion and smuggling rings. This, of course, assumes that the characters call the police and don't mete out their own justice.

If the characters are defeated by Lars, Carl and Jade, they wake up to find themselves bound and gagged in the back of a cargo plane bound for a distant country. You can use this as the foundation for your next **Street Fighter** adventure.

If the characters return home in search of the Hansons, they don't find them. The siblings have moved on to other Shadoloo business.

Should any characters manage to survive, and the Hansons remain abroad, the siblings may reappear at any time to foul up the characters' lives. The Hansons would make great recurring villains.

ANTAGONISTS

LARS

Lars grew up in East Berlin where his naturally powerful frame allowed him to excel at sports. By age 15, he was number one in his weight class in the city. By 16, he was competing internationally. By 18, he was working for Shadoloo. The organization offered him luxuries that he could only have dreamed of in Berlin. He was also introduced to corners of the world that he never even knew existed.

Lars started working for Brett and Natalie Hanson after working a job on America's West Coast. He loved Beverly Hills and its proximity to Venice Beach — the proverbial Mecca of body building.

Although he enjoys it, Lars refuses to grow complacent with his new lifestyle and leads a very spartan existence. He prefers to stay hungry — it helps him keep his edge in the ring. Lars doesn't fight outside the ring unless he has to. He doesn't believe in giving free shows.

Image: Lars is a huge man, standing 6'5" tall and weighing over 290 lbs. He typically wears loose-fitting silk clothes, but they never quite conceal his muscular build. When in the ring, Lars wrestles in shorts and boots. He always tears his shirt off as he steps onto the floor.

Roleplaying Hints: You are supremely confident, considering yourself superior to everyone you meet. If anyone crosses you, teach him a lesson the hard way. You speak in a thick German accent and seem wise beyond your 20 years.

Quote: *You will lose.*

JADE

Jade grew up in Hollywood and spent much of her time on Venice Beach. Her life was devoted to dancing and body building, and she looked forward to becoming a professional dancer. Her hopes were dashed, though, when her parents were killed during a bank robbery. Consumed with rage and grief, Jade developed a nihilistic perspective on the world.

She channeled her anger into her training, thinking she could work through her problems, but dancing was not enough. Before long Jade developed a violent streak. Rather than stifle her anger, she decided to put it to use, studying a variety of martial arts before settling on Capoeira. Jade's training, combined with her years of dancing, made her a deadly combatant.

Her skills at their peak, Jade eventually found her way onto the underground fighting circuit. Here her fury could be unleashed; she could vent all her frustrations on her opponents and never feel remorse. It was after a particularly brutal match that she was recruited by Shadoloo.

Image: Jade is of medium height with a muscular build. She would be attractive if not for her foul temperament. When in the ring, she wears a sleeveless green skintight suit. She wears jade wrist bands on both arms. She has straight black hair and green eyes.

Roleplaying Hints: You have an extremely short fuse, but when you lose your temper, you rarely fly off into a mindless rage. Instead, you very deliberately injure the offending person or object. Once in the ring, you release all your aggression, delighting in hurting anyone who challenges you.

Quote: *Why don't you walk over here and say that again, tough guy. I'd love to put your face through this table.*

CARL

Carl's parents enrolled him in a kickboxing school when he was only six years old. They thought it would teach him discipline and responsibility. Instead, Carl learned that he could get what he wanted by beating people up.

Carl originally tried to enter the legitimate kickboxing circuit, but was disqualified for unsportsmanlike conduct. He therefore plied his trade on the underground circuit. He made several enemies and only a few friends. Perhaps Shadoloo recruited him because he needed the backing of a "friendly" organization.

As an agent of Shadoloo, Carl is back to his same old tricks; he fights as dishonorably as he always did. Fortunately, the Beverly Hills crowd is jaded and appreciates his style.

Image: Carl is of average height and build. He has green eyes and long, blond hair, which he ties into a ponytail when fighting. In the ring, he wears flashy Gi bottoms and a muscle shirt. He usually tries to psyche out an opponent before a match.

