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Street Fighter



Spirits of the Forest

BY ANDREW J. LUCAS

Spirits of the Forest is an adventure designed for the Street Fighter™ roleplaying game, and is set in Japan. The adventure requires the Street Fighter RPG as well as the Street Fighter Player's Guide (since the Ninja fighting style figures prominently in the story). If the Storyteller does not have access to the Player's Guide he or she may opt to change the fighting style of Hikaru Shoukichi to a style from the main rulebook (Kung Fu would be best). Access to the Secrets of Shadoloo sourcebook is also recommended but is not required to run the adventure.

The adventure is designed for a single team of fighters ranked 3-5, although it can easily be modified to accommodate two teams or a single solo fighter. *Spirits of the Forest* is written for any number of players, four to six being optimum. During the course of the adventure the players' team will be required to fight two team bouts and possibly one feature fight with one opponent from an opposing team. The adventure itself is designed to provide a little plot development; it's the sandwich meat between the bread of tournament bouts.

As Storyteller, you will need to prepare by creating two teams of combatants to challenge your players during the tournament. The *Player's Guide* and the upcoming *Contenders* book can help you. When determining which PCs will fight which NPC opponents, try to find interesting style and personality clashes. If you wish, you can let lower ranking PCs and NPCs "challenge" higher ranking

- characters. Of course, your players may always wish to challenge each other.

Eyes in The Night

"Japan wasn't at all what I thought it would be like. Looking back, I'm not really sure what I actually expected to see. Heavy industry, Karaoke bars, neon skyscrapers and a lot of people smaller than me. I could see all of that back home in Seattle. What really surprised me was the simple rural beauty of the country. Back home, we think of

Japan as an industrial powerhouse, true it is, but it's also much, much more. The last few days have taught me that.

"The woods were quiet. It would be a cliché to say too quiet, but then again where I come from, if there wasn't a siren or gunshot ringing in your ears it was too quiet. My mother used to say that hearing the sounds of the city meant you were alive and part of the world. I always wondered what she meant by that — another lesson Japan taught me.

"I didn't notice when the birds stopped singing, but Jake did. Jake was ex-green beret and part Indian to boot. The Army and his time in Nam had taught him more about the wilderness than any other vet I've met. He warned me about the birds: when they went silent in the country, it meant there

might be an ambush ahead. Jake was full of these little pearls of wisdom. Lord knows how he got them — I sure as hell could do without knowing.

"It was about that time that we noticed the eyes in the forest.

"We'd met Ninja only once before, in Barcelona. When the eyes changed into dark-clad, hooded figures, we knew what to expect — or so we thought.

"John Henry was the first to attack, rushing straight at the Ninja. The sight of the huge sanbo specialist scares the bejesus



out of me, but this little Ninja stood his ground looking almost bored by the big man's bellowing. The rest of us prepared to follow up John's lead, confident that one little Ninja wouldn't be a threat. Then the ground opened up and swallowed John Henry.

"Suddenly Ninja were all over us. I could see Icepick blindly stumbling into the woods with two of the devils bard on his heels. Jake was down, clutching a bloody head wound, and behind me I could hear Kiersten screaming. Then everything went dark.

There are some things in this world that we are better off not knowing – another lesson Japan taught me."

Nick Fontana, interviewed by *Circuit Watch* magazine

The Story

The players are invited to a tournament being held at a resort in Japan. The contestants do not realize it, but the tournament (and the Shadoloo plot to destroy the Ninja village) has been instigated by the Ninja Yuki Takada as a test. She wishes to see if Hikaru Shoukichi is worthy of founding a Ninja clan with her.

Yuki has been spying on the activities of Hikaru and his village and is impressed with what she has seen. To see if Hikaru is truly worthy of her, she is holding a Street Fighting tournament at her *ryokan*, knowing full well that Shadoloo will use the tournament as a smokescreen to launch some plot to destroy Hikaru. If the plot succeeds then Hikaru was never worthy of Yuki's interest. If it fails, she will make her intentions known to Hikaru.

The tournament runs for three days. Over the course of the event a rivalry can be observed between the two highest ranked opponents – a Western Kickboxer named Thomas Wiesma, and Hikaru Shoukichi, a Ninja suspected to be working for Shadoloo. There is no love lost between the two opponents and the combat threatens to engulf the resort where the tournament is being held.

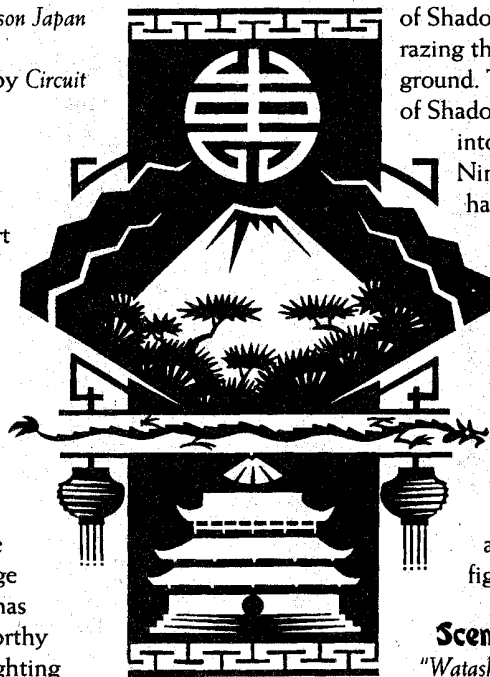
On the second day of the tournament, Thomas approaches the group with a plea for help. He tells them that Hikaru has taken his sister hostage in an attempt to force him out of the tournament. Thomas appeals to the group to help him. He knows the location of the village where she is being held and asks the team to retrieve her while he faces Shoukichi in the ring. Thomas must fight and cannot accompany the group; his hometown has gambled

- heavily on the outcome of the tourney.
- If the group leaves that night they can be back in time to participate in the final rounds and to watch the final bout between Thomas and Hikaru.

