

SUPPLEMENT

Beta 0.15
06/15/08

FOR



THE STORYTELLING GAME

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Chapter 1:

INTRODUCTION

Beta version to show what's on the way.

I still need to:

- Illustrations
- Maneuver details (done on paper)
- Write chapters one and two
- Type chapter five (done on paper)
- Win/Loss records
- Combos

[insert introduction here]

Chapter 2: SETTING

[insert setting here]

Chapter 3:

WORLD WARRIORS

[insert world warrior intro here]

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Appearance: ...

Appearance: ...

STREET FIGHTER

Name: ADON
Player:
Chronicle:

Style: MUAY THAI KICKBOXING
School:
Stable:

Team:
Concept:
Signature: THUMBS DOWN

ATTRIBUTES

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 ●●●○○
FAME ●●○○○
RESOURCES ●●●●○
STAFF ●●○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

DIVE KICK, DOUBLE HIT KICK
ELBOW SMASH,
FLYING DIVE KICK,
FOOT SWEEP, JAGUAR KICK,
JUMP, MAKU WARA,
POWER UPPER CUT, THROW,
TIGER KNEE,
WOUNDED KNEE

RENOUN

Glory
●●●●●●●●●○
□□□□□□□□□□

Honor

●●●●●●●○○○
□□□□□□□□□□

CHI

●●○○○○○○○○○○
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□□□
●●●●●●●●●●
□□□□□□□□□□

Division: WORLD WARRIOR
Rank: 9 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

EXPERIENCE

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STREET FIGHTER

Name: AKUMA
Player:
Chronicle:

Style: SHOTOKAN KARATE
School: GOUTETSU'S DOJO
Stable:

Team:
Concept: PERFECTIONIST
Signature: KANJI SYMBOL

ATTRIBUTES

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 ●●●○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR HURRICANE KICK,
ASHURA WARP, BACKROLL
THROW, DIVE KICK, DOUBLE
FLYING FIREBALL, DRAGON
PUNCH, FIREBALL, FLYING
FIREBALL, FOOT SWEEP,
FORWARD ROLL, HURRICANE
KICK, IMPROVED FIREBALL,
JUMP, KIPPLUP, LIGHTNING
DROP, POWER UPPER CUT,
RAGING DEMON, THROW

Combos:

RENOWN

Glory
●●●○○○○○○○
□□□□□□□□
Honor
●●○○○○○○○○○
□□□□□□□□

CHI

●●●●●●●●●●
□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□
●●●●●●●●●●
□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
Rank: NONE
Standing
Wins: Losses:
Draws: KO's:

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Appearance: ...

STREET FIGHTER

Name: ALEX
Player:
Chronicle:

Style: WRESTLING
School: TOM
Stable:

Team:
Concept: ORPHAN
Signature: FACEPAINT

ATTRIBUTES

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

ALLIES ●●○○○
RESOURCES ●●○○○
FAME ●○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR SMASH, AIR THROW,
BACK BREAKER, FLASH CHOP,
FLYING TACKLE,
FOOT SWEEP, HEADBUTT,
JUMP,
JUMPING SHOULDER BUTT,
POWER BOMB, SUPLEX,
THROW

RENOWN

Glory
●●●●●●●●○
□□□□□□□□

Honor

●●●●●●●●○
□□□□□□□□

CHI

●●●●●●●●○
□□□□□□□□

WILLPOWER

●●●●●●●●●
□□□□□□□□

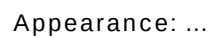
HEALTH

●●●●●●●●●
□□□□□□□□
●●●●●●●●●
□□□□□□□□

Division: WORLD WARRIOR
Rank: 9 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

EXPERIENCE

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STREET FIGHTER

Name: BIRDIE

Player:

Chronicle:

Style: WRESTLING

School:

Stable:

Team:

Concept: THUG

Signature: MOHAWK

ATTRIBUTES

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

ALLIES ●●●○○
FAME ●○○○○
RESOURCES ●●○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR SMASH, BANDIT CHAIN,
BUFFALO PUNCH,
BULL HEAD, BULL HORN,
CHOKE CHAIN, FOOT SWEEP,
HEADBUTT, HEADBUTT HOLD,
JUMP, POWER UPPER CUT,
THROW

RENOWN

Glory
●●●●●●●●○○
□□□□□□□□

Honor

●●●○○○○○○○
□□□□□□□□

CHI

●○○○○○○○○○
□□□□□□□□

WILLPOWER

●●●●●●●●○○
□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□
●●●●●●●●●●
□□□□□□□□

Division: WORLD WARRIOR

Rank: 9 (FREESTYLE)

Standing

Wins:

Losses:

Draws:

KO's:

EXPERIENCE

Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

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Appearance: ...

STREET FIGHTER

Name: CHARLIE
Player:
Chronicle:

Style: SPECIAL FORCES TRAINING
School: U.S. AIRFORCE
Stable:

Team:
Concept: WAR HERO
Signature: CLEANS HIS GLASSES

ATTRIBUTES

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

ALLIES ●●●●○
ARENA ●●●○○
BACKING ●●●●●
CONTACTS ●●○○○
FAME ●○○○○
RESOURCES ●●●○○
STAFF ●●●○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR THROW, FLASH KICK,
FOOT SWEEP, JUMP,
KNEE BASHER,
POWER UPPERCUT,
SONIC BOOM,
SPINNING BACKFIST, SUPLEX