Roleplaying Hints: You will do anything necessary to win. You're a bully by nature, but prefer psychological cruelty to physical cruelty — at least outside the ring. In truth, you're somewhat insecure and overcompensate for it with abrasive and domineering behavior.

Quote: *Hey! Shut Up! Was I talking to you? I didn't think so.*

BRETT AND NATALIE HANSON

Born as twins in San Francisco, California, Brett and Natalie were the children of one of the wealthiest families in the city. They attended only the best schools, receiving every opportunity available to those with money. However, things turned sour for the Hanson family. In two short years, their business went under and their wealth dwindled. It was then that Brett and Natalie put their vast knowledge of California's rich and famous to use. They started with blackmail and moved on from there. Ultimately, their activities led them to the Beverly Hills underground.

Before long, the Hansons were contacted by an agent of Shadoloo and offered an opportunity to become the organization's presence in Beverly Hills and L.A.. The siblings quickly rose to the task and put their resources to work for Shadoloo. In exchange, Shadoloo gave them support and put them in touch with individuals who could help them take over L.A.'s crime scene.

Thus far the siblings' efforts have been quite successful. They have taken over most of the criminal organizations in L.A.. Only a small group of criminals still holds out, and the Hansons are making plans to crush it.

Image: Brett and Natalie are always seen together. They dress in the latest fashions. Brett wears European suits and silk ties. Natalie wears custom dresses from the world's top fashion designers. Both are in their late twenties, clean cut and have a friendly demeanor.

Roleplaying Hints: Try to be everybody's friend. Why get ugly if you can accomplish something by being friendly? However, beneath this veneer are the cold hearts of two predators. You are both extremely ruthless and will do what you have to do to get ahead. You never hesitate to turn someone's disadvantages against him.

Quote: Natalie • *I suggest we have him removed. He's obviously no longer useful to us.*

Brett • *Now Natalie, I'm certain that he will do his best to remain a productive member of our organization. Won't you?*

LANCE

Lance grew up on the streets of L.A.. He never knew his parents and spent most of his time moving from one foster home to the next. He learned early on that the only way to get anything is to take it.

Life was an ongoing battle for Lance. He had his share of gang fights and even spent time in prison. However, unlike most street kids, Lance had dreams. He wanted to make a better life for himself. He saved his money and bought a failing night club. After he put a gambling den in the basement, the club began making money.

Then Shadoloo entered the scene. The organization tried to tell Lance how to run his club. It intended to take everything that he had worked for. Never having been one to give up without a fight, Lance defied Shadoloo. He's been suffering ever since.

Image: Lance is a roguish man in his early thirties. He dresses in anything from loose-fitting fashionable clothes to jeans and t-shirts. His hair is dirty blond.

Roleplaying Hints: You are a self-made man who has worked his way up from the bottom. You don't consider gambling immoral — if people didn't gamble in your casino, they

would only do it in someone else's. You have absolutely no intention of working for Shadoloo and will liquidate your club before giving it up.

Quote: *I'm not an angel, but there are some lines I won't cross, and this is one of them. So why don't you just turn around and stalk back to that rock you crawled out from under.*



New Special Maneuvers and Abilities

This section presents a few new maneuvers and special abilities that can be added to any story or chronicle. You can make these items readily available to any character, or you can require that characters learn them from a teacher.

NEW SPECIAL MANEUVERS

PUNCH

Heart Punch

Prerequisites: Punch •••, Focus •

Power Points: Native American Wrestling, Sanbo 2; Special Forces, Sumo 3; Boxing, Kung Fu, Western Kickboxing 4

The Heart Punch is a blow designed to stun an opponent, leaving him vulnerable to the fighter's next blow. A quick powerful blow is delivered to the opponent's chest. This move is considered a cheap shot and can result in the loss of honor, depending upon the circumstances under which it is applied.

System: No damage is done by this attack. However, damage is still rolled for the purposes of determining a dizzy. Because of the nature of the Heart Punch Technique, it may not be a part of a Dizzying Combo Maneuver. It can, however, be combined for the purposes of gaining a speed bonus.