- The village is the home of Hikaru's Ninja clan, but it has not taken Thomas' sister hostage. Its inhabitants will defend their home from the team but know nothing of the lies Thomas has spread about their village or his sister.

- The sister is indeed at the village – not as a prisoner but as the leader of a crack force of Shadoloo troops who are intent on razing the peaceful community to the ground. The sister and Thomas are pawns of Shadoloo, who have duped the team into softening up the defenses of the Ninja village for them. Once they have destroyed this particular thorn in M. Bison's side, Thomas plans to beat Hikaru in the ring by using poison.

Can the team survive the assault on the Ninja stronghold and return to the tournament in time to save Hikaru? Will Hikaru prove strong enough to (unintentionally) win the affections of Yuki Takada? Will the fighters survive to care?



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Scene 1: The Tournament

"*Watasbi wa Takada Yuki-san*. My name is Yuki Takada."

- The characters have been invited to participate in a Street Fighter tournament held at a traditional Japanese inn (called a *ryokan*) in Takayama. It is expected that all fighters will stay at the *ryokan* and partake of its hospitality. Yuki will be there in her guise of the *ryokan's* hostess. She is very demure and speaks little. She is seen only rarely and always in a formal kimono.

- Yuki knows everything that happens in the *ryokan* and uses her Ninja abilities to spy on all of her guests. No one is aware that she is a Ninja. Yuki's true reasons for holding the tournament are to test the abilities of Hikaru Shoukichi (see above).

- Yuki's statistics can be found on page 19-20 of the *Player's Guide*. It is unlikely that you will need them for this adventure, however, since she will probably not enter combat.

- Over the first day of the tournament, a number of bouts are fought. The players should have the opportunity to fight at least one team and one single fight. As Storyteller, you will have to develop

opponents for the players. This could be a good opportunity to enhance old rivalries with fighters the players have previously encountered.

During the tournament, the PCs are sure to notice the rivalry between the Kickboxer Thomas Weisma and the Ninja Hikaru Shoukichi. They overhear rumors that the Ninja will stop at nothing to finish Thomas' career.

If the players ask what the basis of the feud is, they will not find any relevant information – only speculation (Thomas is a better fighter and the Ninja is scared, etc.). Neither Hikaru nor

- Thomas will discuss the rivalry, but Thomas' sister is quite willing to talk. In fact Katherine Weisma is as friendly as her brother is sullen.
- Katherine speaks Japanese fluently and will take the players' team under her wing and show them the sights of the town. Katherine is pleasant company and gives every impression of being the players' best friend. She spends the night entertaining the Street Fighters while her brother practices for his fights. If asked about Thomas, she is polite but appears very bored by the conversation and soon changes the subject.

Shoukichi-Ryu Ninja Genin

The Genin are the mainstay of the village defenses. These warriors are composed of the young men and women of the village who rally under the command of the Chunin to fight off invaders.

Strength ••	Charisma ••
Perception •••	Dexterity •••
Manipulation •••	Intelligence •••
Stamina •••	Appearance •••
Wits •••	

Alertness ••	Blind Fighting •
Insight •	Intimidation ••
Mysteries •	Security ••
Stealth •••	Style Lore •
Subterfuge •	

Maneuvers & Powers (Speed / Damage / Move)

Punch: Jab 5 / 3 / 2
 Punch: Strong 3 / 5 / 2
 Punch: Fierce 2 / 7 / 1
 Kick: Short 4 / 4 / 2
 Kick: Forward 3 / 6 / 1
 Kick: Roundhouse 1 / 8 / 1
 Grab 3 / 3 / 1
 Block 7 / (+1 soak) / 0
 Movement 6 / 0 / 5
 Handstand Kick 2 / 8 / 0
 Jump 6 / 0 / 2
 Slide Kick 2 / 7 / 3

Chi •••	Willpower ••
Health ••••••••	

Weapons (Speed / Damage / Move)

Shuriken 6 / 5 / 2

Noisy Neighbors

The second day proceeds very much like the first, with many teams and individuals fighting in the courtyard of the *ryokan*. Thomas and the Ninja exchange hate-filled glances, while Katherine cheers the players' team to victory (or consoles their defeat). As night falls, the players hear an anguished cry from Katherine's room in the *ryokan*.

Within Katherine's room are Yuki (dressed as always in an elegant kimono) and Thomas. Thomas is clutching a blood-stained skirt and looks furious. He explains that he and Katherine were going to meet for dinner. She was late, and when he became worried and went to look for her this is what he found in her room. Yuki shows the players a letter written in Japanese kanji script. She translates: "Your sister is mine. Tomorrow you will lose your match with me... or you will lose much more." The letter was tacked to the wall by a shuriken.

Thomas informs everyone that he knows that this is a trap and that he is expected to take the bait and try to rescue his sister, thus missing (and forfeiting) the fight. Unfortunately his entire hometown has wagered heavily on him. If he loses – even by default – there will be much hardship back in the States.

Yuki suggests that the PCs could go in his stead. "Surely the Ninja are only expecting one fighter. Many may be enough to triumph. If you leave now, you could be there, rescue Katherine and be back for your own fights."

As Storyteller, you may be forced to improvise to entice the players to take the rescue mission.