RENOWN

Glory
●●●●●●●○○
□□□□□□□□

Honor
●●●●●●○○○
□□□□□□□□

CHI

●●●●●●●●○
□□□□□□□□

WILLPOWER

●●●●●●●●○
□□□□□□□□

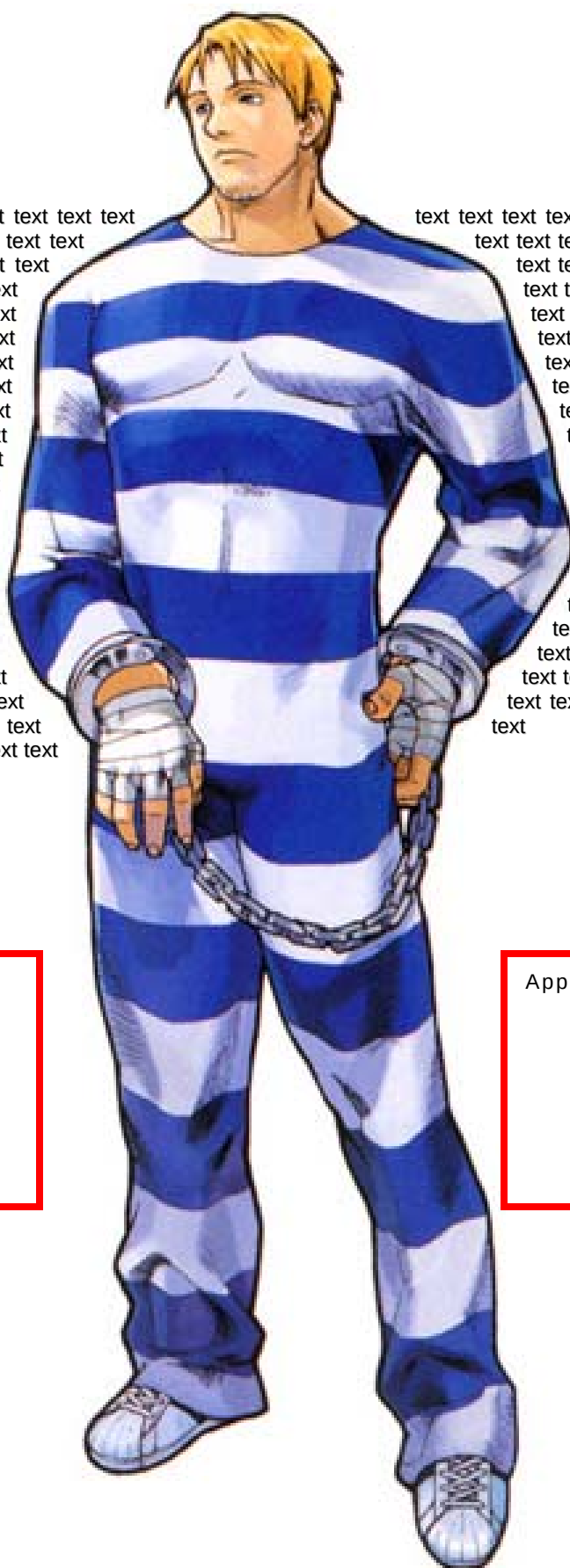
HEALTH

●●●●●●●●●
□□□□□□□□
●●●●●●●●●
□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
Rank: 10 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

CODY



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A detailed illustration of a person's arm wearing a blue and white horizontally striped long-sleeved shirt. The arm is bent at the elbow, showing the cuff area which has a grey elastic band and some orange and yellow details. The background is plain white.

A blue and white striped sleeve or arm, likely from a cartoon character, is visible on the left side of the page. The stripes are horizontal and the colors are a vibrant blue and white. The sleeve appears to be part of a larger garment, possibly a shirt or uniform. The background is a solid light gray.

Playing Cody: ...

Appearance: ...

STREET FIGHTER

Name: CODY TRAVERS
Player:
Chronicle:

Style: WESTERN KICKBOXING
School:
Stable:

Team:
Concept: FALLEN HERO
Signature: SHRUGS

ATTRIBUTES

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

ALLIES ●●●●○
CONTACTS ●●○○○
FAME ●○○○○
RESOURCES ●○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

BAD STONE, CRIMINAL UPPER,
FOOT SWEEP, JUMP,
KNEE BASHER,
POWER UPPERCUT,
RUFFIAN KICK, SAND CHUCK,
SLIDE KICK, THROW

RENOWN

Glory
●●●●●●●●○○
□□□□□□□□

Honor

●●●●●●○○○○
□□□□□□□□

CHI

●●●●●●○○○○
□□□□□□□□

WILLPOWER

●●●●●●●●○○
□□□□□□□□

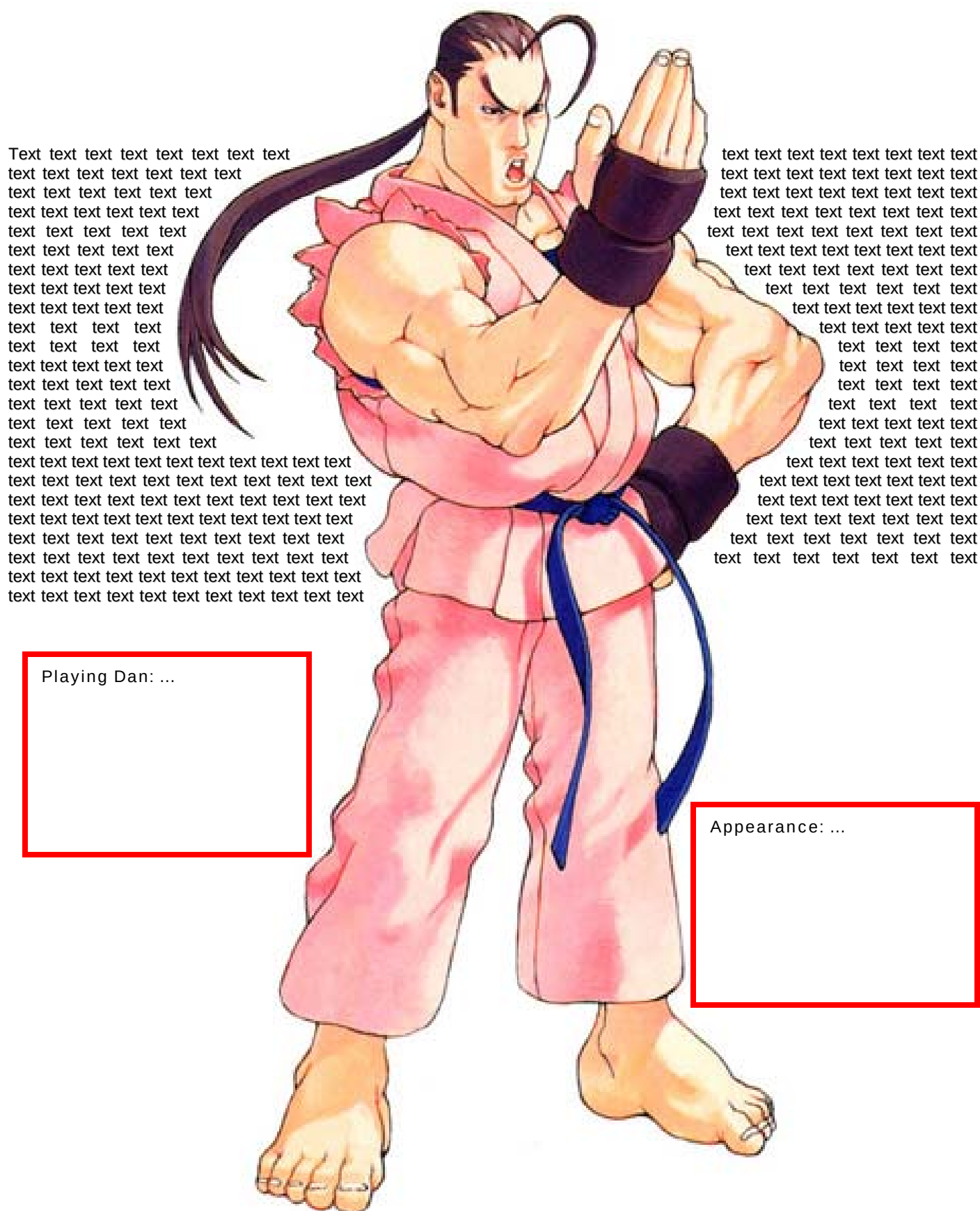
HEALTH

●●●●●●●●●●
□□□□□□□□
●●●●●●●●●●
□□□□□□□□

Division: WORLD WARRIOR
Rank: 9 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

EXPERIENCE

DAN



STREET FIGHTER

Name: DAN HIBIKI

Player:

Chronicle:

Style: SHOTOKAN KARATE

School: SELF TAUGHT

Stable:

Team:

Concept: REVENGE SEEKER

Signature: TAUNTS

ATTRIBUTES

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

ALLIES ●●●●○
CONTACTS ●●○○○
RESOURCES ●●●○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR HURRICANE KICK,
BACKROLL THROW,
DRAGON PUNCH, FIREBALL,
FOOT SWEEP,
FORWARD ROLL,
HURRICANE KICK, JUMP,
POWER UPPER CUT, THROW

RENOWN

Glory
●●●●●●●●●●
□□□□□□□□□□

Honor

●●●●●●○○○○
□□□□□□□□□□

CHI

●●●●●●○○○○
□□□□□□□□□□

WILLPOWER

●●●●●●●○○○
□□□□□□□□□□

HEALTH

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

Division: WORLD WARRIOR

Rank: 9 (FREESTYLE)

Standing

Wins:

Losses:

Draws:

KO's:

EXPERIENCE

Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

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Appearance: ...