Cost: None

Speed: -1

Damage: +5 (see above)

Move: -2

Knife Hand Strike

Prerequisites: Punch •••

Power Points: Kung Fu, Shotokan Karate 3; Special Forces 4; Any 5

The Fighter straightens her hand so that it's rigid and strikes fingers first at an unprotected part of an opponent's body. The effect is a quick deadly strike which can incapacitate an unsuspecting foe.

System: Use the modifiers below to perform this strike. Unless an opponent is blocking, damage is applied against only half of his Stamina (rounded down).

Cost: None

Speed: +1

Damage: -1

Move: -1

Lunging Punch

Prerequisites: Punch •••, Athletics •

Power Points: Boxing, Shotokan Karate, Western Kickboxing 2; Any 3

The Fighter dashes forward and delivers a low sweeping punch that catches his opponent off-guard. Legs and shoulders play a big role in executing this maneuver as the Fighter must dash several feet forward and remain close to the ground.

System: Use the modifiers below. The Lunging Punch ignores blocks, unless an opponent is doing a crouching block or is using Kick Defense. The Lunging Punch is considered a Crouching Maneuver.

Cost: None.

Speed: +0

Damage: +1

Move: +1

KICK

Forward Backflip Kick

Prerequisites: Kick •••, Athletics •••, Backflip Kick, Jump

Power Points: Capoeira, Spanish Ninjitsu, Wu Shu 1; Kung Fu, Special Forces 2; Any 3

With this move a Fighter jumps up and toward her opponent, and executes a backflip in the air and kicks. This maneuver is especially effective against airborne opponents.

System: This maneuver is most effectively played as an Interrupt. If an opponent is performing an Aerial Maneuver, she is knocked down and suffers two damage tests as the kick strikes twice.

Cost: 1 Willpower

Speed: +2

Damage: +1

Move: 2

GRAB

Face Slam

Prerequisites: Grab ••, Strength ••••

Power Points: Native American Wrestling, Sumo 2; Sanbo 3; Any 5

This maneuver requires tremendous upper body strength. Basically, the Fighter palms his opponents face, lifts him off the ground and slams him head-first into the ground. The World Warrior, E. Honda, has worked this maneuver into a frightening combination.

System: Use the modifiers below. If any damage is done, the opponent suffers a Knockdown.

Cost: None

Speed: -1

Damage: +3

Move: One

Flying Tackle

Prerequisites: Grab ••, Athletics ••

Power Points: Any 2

The Fighter launches into the air and slams into his opponent, taking them both to the ground. This maneuver is considered crude by many high-ranking Street Fighters, although its effectiveness cannot be denied.

System: Both the attacker and defender suffer a Knockdown, but only if any damage is done. After impact, attacker and defender fly back two hexes and end the turn on the ground, occupying the same hex. The attacker gains a bonus +2 to her Speed if her next maneuver is a Grab Maneuver.

Cost: None.

Speed: -1

Damage: +0

Move: +2

NEW ABILITIES

The following are new Talents, Skills and Knowledges for use with **Street Fighter**.

TALENTS

SEARCHING

You have a talent for finding false bottoms, hidden doors and secret wall safes. Very little escapes your notice when it comes to finding things that you're not supposed to. Consequently, you are also quite adept at hiding things.

Use Perception + Searching when trying to find something. Intelligence + Searching is used when attempting to hide something. If you are short on time, Wits + Searching is used instead, in either case, and more successes are required.

- Novice: You know to check behind curtains.
 - Practiced: You know how to tap on walls to listen for hollow spots.
 - Competent: You can take in details at a glance and prioritize your search.
 - Expert: Very little remains hidden from you. You can spot a wall safe from across a room.
 - Master: James Bond has nothing on you.
- Possessed by: Spies, thieves and couriers

INSTRUCTION

You have a knack for communicating ideas and passing your knowledge on to others. With this ability, you are well on your way to becoming a master. Part of being a master is being able to pass on your art to others. You can teach any of your Skills, Knowledges, Techniques and Special Maneuvers to another character. However, the student's level of ability may not exceed either your own level of proficiency or your level of instruction, whichever is lower.

Fellow characters who wish to learn from you must still pay the full cost for their education.