Scene II: The Ninja Village

The players should seek to rescue the seemingly helpless Katherine from the "evil" clutches of the Shoukichi clan. Getting to the village is an adventure in itself. While the players will be able to get transportation (bus or taxi to the base of the mountain) they will be unable to convince any locals to take them directly to the village. The local people are deathly afraid of the *oni* (demon spirits) that live

in the forest and dance on the slope of the mountain.

None of the residents of Takayama or other local towns will set foot on the mountain. They will not rent, lend, or sell any transportation to the fighters to aid in their mission, for fear of angering the *oni*. They believe the *oni* will wreak a terrible vengeance upon anyone who helps *gaijin* (foreigners) invade their peace.

Warning: Potholes Ahead

In the unlikely (and unfortunate) event that the players secure land transport, they will encounter the many varied and deadly traps and pitfalls that the Ninja have established around their village. You should describe the huge gaping pit the players drive over – seconds before they hit the bottom.

Alternatively, the players will spring a trip line which swings a huge hardwood log with a sharpened tip straight into their vehicle's engine block. The fighters will escape injury, but their vehicle will be totaled.

Fourth of July

If the Street Fighters have access to Resources or Backing and decide to charter an airplane or helicopter to take them directly to the village, they will find the Ninjas prepared. Shadoloo have tried to assault the village before, using a modified C-130 cargo plane that was heavily outfitted with weapons smuggled into Japan. They expected to eradicate the village within a few minutes. What they didn't expect were the stinger missiles the resourceful Ninja had obtained from Afghani resistance fighters.

The Ninja clan may value the ancient ways, but they know the worth of a good surface-to-air missile. The Shadoloo plane was lost, along with a sizable investment of Bison's funds. Bison has sworn revenge, but is unwilling to lose even more troops and weapons; hence the plot to use the Street Fighters to soften up the village for Shadoloo's assault troops.

Stinger missile

Speed: -4

Damage: 10 to any occupants of the vehicle. The aircraft will burst into flames and crash in the forest 3-4 miles away from the Ninja village. Proceed with the rest of the scene.

If You Go Into the Woods Today

The players will probably be forced to trek through the woods on foot – which will not do much for their disposition. Shadoloo is counting on the fact that they will spring all the Ninja traps along the way – and they probably will. The Storyteller should decide how many traps the PCs will face, taking into account adventure pacing and how damaged she wants the PCs to be once they get to the village.

Shoukichi-Ryu Ninja Chunin

Chunin serve double duty in the Shoukichi village, not only as teachers and priests, but also as elite warriors. The headdress of the Chunin is a little more elaborate than the simple Genin's mask. *oni* (demon) face masks hide the identities of all Shoukichi-ryu Ninja, and the fearsomeness of the mask's visage denotes the proficiency of its wearer. Truly, the Chunin wear the most frightening attire of the clan, second only to the mask of their Jonin guardian Hikaru Shoukichi.

Strength ●●●	Charisma ●●
Perception ●●●	Dexterity ●●●●
Manipulation ●●●	Intelligence ●●●
Stamina ●●●	Appearance ●●
Wits ●●●	

Alertness ●●●	Blind Fighting ●●
Insight ●●	Intimidation ●●●
Mysteries ●●●	Security ●●
Stealth ●●●●	Style Lore ●●
Subterfuge ●●	

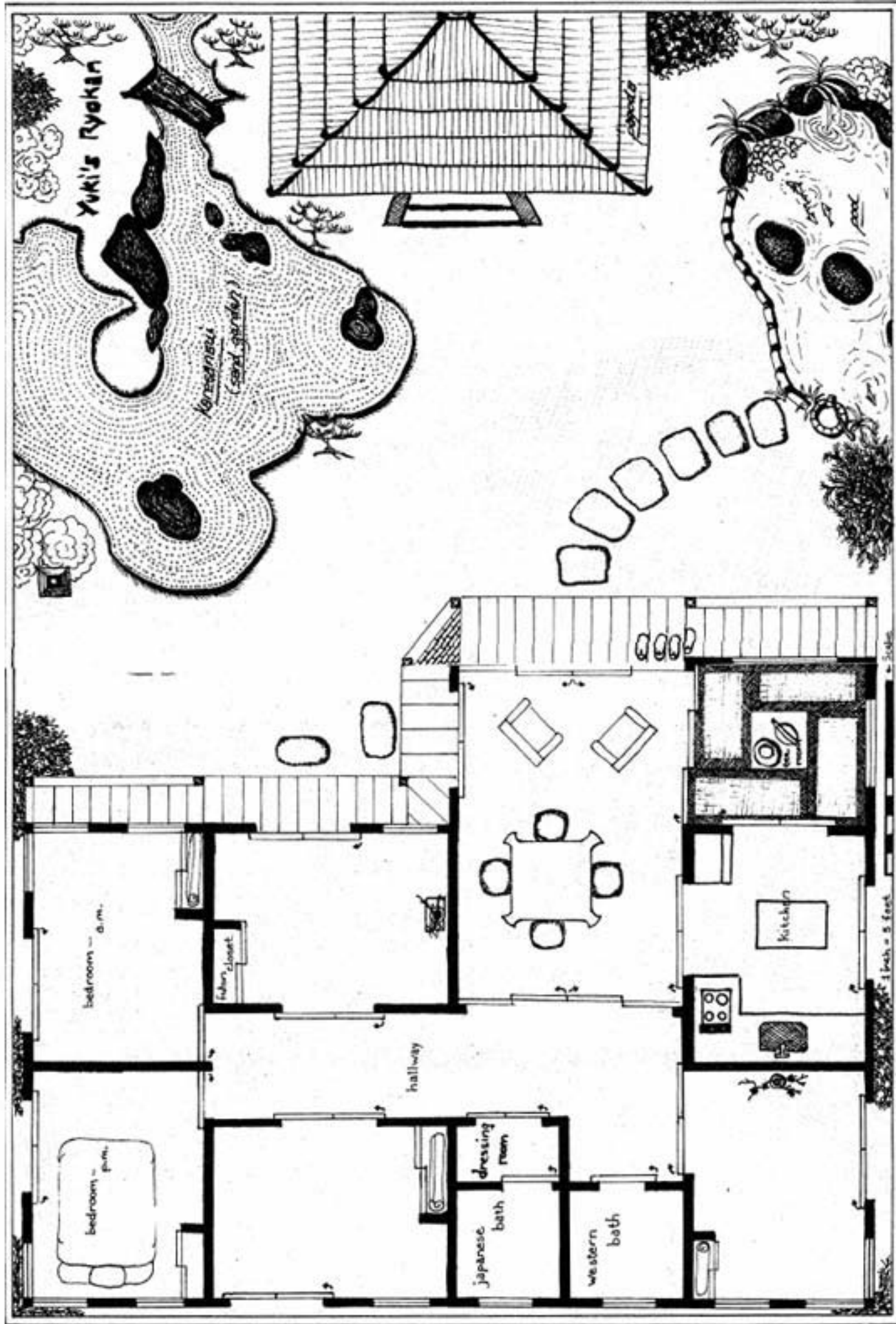
Maneuvers & Powers (Speed / Damage / Move)