STREET FIGHTER

Name: DUDLEY
Player:
Chronicle:

Style: BOXING
School:
Stable:

Team:
Concept: ENGLISH GENTLEMEN
Signature: "DOWN FOR THE COUNT"

ATTRIBUTES

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 ○○○○○
FAME ●●○○○
RESOURCES ●●●●●
STAFF ●●●●○
○○○○○
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TECHNIQUES

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

BRAIN CRACKER, COUNTER,
DARTING PUNCH,
DASHING PUNCH,
DASHING UPPERCUT,
FIST SWEEP, HYPERFIST,
JET UPPERCUT,
MACHINE GUN BLOW,
POWER UPPERCUT, THROW

RENOWN

Glory
●●●●●●●○○
□□□□□□□□

Honor

●●●●●●●●●
□□□□□□□□

CHI

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WILLPOWER

●●●●●●●●●
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HEALTH

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●●●●●●●●●
□□□□□□□□

Division: WORLD WARRIOR
Rank: 10 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

EXPERIENCE

SFRPG.COM

Appearance: ...



STREET FIGHTER

Name: ELENA
Player:
Chronicle:

Style: CAPOEIRA
School: HER VILLAGE
Stable:

Team:
Concept: PRINCESS
Signature: HANDSTAND

ATTRIBUTES

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 ●●○○○
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○○○○○

ADVANTAGES

BACKGROUNDS

ALLIES ●●○○○
ANIMAL COMPANION ●●●○○
ARENA ●●●●○
STAFF ●●●○○
○○○○○
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○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

DOUBLE HIT KICK,
FLASH KICK, FLYING SIDE KICK,
FOOT SWEEP,
HANDSTAND KICK,
JAGUAR KICK, JUMP,
MUSICAL ACCOMPANIMENT,
REGENERATION,
SLIDE KICK, THROW

RENOWN

Glory
●●●●●○○○○○
□□□□□□□□

Honor

●●●●●●●●○
□□□□□□□□

CHI

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WILLPOWER

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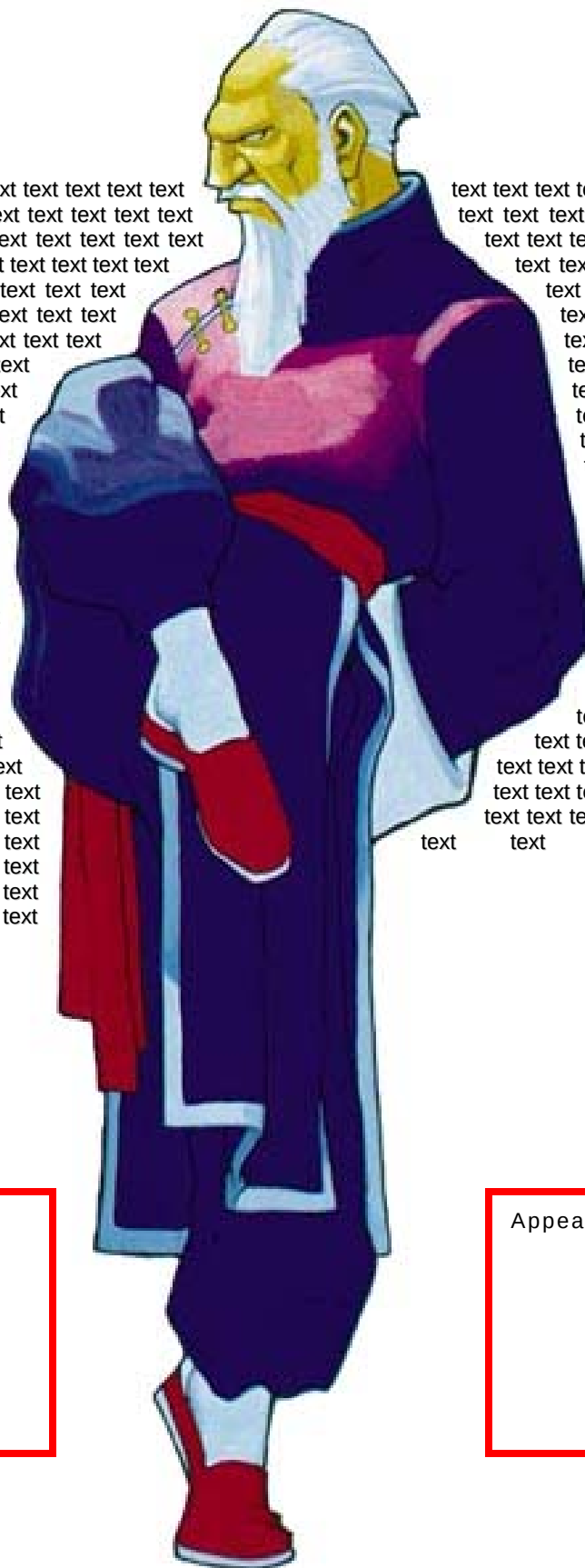
HEALTH

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Division: WORLD WARRIOR
Rank: 9 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

EXPERIENCE

GEN



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A stylized illustration of a person from the chest up, facing left. They are wearing a dark blue or black hooded cloak or robe over a red garment. The background behind them shows a portion of another figure in pink clothing with yellow accents.[illegible]

Playing Gen: ...

Appearance: ...

STREET FIGHTER

Name: GEN
Player:
Chronicle:

Style: KUNG FU
School:
Stable:

Team:
Concept: FORMER ASSASIN
Signature: "FOOL!"

ATTRIBUTES

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

ALLIES ●●●●●●
CONTACTS ●●●●●○
FAME ●○○○○○
RESOURCES ●●○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

BRAIN CRACKER, BREAKFALL,
CHI KUNG HEALING,
DIM MAK, DIVE KICK,
DOUBLE HIT KICK,
FLYING DIVE KICK,
FOOT SWEEP,
HANDSTAND KICK,
HUNDRED HAND SLAP, JUMP,
KNEE BASHER,
REVERSE WATERFALL,
TRIPLE STRIKE,
TUMBLING ATTACK

Combos:

RENOWN

Glory
●●●●●●○○○
□□□□□□□□□□

Honor

●●●●●○○○○○
□□□□□□□□□□

CHI

●●●●●●●●●●
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□□□
●●●●●●●●●●
□□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
Rank: 10 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

GILL

[illegible]

Playing Gill: ...

Appearance: ...

STREET FIGHTER

Name: GILL
Player:
Chronicle:

Style: PANKRATION
School: ILLUMINATI
Stable:

Team:
Concept: MESSIAH
Signature: RED AND BLUE BODY

ATTRIBUTES

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

ALLIES ●●●●●
BACKING ●●●●●●●
CONTACTS ●●●●●
RESOURCES ●●●●●
STAFF ●●●●●
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

ACCURACY,
DASHING CLOTHESLINE,
DIVE KICK, ELBOW SMASH,
FLYING DIVE KICK,
FOOT SWEEP, IMPROVED
DASHING CLOTHESLINE,
JUMP, NECK CHOKE,
PILE DRIVER,
POWER UPPER CUT,
PSYCHOKINESIS,
PSYCHOKINETIC CHANNELING,
*RESURRECTION
Combos:

RENOWN

Glory
●●●●●●●●●○
□□□□□□□□□□
Honor
●●●○○○○○○○
□□□□□□□□□□

CHI

●●●●●●●●●●
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

HEALTH

●●●●●●●●●●
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EXPERIENCE

Division: WORLD WARRIOR
Rank: 10 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

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[illegible]

Appearance: ...