- Novice: You can convey simple subjects in an easily understood manner.
- Practiced: You can teach moderately complex topics and make your subjects interesting.
- Competent: You can teach any subject that you have knowledge of and make the lessons seem simple.
- Expert: Learning from you is never difficult. You can convey the most complex information or teach the toughest maneuvers and make them all seem very simple.
- Master: You are an inspiring teacher who makes a lasting impression on any student.

Possessed by: Sensais, teachers, lecturers and some parents

SKILLS

DEMOLITIONS

The ability to set and defuse bombs and other explosives. You are familiar with dynamite, plastic explosive, nitroglycerin, black powder, blasting cord and even napalm. You can build, set and defuse nearly any type of bomb.

- Novice: You're best off sticking to firecrackers.
 - Practiced: You can work with simple explosives and avoid serious injury.
 - Competent: You know enough to defuse most bombs.
 - Expert: You can build, set or defuse nearly any type of bomb.
 - Master: McGuyver could learn a few things from you.
- Possessed by: Terrorists, bomb squads and Shadoloo agents

DISGUISE

You can change your appearance, through manipulation of clothes and make-up, to look like another person of your choosing.

- Novice: You still buy your make-up off the bargain Halloween racks.
 - Practiced: At a distance, you could pass for someone else.
 - Competent: You can do create fairly complete disguise, fooling all but close friends.
 - Expert: You can fool most of the people most of the time.
 - Master: You become another person. Even those closest to you have a hard time recognizing you.
- Possessed by: Actors, spies and con artists

REPAIR

You are familiar with machines and simple electronics. You can fix and maintain anything from cars to calculators to television sets. The more damaged or the more complex an item is, the more difficult it is to fix. Many repair jobs can take days or weeks. A skilled repairman can jury-rig something so that it functions in a pinch, and worries about fixing it properly some other time.

- Novice: You had an Erector Set as a kid.
- Practiced: If you have a manual in front of you, you can follow the instructions.
- Competent: You are able to fix most things, given time and the right tools.
- Expert: You're good at improvising and can usually make something work, even when it's not supposed to.
- Master: You know machines better than you know people, and can fix nearly anything in less than half the time it would take even a skilled repairman.

Possessed by: Mechanics, repairmen, saboteurs and home owners

KNOWLEDGES

FINANCE

You understand economics and can use your knowledge to your benefit. You are familiar with the stock market and various international exchange rates. You can also use this knowledge to track individuals' or companies' resources. Many Shadoloo fronts can be detected by application of this Knowledge.

- Student: You can balance your check book.
- College: You understand economic exchange on a large scale.
- Masters: You can take advantage of market trends and maximize your resources' profits.
- Doctorate: You know more about the state of the world, from the way people spend their money, than most people learn from a newspaper.
- Scholar: You could give financial seminars to the wealthiest people in the world.

Possessed by: Bankers, stock brokers, bookies and managers

LAW

You understand the law and can manipulate the legal system to your advantage. This Knowledge can be especially handy if you're caught in a foreign country without a manager to bail you out. You are familiar with laws, fines, punishments, the procedures of most law enforcement agencies, and you can understand and use the often confusing legal terms tossed around by attorneys and legislators.

- Student: You know your constitutional rights.
- College: You are familiar with legal terms and prose.
- Masters: You know the laws of your native country (or the one you currently live in).
- Doctorate: You could lecture to an attorney on legal proceedings.
- Scholar: You intimately know both national and international laws and can move through legal loop holes like a fish through water.

Possessed by: Police, attorneys, criminals and congressmen



STREET FIGHTER™

Name: CARL
Player:
Chronicle:

Style: WESTERN KICKBOXING
School:
Stable: SHADOLOO

Team: VENICE
Concept: SPOILED BULLY
Signature: PROPS HIS FOOT ON OPPONENT'S BODY.