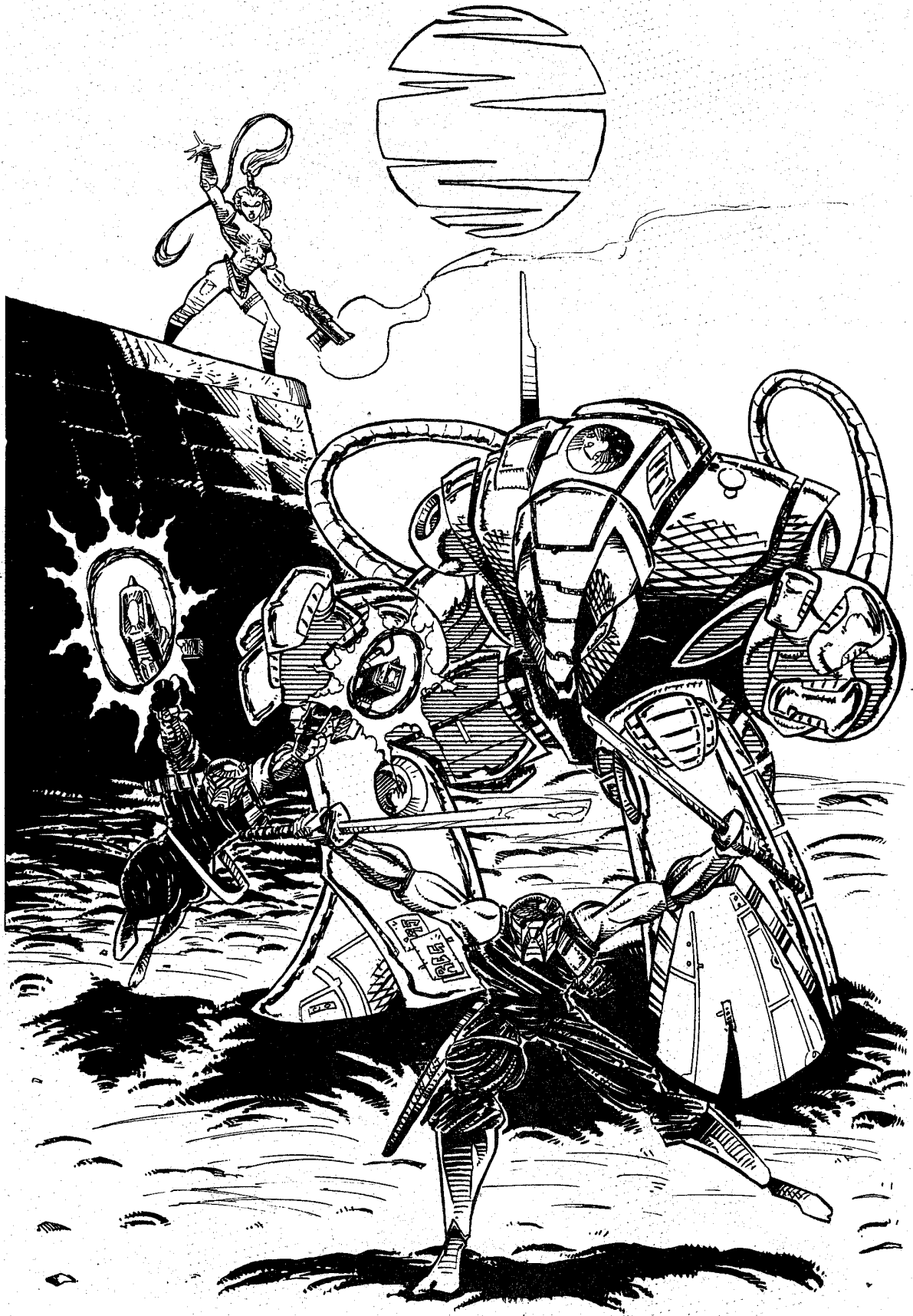
Punch: Jab 6 / 4 / 3
Punch: Strong 4 / 6 / 3
Punch: Fierce 3 / 8 / 2
Kick: Short 5 / 5 / 3
Kick: Forward 4 / 7 / 2
Kick: Roundhouse 2 / 9 / 2
Grab 4 / 5 / 1
Block 8 / (+2 soak) / 0
Movement 7 / 0 / 6
Backflip Kick 4 / 7 / 2
Heel Stomp 6 / 1 / 4
Jump 7 / 0 / 3
Shrouded Moon 3 / 0 / 2
Slide Kick 3 / 8 / 4
Wall Spring 6 / 3 / 5