STREET FIGHTER

Name: GUY
Player:
Chronicle:

Style: NINJITSU
School: ZEKU'S DOJO
Stable:

Team:
Concept: HERO
Signature: NINJA HAND SIGNS

ATTRIBUTES

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 ●●●○○
○○○○○
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ADVANTAGES

BACKGROUNDS

ALLIES ●●●●○
CONTACTS ●●○○○
FAME ●○○○○
RESOURCES ●●○○○
SENSEI ●●●●●
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TECHNIQUES

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

ADVANCING ELBOW,
BACKFLIP KICK, BREAKFALL,
ELBOW SMASH,
FOOT SWEEP, JUMP, KIPPLUP,
KNEE BASHER, LIGHT FEET,
LIGHTNING DROP,
NECK HUNTER,
POWER UPPER CUT, SHADOW
PENETRATOR, SLIDE KICK,
SPEED OF THE MONGOOSE,
THROW, TORNADO KICK,
WALL SPRING, WIND DASH

Combos:

RENOWN

Glory
●●●●●●●○○○
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Honor

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CHI

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WILLPOWER

●●●●●●●●●●
□□□□□□□□

HEALTH

●●●●●●●●●●
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●●●●●●●●●●
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EXPERIENCE

Division: WORLD WARRIOR
Rank: 9 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

HUGO

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A stylized illustration of a person's face and hand. The face is partially visible on the right side, showing red skin and dark hair. The hand is shown from the wrist up, wearing a black glove with silver studs and holding a yellow object, possibly a banana or a piece of fruit. The background is white.[illegible]

Playing Hugo: ...

Appearance: ...

STREET FIGHTER

Name: HUGO ANDORE

Player:

Chronicle:

Style: WRESTLING

School:

Stable: HUGE WRESTLING ARMY

Team:

Concept: BEHEMOTH

Signature: "I'M NUMBER ONE!"

ATTRIBUTES

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

ALLIES ●●●●○
CONTACTS ●●●●○
MANAGER ●●●●●
RESOURCES ●●●●○
STAFF ●●●●○
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○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR THROW, BACK BREAKER,
DASHING CLOTHESLINE,
DOUBLE HIT KICK, EAR POP,
ELBOW SMASH,
FOOT SWEEP,
GIANT PALM BOMBER, JUMP,
MEAT SQUASHER,
NECK CHOKE,
POWER UPPER CUT,
SHOOTING PEACH,
SOMERSAULT PRESS, THROW,
ULTRA THROW

Combos:

RENOWN

Glory
●●●●●●●●
□□□□□□□□

Honor

●●●●○○○○○
□□□□□□□□

CHI

●○○○○○○○○○
□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□

HEALTH

●●●●●●●●●●
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●●●●●●●●●●
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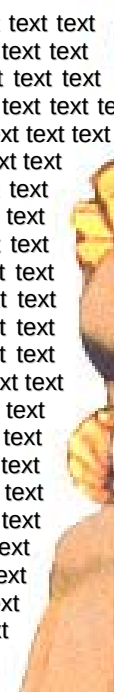
EXPERIENCE

Division: WORLD WARRIOR
Rank: 10 (TREADITIONAL)
Standing
Wins: _____ Losses: _____
Draws: _____ KO's: _____

Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

IBUKI

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A stylized illustration of a person's head and right shoulder, positioned on the far right edge of the page. The person has short brown hair and is wearing large, thick-framed orange or yellow-tinted glasses. They are also wearing a light-colored garment with thin horizontal stripes. The style is simple and graphic, typical of older educational materials.[illegible]

Playing Ibuki: ...

Appearance: ...

STREET FIGHTER

Name: IBUKI
Player:
Chronicle:

Style: NINJITSU
School: HER CLAN
Stable:

Team:
Concept: NINJA SCHOOLGIRL
Signature: SMOKEBOMB

ATTRIBUTES

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

ALLIES ●●●●●
ANIMAL COMPANION ●●●○○
CONTACTS ●●○○○
RESOURCES ●●○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

CHI BLAST, DISENGAGE,
DOUBLE HEEL STOMP,
EAR POP, EMPTY STEP,
FLYING HEEL STOMP,
FLYING THRUST KICK,
FOOT SWEEP,
IMPROVED STINGER, JUMP,
KIPPLUP, NECK BREAKER,
POWER UPPERCUT,
SLIDE KICK, SPIN KICK,
STINGER, THROW

Combos:

RENOWN

Glory
●●●●●●●●○○○
□□□□□□□□□□

Honor

●●●●●●●○○○
□□□□□□□□□□

CHI

●●●●●●●●○○○
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□□□
●●●●●●●●●●
□□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
Rank: 9 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:



STREET FIGHTER

Name: JULI (JULIA)

Player:

Chronicle:

Style: SPECIAL FORCES TRAINING

School: SHADOWLOO

Stable:

Team:

Concept: ASSASSIN

Signature: "MISSION COMPLETE"

ATTRIBUTES

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

ALLIES ●●●●●
CONTACTS ●●●●●
BACKING ●●●●●
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

FLYING SIDE KICK,
FLYING THRUST KICK,
FOOT SWEEP, JUMP, KIPPLIP,
POWER UPPER CUT,
SPINNING BACKFIST,
SPINNING KNUCKLE, SUPLEX
THIGH PRESS

RENOWN

Glory
●●●●●●●●○○
□□□□□□□□

Honor

○○○○○○○○○○
□□□□□□□□

CHI

●●●○○○○○○○
□□□□□□□□

WILLPOWER

●●●●●●●○○○
□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□
●●●●●●●●●●
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EXPERIENCE

Division:

Rank:

Standing

Wins:

Losses:

Draws:

KO's:

Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

JUNI

[illegible]

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Playing Juni: ...

Appearance: ...

STREET FIGHTER

Name: JUNI
Player:
Chronicle:

Style: SPECIAL FORCES TRAINING
School: SHADOWLOO
Stable:

Team:
Concept: ASSASSIN
Signature: "MISSION COMPLETE"

ATTRIBUTES

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

ALLIES ●●●●●
BACKING ●●●●●
CONTACTS ●●●●●
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

ADVANCING BLOCK,
CANNON DRILL,
EARTH DIRECT,
FLYING THRUST KICK,
FOOT SWEEP, KIPPLUP,
POWER UPPER CUT, SUPLEX,
TELEPORT SLIDE,
THIGH PRESS

RENOWN

Glory
●●●●●●●●○○
□□□□□□□□

Honor

○○○○○○○○○○
□□□□□□□□

CHI

●●●●●●○○○○
□□□□□□□□

WILLPOWER

●●●●●●●○○○
□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□
●●●●●●●●●●
□□□□□□□□

EXPERIENCE

Division: _____
Rank: _____
Standing
Wins: _____ Losses: _____
Draws: _____ KO's: _____

Attributes: 7/5/3 Abilities: 9/7/4 Backgrounds: 5 Techniques: 8 Special Maneuvers: 7 Chi, Willpower: as per style Freebie Points: 15

SRPG.COM

[illegible]

Appearance: ...