PHYSICAL

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

SOCIAL

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

MENTAL

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

ABILITIES

TALENTS

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

SKILLS

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

KNOWLEDGES

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

ADVANTAGES

BACKGROUNDS

ARENA ●●●●○
MANAGER ●●●○○
RESOURCES ●●●○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

DEFLECTING PUNCH	6	5	0
JUMP	7	0	3
SUPLEX	4	6	1
THROW	2	6	1
KIPPUP	-	-	-

COMBO: FLYING KNEE THRUST TO STEPPING FRONT K. (DIZZY)/BLOCK TO SLIDE K. TO ROUNDHOUSE K. (DIZZY)

CHI

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 □□□□□□□□

WILLPOWER

●●●●○○○○○○
 □□□□□□□□

HEALTH

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

MANEUVERS AND POWERS

	Speed	Damage	Move
Punch: Jab	6	4	3
Strong	4	6	3
Fierce	3	8	2
Kick: Short	5	7	3
Forward	4	9	2
Roundhouse	2 (B-3)(4)	11	2
Grab	4	4	0
Block	8	-	-
Movement	7	-	6
POWER UPPER CUT	3	8	1
SPINNING BACKFIST	3	7	4
DOUBLE-HIT KICK	2	8	2
FLYING KNEE THRUST	5(A-1)	9	4
SLIDE KICK	3(B-2)(7)	10	4
STEPPING FRONT KICK	4(A-2)(6)	8	4

STREET FIGHTER™

Name: LARS
Player:
Chronicle:

Style: SANBO
School:
Stable: SHADOLOO

Team: VENICE
Concept: GERMAN UBERMAN
Signature: HOLD OPPONENT OVER HIS HEAD

ATTRIBUTES

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

ABILITIES

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

ADVANTAGES

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

SPECIAL MANEUVERS

AIR SMASH	2	13	2
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
<i>COMBO: BLOCK TO NECK CHOKE</i>			
<i>AIR SMASH TO BACK BREAKER</i>			
<i>(DIZZY)</i>			

CHI



WILLPOWER



HEALTH



MANEUVERS AND POWERS

	Speed	Damage	Move
Punch: Jab	5(B-1)	8	3
Strong	3	10	3
Fierce	2	12	2
Kick: Short	-	-	-
Forward	-	-	-
Roundhouse	-	-	-
Grab	3	10	1
Block	7(A-1)	-(8)	-
Movement	6	-	6
BUFFALO PUNCH	1(B-2)(3)	14	1
EAR POP	2	5	2
BACKBREAKER	2	13	1
NECK CHOKE	2(A-2)(6)	13(5)	1
FILE DRIVER	1	14	1
SUPLEX	3	12	1

STREET FIGHTER™

Name: JADE
Player:
Chronicle:

Style: CAPOEIRA
School:
Stable: SHADOLOO

Team: VENICE
Concept: FEMME FATALE
Signature: ALWAYS TRIES TO SEVERLY INJURE OPPONENTS.

ATTRIBUTES

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

ABILITIES

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

ADVANTAGES

BACKGROUNDS	
ARENA	●●●●○
MANAGER	●●●○○
RESOURCES	●●○○○
	●●●●○
	○○○○○
	○○○○○
	○○○○○

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

SPECIAL MANEUVERS

BEARHUG	3(B-3X7)	10	1
THIGH PRESS	3(A-2X5)	11	1
THROW	2	9	1
JUMP	7	0	4
ROLLING ATTACK	4(A-1)	10	8(WF)
<i>COMBO:</i> ROLLING ATTACK TO THIGH PRESS(DIZZY)/BLOCK TO BEAR HUG TO SUPLEX(DIZZY)			

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 □□□□□□□□

WILLPOWER

●●●●●○○○○
 □□□□□□□□

HEALTH

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

MANEUVERS AND POWERS

	Speed	Damage	Move
Punch: Jab	6	5	4
Strong	4	7	4
Fierce	3	9	3
Kick: Short	5	7	4
Forward	4	9	3
Roundhouse	2	11	3
Grab	4	7	1
Block	7(B-2)	6	0
Movement	6	6	7
BACK FLIP KICK	4	9	2(-)
DOUBLE-HIT KNEE	5(B-1)	7(X2)	5(1 WF)
FLYING KNEE THRUST	2	9	2
FORWARD FLIP KNEE	3	11	2
HANDSTAND KICK	3	11	1
BACKROLL THROW	3(B-3X7)	11	1

STREET FIGHTER™

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