Chi ●●●	Willpower ●●
Health ●●●●●●●●	

Weapons (Speed / Damage / Move)

Shuriken 6 / 5 / 2
Shikan-Ken 5 / 7 / 0
Ninja-to Jab 8 / 6 / 3
Ninja-to Strong 6 / 8 / 3
Ninja-to Fierce 5 / 10 / 2





Allow each of the players a Perception + Survival roll to avoid the booby traps. The difficulty is 6 and two successes will allow the fighters to sidestep any trap. Any fighter who fails this roll will spring a booby trap. Possible traps include:

Net: Dexterity + Athletics test to avoid; Strength test to break free.

Arrow: Speed 6; Damage 6.

Pit: Athletics test to avoid falling in; Damage 10.

Log: Athletics + Dexterity to avoid swinging log (anti-vehicle trap); Damage 14.

Snare: Dexterity + Athletics to avoid being suspended upside down; Damage 2.

Caltraps: Perception to spot these pointed spikes on the forest floor; Damage 3.

(The target number for all tests is 7.)

Eventually the fighters reach the Ninja village, where the Shoukichi clan has marshaled all of its forces to fight the invaders. There will be one Genin for each fighter and one Chunin for every two fighters (round up). The Chunin begin combat with a fast Heel Stomp, allowing the Genin to hit their target with a Slide Kick. At least one Genin hangs back, throwing shuriken.

Allow the combat to proceed as normal. It is highly unlikely that the players will lose, but if it appears that they will, advance to the next scene.

Ninja-to

The Ninja's short straight sword is smaller than the samurai katana and can be fairly easily concealed. This sword is a fast weapon that allows Ninja to strike first in most armed conflicts.

Base Technique: Sword: +2 Speed; +2 Damage; +0 Move.

Assault Robot Mk-III

The assault robot Mk-III is a recent development of Shadooloo's Mrigankan laboratories. The robot is designed for front-line combat and packs enough firepower to deal with most threats, be they armored units, hardened emplacements, or simple infantry battalions.

The head of the robot contains an elaborate sensor suite, which combines motion-sensitive target acquisition hardware with sonar and infrared detection scanners. The sensors are mounted upon two titanium posts welded to the upper torso. These are separated by a three-foot span, giving the robot excellent binocular vision and allowing its main armament to swivel over the robot's torso and lock into place as part of the head unit. Once this action is complete the robot may turn its head and fire at any target it can see.

An armored back unit contains the unit's main armament, which consists of a powerful gatling cannon. The huge back of the robot has a distinctive hunchbacked appearance, intended to inspire fear in enemy troops. The cannon contains enough ammunition to last indefinitely, but the unit's rate of fire is limited by the energy required to run the cannon. Its batteries (chi) hold only enough power to fire the gatling cannon 4 times. If the robot stands idle (effectively dizzied) it may recharge one point of energy (chi).

Strength ●●●	Charisma ●	Perception ●●●
Dexterity ●●●	Manipulation ●	Intelligence ●
Stamina ●●●●	Appearance ●	Wits ●●●
Alertness ●●●	Security ●	Computer ●●
Intimidation ●	Stealth ●●●	

Maneuvers & Powers (Speed / Damage / Move)

Punch: Jab 5 / 5 / 2

Punch: Strong 3 / 7 / 2

Punch: Fierce 2 / 9 / 1

Kick: Short 4 / 6 / 2

Kick: Forward 3 / 8 / 1

Kick: Roundhouse 1 / 10 / 1

Block 0 / 0 / 0

Grab 3 / 5 / 1

Movement 7 / 0 / 7

Chi ●●●● Willpower ●●●
Health ●●●●●●●●

Weapons (Speed / Damage / Move)

Gatling Cannon 4 / 14 / 0

Scene III: Surprise Attack

Just as victory seems assured (either for the Street Fighters or the Ninja) Shadoloo makes an appearance. A barrage of cannon fire targets any remaining Ninja, knocking them unconscious. Katherine, garbed in combat gear, strides into the village followed by Shadoloo elite assault troops. (There should be one assault squad per two Street Fighters, rounded down.)

Katherine sarcastically addresses the fighters:

"Thank you for softening up the village for us. My Shadoloo troops will finish what you have started. Now kindly step aside before you get hurt."

Presumably the fighters will decide to protect the village once they realize that they have been used as patsies by Bison's operatives. If they actually do step aside (unless this is just a ruse) feel free to remove 1 permanent Honor

If they do not step aside, Katherine will continue: "Ah, so the fools think they can challenge the power of Shadoloo do they?" She waves her hand nonchalantly in the team's direction. "Kill them and burn the village to the ground."

Let chaos reign. The troopers prefer to use their blaster rifles to pin down the Street Fighters while the robots advance on them. In hand-to-hand combat the troopers try to tie up the Street Fighters while the robots fire gattling cannons at them. Katherine does not enter combat unless it becomes obvious that Shadoloo is losing.