STREET FIGHTER

Name: KARIN KANZUKI
Player:
Chronicle:

Style: KANZUKI-RYU (JEET KUNE DO)
School: SELF TAUGHT
Stable:

Team:
Concept: HEIRESS
Signature: LAUGHS

ATTRIBUTES

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

BACKING ●●●●●
FAME ●●○○○
RESOURCES ●●●●●
STAFF ●●●●●
○○○○○
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○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

COUNTER, FOOT SWEEP,
GUREN KEN, JUMP, KIPPLUP,
KNEE BASHER, KNEE CRUSHER,
PALM ARC, POWER UPPER CUT,
REKKA KEN,
STEPPING FRONT KICK,
STEPPING SNAP KICK,
THROW

RENOWN

Glory
●●●●●●●●●●
□□□□□□□□□□

Honor

●●●●○○○○○○
□□□□□□□□□□

CHI

●●●○○○○○○○○
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WILLPOWER

●●●●●●●●●●
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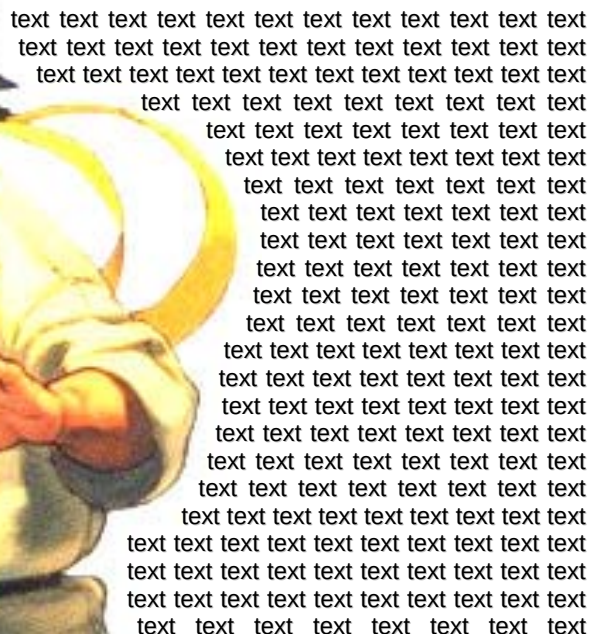
HEALTH

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●●●●●●●●●●
□□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
Rank: 9 (TRADITIONAL)
Standing
Wins: Losses:
Draws: KO's:

SFRPG.COM



Appearance: ...

Appearance: ...

STREET FIGHTER

Name: MAKOTO

Player:

Chronicle:

Style: RINDOUKAN KARATE

School: RINDOU DOJO

Stable:

Team:

Concept: DOJO SAVIOR

Signature: BAGGY GI

ATTRIBUTES

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

ALLIES ●○○○○
RESOURCES ●○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AXE KICK, BOARD BREAKER,
FIST SWEEP, FOCUS,
FOOT SWEEP,
FORWARD FOOT SWEEP,
HEADBUTT, NECK CRUSH,
POWER UPPER CUT,
STEPPING CRESCENT,
VITAL CRUSH,
WIND SPLITTER

RENOWN

Glory
●●●●●●●●○○○
□□□□□□□□□□

Honor

●●●●●●●●○○○
□□□□□□□□□□

CHI

●●●●●○○○○○○○
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●●●
□□□□□□□□□□

HEALTH

●●●●●●●●●●●●
□□□□□□□□□□
●●●●●●●●●●●●
□□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
Rank: 9 (TRADITIONAL)
Standing
Wins: Losses:
Draws: KO's:

SFRPG.COM

Appearance: ...

STREET FIGHTER

Name: NECRO (ILLIA)

Player:

Chronicle:

Style: PROGRAMMING JEET KUNE DO

School: ILLUMINATI

Stable:

Team:

Concept: GUINEA PIG

Signature: "OUTTA MY WAY!"

ATTRIBUTES

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

ALLIES ●○○○○
CYBERNETICS ●●●●○
○○○○○
○○○○○
○○○○○
○○○○○
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○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

EXTENDIBLE LIMBS,
FLYING BODY SPEAR,
FOOT SWEEP, HAYMAKER,
JUMP, LEG TOSS,
POWER UPPERCUT,
SHOCK TREATMENT,
SPINNING CLOTHESLINE,
TURBO SPINNING CLOTHESLINE,
WIDOWMAKER

RENOWN

Glory
●●●●●●●●○○
□□□□□□□□

Honor

●●●●●●●●○○
□□□□□□□□

CHI

●●●●●●●●●●
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WILLPOWER

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HEALTH

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EXPERIENCE

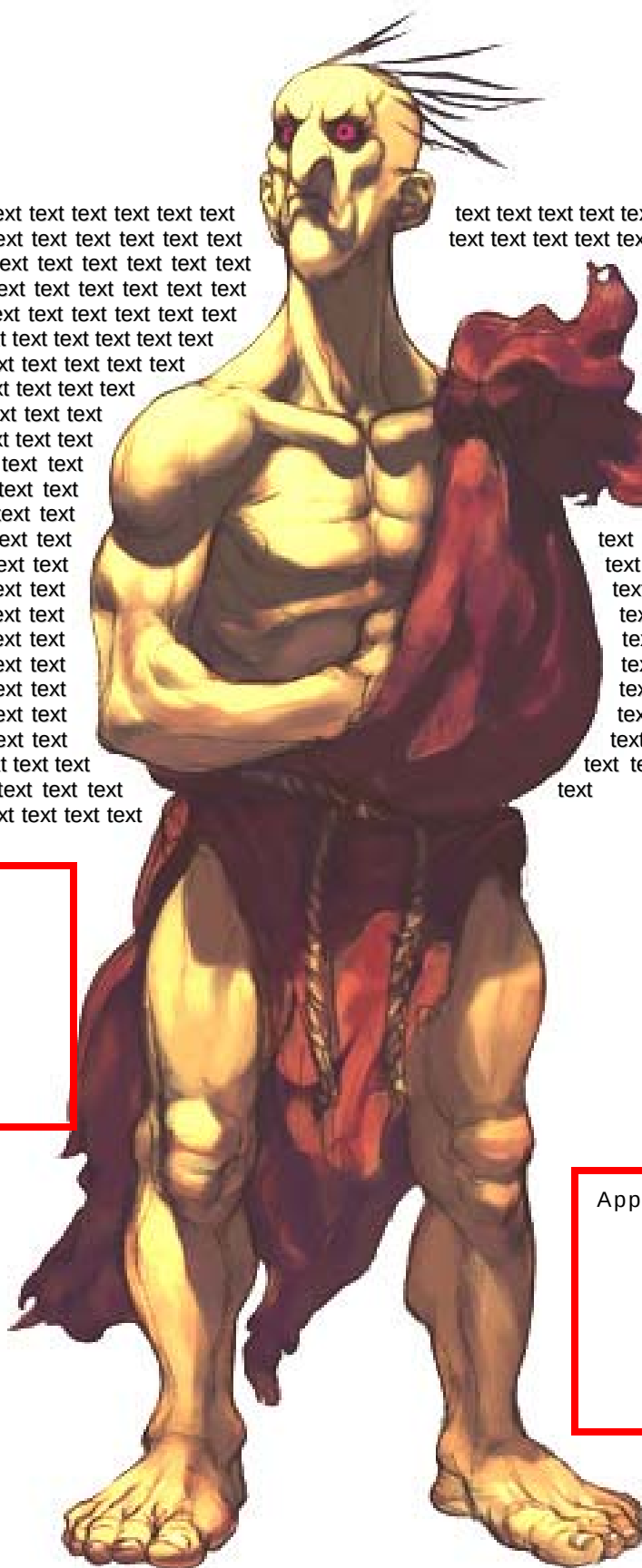
Division: WORLD WARRIOR
Rank: 9 (TRADITIONAL)
Standing
Wins: Losses:
Draws: KO's:

ORD

[illegible]

Playing Oro: ...

Appearance: ...



STREET FIGHTER

Name: ORO

Player:

Chronicle:

Style: SENJUTU

School: SELF TAUGH

Stable:

Team:

Concept: HERMIT

Signature: BOUND ARM

ATTRIBUTES

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

ANIMAL COMPANION ●○○○○○
○○○○○○
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TECHNIQUES

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

SPECIAL MANEUVERS

ACCURACY,
DOUBLE HEEL STOMP,
DOUBLE JUMP,
DRAGON PUNCH, FIREBALL,
FLYING HEEL STOMP,
FOOT SWEEP,
IMPROVED FIREBALL,
INFERNO STRIKE, JUMP,
NECK CHOKE,
POWER UPPER CUT, RAG DOLL,
SPINNING BACKFIST,
TELEKINESIS, WALL SPRING
Combos:

RENOWN

Glory
●●●●●●●●○○○○
□□□□□□□□□□
Honor
●●●●●●●●●●○○
□□□□□□□□□□

CHI

●●●●●●●●●●
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

HEALTH

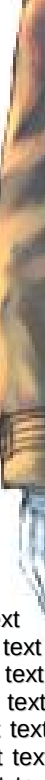
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EXPERIENCE

Division: WORLD WARRIOR
Rank: 10 (FREESTYLE)
Standing
Wins: _____ Losses: _____
Draws: _____ KO's: _____



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A vertical strip on the right side of the page shows a close-up of a person's arm. The arm is wearing a bright yellow long-sleeved shirt or uniform. A black strap, possibly a medical bandage or identification band, is wrapped around the forearm. Below the yellow sleeve, a glimpse of blue fabric is visible at the bottom edge.[illegible]

Playing Q: ...

Appearance: ...

STREET FIGHTER

Name: Q
Player:
Chronicle:

Style: WESTERN KICKBOXING?
School: ???
Stable: ???

Team: ???
Concept: MYSTERY MAN
Signature: MASK

ATTRIBUTES

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

ALLIES ●●●○○
BACKING ●●●●●
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

CAPTURE AND DEADLY BLOW,
DASHING PUNCH,
FOOT SWEEP, HAYMAKER,
HYPERFIST, JUMP,
POWER UPPER CUT, THROW,
TOUGHSKIN

RENOWN

Glory
●●●●●●●○○
□□□□□□□□

Honor
●●●●●●●○○
□□□□□□□□

CHI

●●●●●●○○○○
□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□

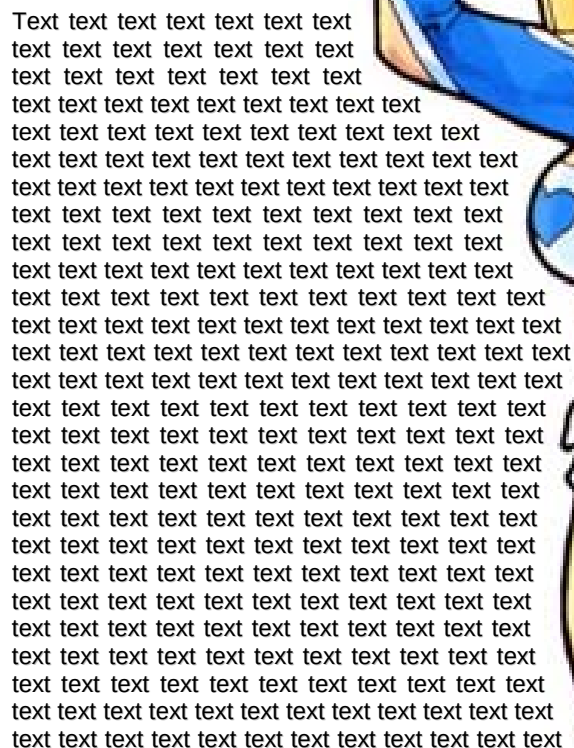
HEALTH

●●●●●●●●●●
□□□□□□□□
●●●●●●●●●●
□□□□□□□□

Division: WORLD WARRIOR
Rank: 9 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

EXPERIENCE

SFRPG.COM



Appearance: ...

STREET FIGHTER

Name: "RAINBOW" MIKA NANAKAWA
Player:
Chronicle:

Style: WRESTLING
School:
Stable:

Team:
Concept: PRO WRESTLER
Signature: "RAINBOW!"

ATTRIBUTES

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

FAME ●●●●○
RESOURCES ●●●○○
STAFF ●●●●○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR SMASH, AIR THROW,
BREAKFALL,
DAYDREAM HEADLOCK,
DUCKING FIERCE,
FLYING PEACH, JUMP,
PARADISE PANCAKE,
SHOOTING PEACH,
SLIDE KICK,
SPINNING BACKFIST, SUPLEX,
THIGH PRESS, THROW

RENOWN

Glory
●●●●●●●●○○
□□□□□□□□

Honor

●●●●●●●●○○
□□□□□□□□

CHI

●●○○○○○○○○
□□□□□□□□

WILLPOWER

●●●●●●●●○○
□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□
●●●●●●●●●●
□□□□□□□□

Division: WORLD WARRIOR
Rank: 9 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

EXPERIENCE

SRPG.COM



Appearance: ...



STREET FIGHTER

Name: REMY
Player:
Chronicle:

Style: SPECIAL FORCES TRAINING
School:
Stable:

Team:
Concept: VENGEANCE SEEKER
Signature: MOODY DEMEANOR

ATTRIBUTES

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 ●●○○○
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ADVANTAGES

BACKGROUNDS

RESOURCES ●●●○○
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TECHNIQUES

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

SPECIAL MANEUVERS

DIVE KICK, DOUBLE HIT KICK,
FLASH KICK,
FLYING DIVE KICK,
FOOT SWEEP, JUMP,
POWER UPPER CUT,
SONIC BOOM, THROW,
TRIPLE STRIKE