If the players are being beaten very badly, Yuki Takada enters the fray in Ninja guise to even up the sides. She has been watching the proceedings to see if Hikaru's clan is worthy of her attentions.

Shadoloo Assault Squad

These elite troops operate in teams of three – two troopers and one assault robot. The troopers act as fire support for the robot, which will advance upon an enemy position, shrugging off most forms of attack. The troopers can designate the robot's target or allow its sophisticated AI program to choose a target independently.

The assault squads are a new addition to Shadoloo's armed forces, and utilize new weapons

- created in M. Bison's science labs. Bison is using this attack as a test for the new squads as well as an opportunity to destroy an obstinate Ninja clan.

Assault Troopers

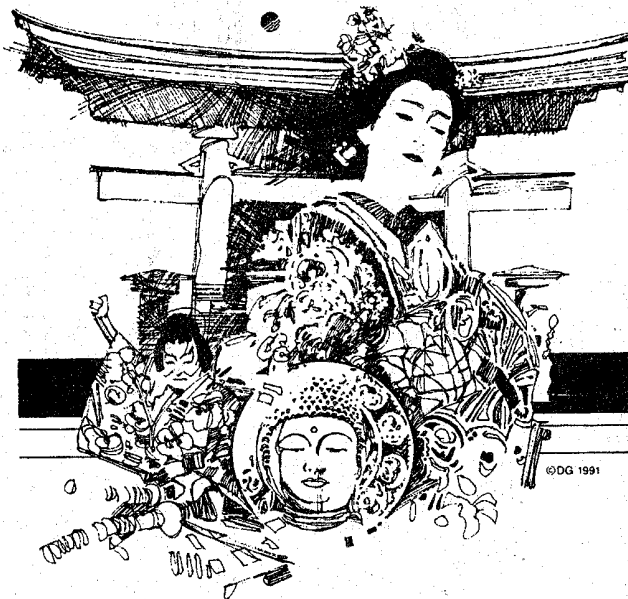
- For the assault troopers, use the Lifer Soldier statistics from page 174 of the *Street Fighter* rules book.

- The troopers wear camouflage fatigues and combat helmets. The helmets contain advanced sensors that allow the troopers to detect hidden opponents using sonar and infrared sensors. (These will eliminate the Ninja Shrouded Moon ability and will reveal concealed ambushes.) The sensors also make the troopers susceptible to being blinded by fireballs and like attacks. Any trooper successfully struck by a flame attack – be it a Fireball, Flaming Fist or any similar attack – is automatically dizzied as the helmet's electronics overload. Sonic attacks like Stunning Shout will also overload the helmets. (The Assault Robot is not affected in this way.)

In addition to the Sensor helmet, the troopers also carry the following weapons:

Blaster Rifle: +1 Speed, +6 Damage.

Knife: +2 Speed, +1 Damage, +0 Move.



Scene IV: Aftermath

- Once the threat to the Ninja village is over, the players can return to the tournament for the final day's bouts. They may wish to confront Thomas with his sister's defeat or simply let him wonder. In any event Thomas' parting words will be, "You have made no friends this day. Rest assured that you will rue the day you ever met me."

- If the players try to talk to Hikaru they will notice him engrossed in conversation with the Ninja, Yuki Takada. The two embrace briefly, then Yuki disappears into the shadows.

- Hikaru will thank the players in his brusque manner and pledge the support of his clan should they ever require it. Any Ninjas in the group are also welcome to study with the Shoukichi clan.

Thomas Weisma (Shadoloo Agent)

Thomas is a large man whose face bears the marks on many battles. To those around him, he seems very likable, if a little reserved. Very few people realize that Thomas and his sister are Shadoloo operatives. No one knows where Thomas and Katherine come from – although they do have a distinct American accent. He is an exceptional all-around fighter but occasionally lets over-confidence get the best of him.

Appearance: Thomas is a large, heavy set man with piercing blue eyes and wild black hair. He usually wears a brown leather jacket with the American flag on the back and the loose trousers common to his fighting style.

Quote: "Look, we can do this two ways. My way – or my way with you picking up your teeth up off the floor."

Style: Western Kickboxing.

School: Unknown

Signature: shakes fist at opponent and yells.

Strength ●●●● Charisma ●●●● Perception ●●●●
 Dexterity ●●● Manipulation ●● Intelligence ●●●
 Stamina ●●●● Appearance ●● Wits ●●●

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

Allies (Shadaloo) ●●● Punch ●●●●●
 Backing ●● Kick ●●●●
 Fame ●● Block ●●●
 Resources ● Grab ●●●
 Athletics ●●
 Glory ●●●● Focus ●●
 Honor ●●

Willpower ●●●●●●●● Chi ●●
 Health ●●●●●●●●●●●●

Special Maneuvers: Jump, Throw, Spinning Backfist, Spinning Knuckle, Double-hit Kick, Double Dread Kick, Stepping Front Kick, Wounded Knee, Backroll Throw, Punch Defense, Deflecting Punch.

Combos: Deflecting Punch to Wounded Knee to Double Dread Kick (Dizzy); Jab Block to Fierce (Dizzy).

Division: Freestyle. *Rank:* 6

Standing: Wins 20, Losses 5, Draws 2, KO's 12.

Katherine Weisma (Shadoloo Agent)

Katherine is a petite woman with flowing blond hair. It is not commonly known that she is a well trained and experienced Wu Shu fighter – a fact she like to keep to herself. On the surface she is bubbly and energetic, but below that is a driving thirst for power that only service to Shadoloo can quench.

Appearance: Katherine is fond of wearing leather mini-skirts – not so much because it frees her legs for fast powerful kicks, but because it distracts her opponents, allowing those kicks to land.