RENOWN

Glory
●●●●●○○○
□□□□□□□□

Honor

●●●●○○○○○
□□□□□□□□

CHI

●●●●●●●●○
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WILLPOWER

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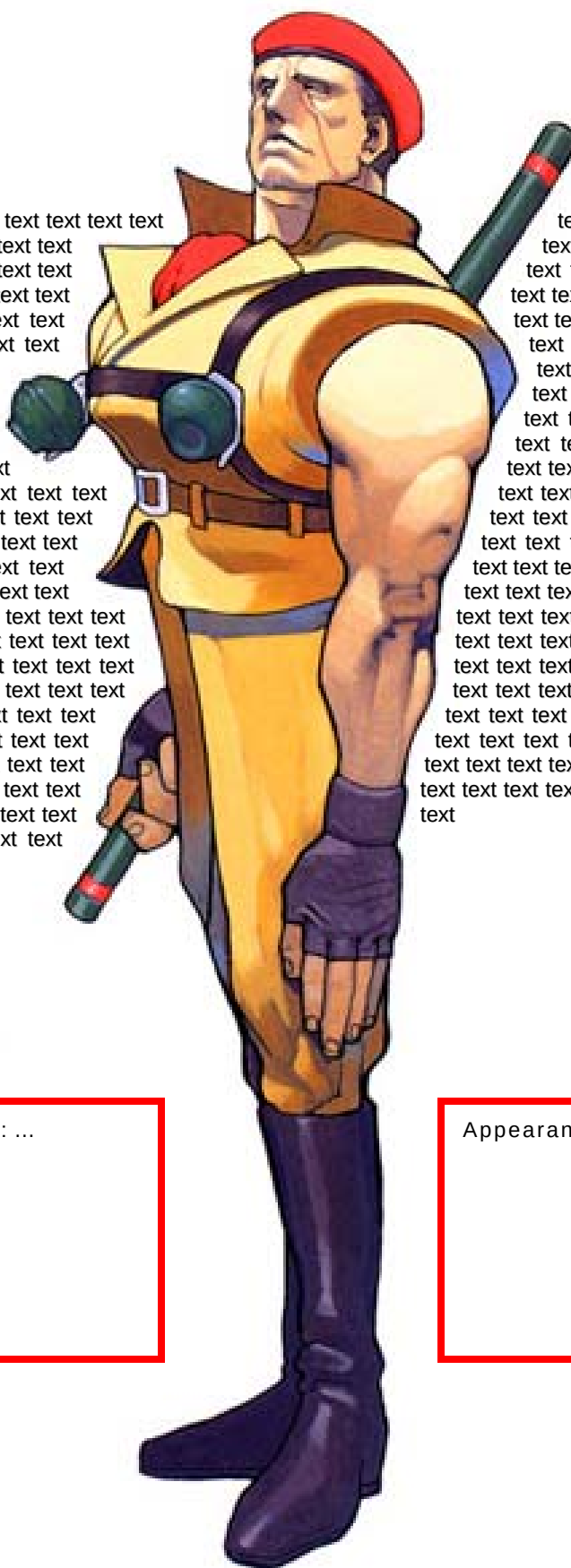
HEALTH

●●●●●●●●●
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●●●●●●●●●
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EXPERIENCE

Division: WORLD WARRIOR
Rank: 10 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

ROLENTO



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A stylized illustration of a person's head and shoulders in profile, facing left. The person is wearing a bright yellow fedora-style hat with a dark band. They have dark skin and are wearing large, dark sunglasses. A white strap or cord is visible around their neck. The background is plain white.[illegible]

Playing Rolento: ...

Appearance: ...

STREET FIGHTER

Name: ROLENTO F. SCHUGERG
Player:
Chronicle:

Style: SPECIAL FORCES TRAINING
School:
Stable:

Team:
Concept: CONQUEROR
Signature: "MISSION COMPLETE"

ATTRIBUTES

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

ALLIES ●●●●●
CONTACTS ●●●●○
RESOURCES ●●●○○
STAFF ●●○○○
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○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

BACKFLIP, JUMP,
LIGHTNING STRIKES,
SLIDE KICK, STINGER, THROW,
TUMBLING ATTACK

RENOWN

Glory
●●●●●○○○○
□□□□□□□□

Honor

○○○○○○○○○○
□□□□□□□□

CHI

●○○○○○○○○○○
□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□

HEALTH

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EXPERIENCE

Division: WORLD WARRIOR
Rank: 9 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

SFRPG.COM



STREET FIGHTER

Name: ROSE
Player:
Chronicle:

Style: SOUL POWER (LER DRIT)
School:
Stable:

Team:
Concept: FORTUNE TELLER
Signature: GLOWING ORBS

ATTRIBUTES

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

RESOURCES ●●○○○
○○○○○
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○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

AIR THROW, COBRA CHARM
ENERGY ABSORBSION,
ENERGY REFLECTION,
FIREBALL, FOOT SWEEP,
HANDSTAND KICK, JUMP,
MISSILE REFLECTION,
POWER UPPERCUT,
PSYCHOKINETIC CHANNELING,
SLIDE KICK, SOUL DRAIN,
SOUL SPIRAL, TELEPATHY,
THROW

Combos:

RENOWN

Glory
●●●●●●○○○○○
□□□□□□□□□□
Honor
●●●●●●●●●●●
□□□□□□□□□□

CHI

●●●●●●●●●●
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□□□
●●●●●●●●●●
□□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
Rank: 10 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

SFRPG.COM

[illegible]

Appearance: ...



STREET FIGHTER

Name: SAKURA KASUGANO
 Player:
 Chronicle:

Style: SHOTOKAN KARATE
 School: SELF TAUGHT
 Stable:

Team:
 Concept: SCHOOL GIRL
 Signature: DANCES

ATTRIBUTES

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

ALLIES ●○○○○
 ARENA ●○○○○
 CONTACTS ●○○○○
 RESOURCES ●○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

CONDENSED FIREBALL,
 DRAGON DASH,
 DRAGON PUNCH, FIREBALL,
 FOOT SWEEP, HAYMAKER,
 HURRICANE KICK, JUMP,
 NECK CHOKE,
 POWER UPPERCUT, THROW,
 WIDOWMAKER

RENOWN

Glory
 ●●●●●●●○○○
 □□□□□□□□□□

Honor

●●●●●●●●●○
 □□□□□□□□□□

CHI

●●●●●●●●○○
 □□□□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

Division: WORLD WARRIOR
 Rank:
 Standing
 Wins: Losses:
 Draws: KO's:

EXPERIENCE

SEAN

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A cartoon illustration of a hand with a red sleeve pointing towards the text on the right side of the page. The hand is positioned vertically, with the index finger extended and pointing downwards. The background of the hand is yellow.A close-up photograph of a hand holding a bright yellow, curved object, possibly a piece of fruit or a tool. The hand is positioned on the left side of the frame, with fingers wrapped around the object. The background is dark and out of focus. Overlaid on the right side of the image is a grid of text. The text consists of multiple rows of the words 'text text text text text text text text text' in a black, sans-serif font. The grid is arranged in a way that it appears to be a placeholder or a template for a larger text block. The text is aligned to the left and is evenly spaced across the rows. The overall composition is simple and focuses on the contrast between the hand, the yellow object, and the text grid.

Playing Sean: ...

Appearance: ...

STREET FIGHTER

Name: SEAN MATSUDA
Player:
Chronicle:

Style: SHOTOKAN KARATE
School: KEN
Stable:

Team:
Concept: COLLEGE STUDENT
Signature: BLOWS A BUBBLE

ATTRIBUTES

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

ALLIES ●○○○○
CONTACTS ●○○○○
RESOURCES ●●●○○
SENSEI ●●●●○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

BACKROLL THROW,
DRAGON PUNCH,
DRAGON SMASH,
FOOT SWEEP,
FORWARD ROLL,
GROUND AND POUND,
HEADBUTT,
HURRICANE KICK, JUMP,
KIPPLUP,
POWER UPPERCUT, THROW,
WHEEL KICK

Combos:

RENOWN

Glory
●●●●●●●●●○
□□□□□□□□□□

Honor

●●●●●●●●○
□□□□□□□□□□

CHI

●●●●●○○○○○
□□□□□□□□□□

WILLPOWER

●●●●●●●●○
□□□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□□□
●●●●●●●●●●
□□□□□□□□□□

EXPERIENCE

Division: WORLD WARRIOR
Rank: 9 (TRADITIONAL)
Standing
Wins: Losses:
Draws: KO's:

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Appearance: ...