Quote: "You must be a very good fighter to still look so handsome (giggle)."

Style: Wu Shu.

School: Unknown.

Signature: does a backflip and straightens her skirt.

Strength ●● Charisma ●●●● Perception ●●●●
 Dexterity ●●●●● Manip. ●●●●● Intelligence ●●●
 Stamina ●●● Appearance ●●●●● Wits ●●●

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

Allies (Shadaloo) ●●● Punch ●
 Contacts ●●● Kick ●●●
 Resources ●● Block ●●
 Glory ● Grab ●●
 Honor ● Athletics ●●●●
 Focus ●

Willpower ●●●●●●●● Chi ●●●●
 Health ●●●●●●●●●●●●

Special Maneuvers: Jump, Backflip Kick, Double-hit Kick, Lightning Leg, Flying Heel Stomp, Kippup, Wall Spring.

Combos: Flying Heel Stomp to Block to Backflip Kick (Dizzy).

Division: Freestyle. *Rank:* 4

Standing: Wins 12, Losses 3, Draws 2, KO's 10.

Hikaru Shoukichi, Ninja Streetfighter

Hikaru Shoukichi is the guardian of the Mikkyo shine of the village. He is the only Jonin of the village and takes his responsibilities very seriously. Under his command the Genin and Chunin of the village have successfully thwarted M. Bison's attempts to subvert or destroy their heritage.

When Hikaru heard of the Street Fighter circuit, he decided to join to better keep an eye on the activities of Bison's pawns. He is worried about the Takayama tournament being held so close to his village and believes it is being used to mask Bison's massing of troops to finally destroy his village. He is completely unaware that the tournament is being held for his benefit by Yuki Takada to test his worthiness.

Appearance: Hikaru's true appearance is unknown as he has only been seen in his fighting garb. The Jonin-ranked Ninja wears loose baggy pants, a black *gi* and *tabi* shoes. In place of the traditional Ninja hood, Hikaru wears a fearsome *oni* (demon) mask. In the Shoukichi-Ryu Hikaru represents, all Ninja wear such masks. As a warrior advances in rank the masks become more horrible in aspect, to reflect the skill. Hikaru's mask is truly as terrifying as his skill in the ring.

Quote: "The world is a dangerous place, *Gaijin*.

Remove yourself from my path before I show you how dangerous."

Style: Ninjitsu.

School: Shoukichi dojo.

Stable: none.

Signature: scatters cherry blossoms onto a fallen opponent.

Strength ●●●	Charisma ●●	Perception ●●●
Dexterity ●●●●	Manip. ●●●●	Intelligence ●●
Stamina ●●●●	Appearance ●●	Wits ●●●

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

Allies (Clan) ●●●●
Clan Heritage ●●●●●
Disguise ●●●

Glory ●●●●●●
Honor ●●●●

Chi ●●●	Willpower ●●●●●
Health ●●●●●●●●●●	

- *Special Maneuvers:* Jump, Wall Spring, Shikan-ken, Shuto, Slide Kick, Backflip Kick, Cartwheel kick, Heel Stomp, Shrouded Moon, Entrancing Cobra.
- *Combos:* Block to Shuto to Slide Kick to Roundhouse Kick (Dizzy).
- *Division:* Freestyle.
- *Rank:* 6
- *Standing:* Wins 26; Losses 0; Draws 2; KO's 20.

CONVERSION NOTES

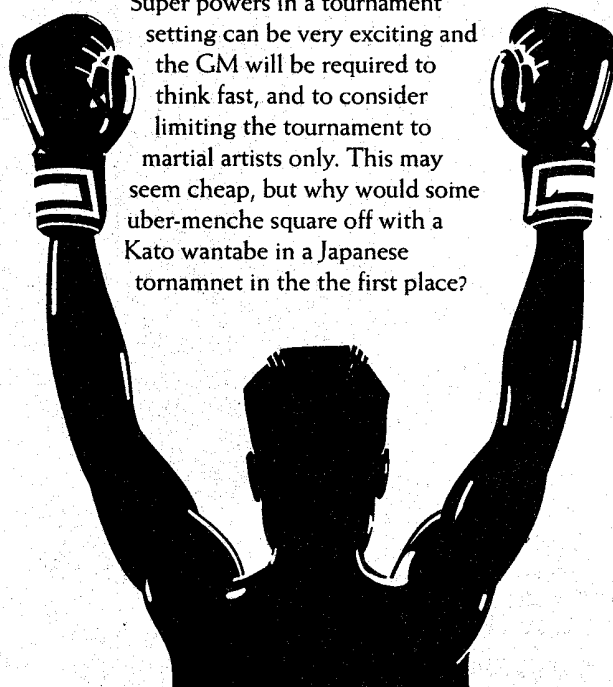
- Street Fighter adventures can be easily converted into a number of systems. Any campaign that revolves around a team can easily be adapted to accomodate this adventure. Campaigns can feature the tournament setting of the Takayama open tournament. Interesting games to set this adventure in would be Champions, Underground or the classic Villians & Vigilantes.

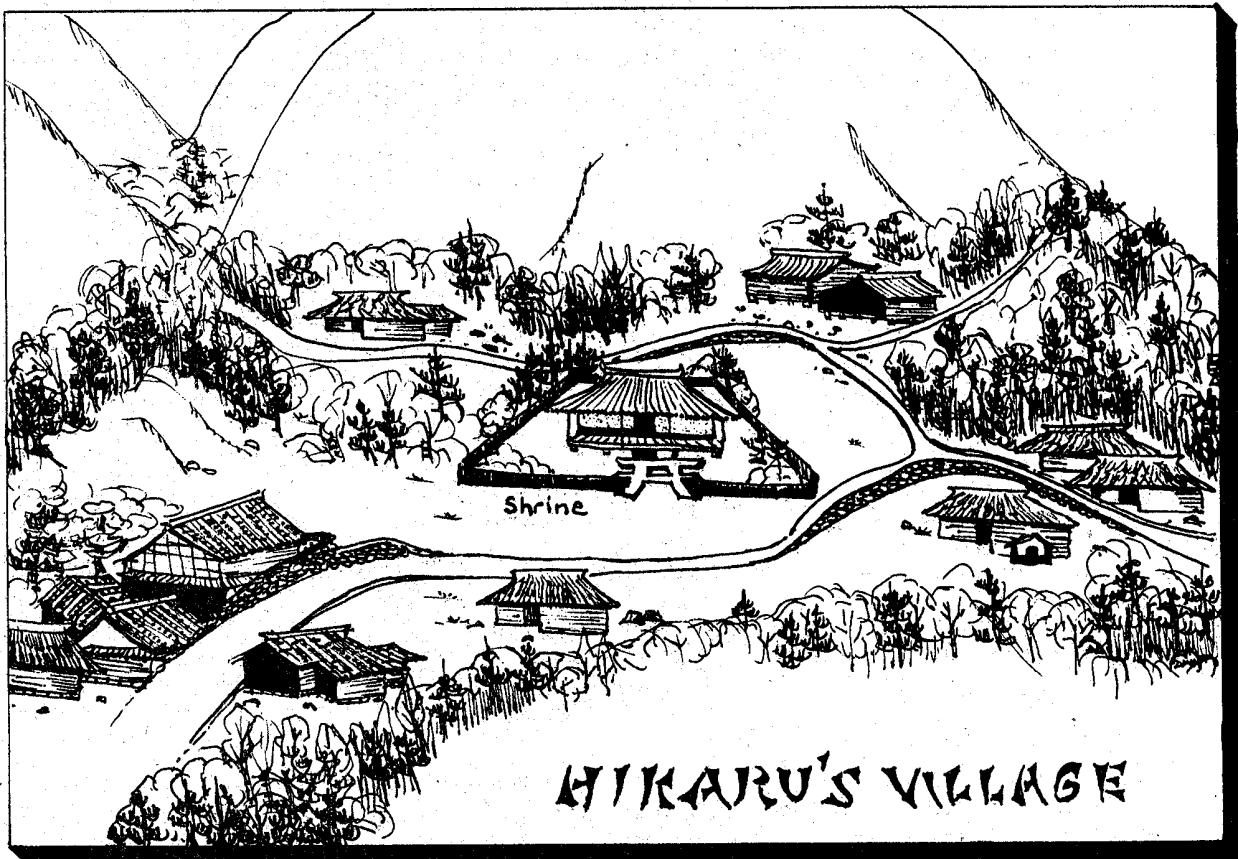
- Street Fighter is essetially a super hero campaign, but by adapting the system to a true super heroic system you can greatly enhance the flavor of a campaign. Single and team events will be radically changed with the addition of true super powers, and the knockback rules of V&V will certainly enhance the use of the combat arenas.

- If the characters have access to flying powers it will be nessacary to ground them, perhaps by intensifying the surface-to-air support the Ninja clan has access to. A few more SAMs and a couple of Phalanx gattling cannons should dissuade even the most aggressive flyer.

- Super powers may have to me given to the NPCs to counter any that the players may have.

Super powers in a tournament setting can be very exciting and the GM will be required to think fast, and to consider limiting the tournament to martial artists only. This may seem cheap, but why would some uber-menche square off with a Kato wantabe in a Japanese tornamnet in the the first place?





Uber-man versus the shadow lord, however, would be appropriate. Perhaps the prize could be some mystically powered artifact.

The point is that, to involve major super heroes, the scale has to be grander than a simple street fight. Remember, when using super heroes bigger is always better!



Andrew Lucas

Andrew began his career writing poetry and short stories for his own enjoyment. He soon realized that women were more impressed by a large – paycheck – than carefully crafted prose, and sold out to the B.C. Telephone company.

Andrew exhibited great artistic skill by disrupting his friends' gaming sessions with truly talented puns. Realizing his true calling at last, he decided to take his skills to the source – the game publishers. Imagine the naive boy's surprise when he was actually paid, simply for using his God-given talent.

Andrew is the author of the *Street Fighter Player's Guide*. His work has also appeared in *Challenge Magazine* and *White Wolf Magazine*, and he has done

- design work for FASA, White Wolf, Legacy, and
- Pariah Press. His future aspirations include
- developing real talent and morals.



R. Crowle Gray

- Ross was born in Edmonton, spent time in the
- Northwest Territories, and finally settled in
- Vancouver. He is a self-taught artist and fan of the
- original *Star Trek* television series. His work appears
- regularly in the fanzine *Skylarking Digest*. He is also
- an avid gamer, and enjoys both *Cyberpunk* and *AD&D*.



Dana Noah

- Originally from Nova Scotia, Dana is a self-
- taught artist. She works primarily with an exacto
- knife, creating greeting cards using an Asian form of
- silhouette paper cutting. Pen and ink (and
- mapmaking) is a new medium for her. Trained as a
- nurse, Dana worked in that profession for a number
- of years, and also spent some time on her
- grandmother's sheep farm in the Hebrides of
- Scotland. She came to Vancouver two years ago.