Appearance: ...

STREET FIGHTER

Name: SODOM

Player:

Chronicle:

Style: JEET KUNE DO

School: SELF TAUGHT

Stable:

Team:

Concept: SAMURAI

Signature: BAD JAPANESE

ATTRIBUTES

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

ALLIES ●●●●●
CONTACTS ●●●●○
RESOURCES ●●●○○
STAFF ●●○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

DASHING SLICE, JUMP,
POWER BOMB,
POWER UPPERSTRIKE,
RUG BURN, SKYFALL,
SLIDE KICK, TENGU RUNNING,
THROW

RENOWN

Glory
●●●●●●○○○
□□□□□□□□

Honor

●○○○○○○○○○
□□□□□□□□

CHI

●●●○○○○○○○
□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□
●●●●●●●●●●
□□□□□□□□

Division: WORLD WARRIOR

Rank: 9 (FREESTYLE)

Standing

Wins: Losses:

Draws: KO's:

EXPERIENCE

TWELVE

[illegible][illegible]

Playing Twelve: ...

Appearance: ...

STREET FIGHTER

Name: TWELVE
Player:
Chronicle:

Style: PROGRAMMING (JEET KUNE DO)
School: ILLUMINATI
Stable:

Team:
Concept: BIO-WEAPON
Signature: FREAKISH APPEARANCE

ATTRIBUTES

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

ALLIES ●●●●●
BACKING ●●●●●
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

BEARHUG, DIVING HAWK,
EXTENDIBLE LIMBS,
FLYING HYPERFIST, GLIDING,
HYPERFIST, JUMP,
POWER UPPER CUT,
QUADRUPEDAL,
SHAPE CHANGE,
SHROUDED MOON,
SLIDE KICK, THROW,
WALL SPRING

RENOWN

Glory
●●●●○○○○○○
□□□□□□□□

Honor

○○○○○○○○○○
□□□□□□□□

CHI

●●●●●●●●●●
□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□

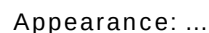
HEALTH

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Division: WORLD WARRIOR
Rank:
Standing
Wins: Losses:
Draws: KO's:

EXPERIENCE

SFRPG.COM



STREET FIGHTER

Name: **URIEN**
Player:
Chronicle:

Style: **PANKRATION**
School: **ILLUMINATI**
Stable:

Team:
Concept: **USURPER**
Signature: **SHOCKWAVE**

ATTRIBUTES

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 ●●●●●
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ADVANTAGES

BACKGROUNDS

ALLIES ●●●●●
BACKING ●●●●●
CONTACTS ●●●●●
RESOURCES ●●●●●
STAFF ●●●●●
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○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

ACCURACY, CHARIOT TACKLE,
DIVE KICK, ELBOW SMASH,
FLYING DIVE KICK,
FOOT SWEEP, MAKI WARA,
NECK CHOKE, PILE DRIVER,
POWER UPPER CUT,
PSYCHOKINESIS,
SHOCKWAVE

RENOUN

Glory
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Honor
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CHI

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WILLPOWER

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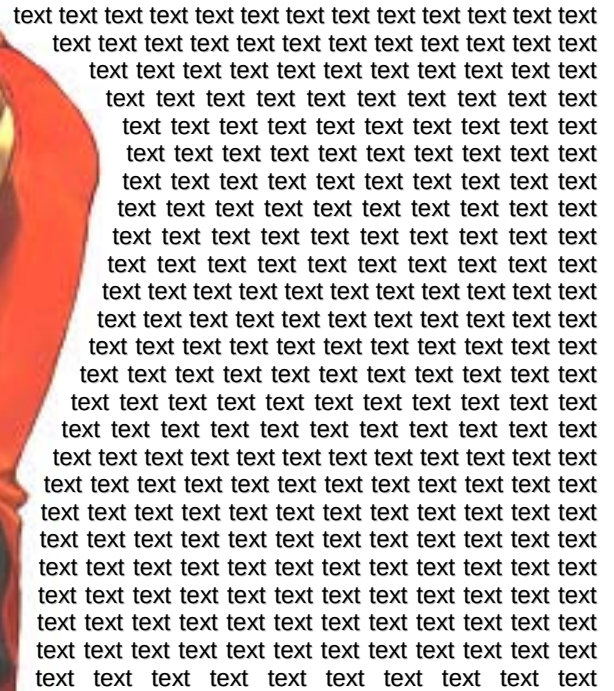
HEALTH

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EXPERIENCE

Division: **WORLD WARRIOR**
Rank: **10 (FREESTYLE)**
Standing
Wins: _____ Losses: _____
Draws: _____ KO's: _____

SFRPG.COM



Appearance: ...

STREET FIGHTER

Name: YANG LEE
Player:
Chronicle:

Style: KUNG FU
School: GEN
Stable:

Team:
Concept: VILLAGE LEADER
Signature: CALM DEMEANOR

ATTRIBUTES

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

ALLIES ●●●○○
CONTACTS ●●●○○
SENSEI ●●●●●
STAFF ●●●○○
RESOURCES ●●○○○
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○○○○○
○○○○○

TECHNIQUES

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

SPECIAL MANEUVERS

BACKROLL THROW,
BODY ROLL, DIVE KICK,
FOOT SWEEP,
HANDSTAND KICK,
KNEE BASHER, PALM PRESS,
POWER UPPER CUT,
REKKA KEN,
SPINNING FOOT SWEEP,
SPRING KICK,
TELEPORT SLIDE, THROW,

Combos:

RENOWN

Glory
●●●●●○○○○○
□□□□□□□□

Honor

●●●●●●●●○
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CHI

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WILLPOWER

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HEALTH

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Division: WORLD WARRIOR
Rank: 9 (FREESTYLE)
Standing
Wins: Losses:
Draws: KO's:

EXPERIENCE

YUN



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A detailed illustration of a highly muscular, golden-skinned arm flexing its bicep. The character is wearing white gloves and has a yellow wristband on the lower forearm. The background is plain white.

Playing Yun: ...

Appearance: ...

STREET FIGHTER

Name: YUN LEE

Player:

Chronicle:

Style: KUNG FU

School: GEN

Stable:

Team:

Concept: VILLAGE LEADER

Signature: SKATEBOARDS IN

ATTRIBUTES

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

ALLIES ●●●○○
CONTACTS ●●●○○
SENSEI ●●●●●
STAFF ●●●○○
RESOURCES ●●○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

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

BACKROLL THROW,
BODY ROLL, DIVE KICK,
FLYING TWIN KICK,
FOOT SWEEP, KNEE BASHER,
PALM PRESS,
SHOULDER BLAST,
SPRING PUNCH, THROW

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Rank: 9 (FREESTYLE)

Standing

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Draws: KO's:

EXPERIENCE

Chapter 4:

SPECIAL MANEUVERS

PUNCH

Advancing Elbow

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Board Breaker

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Bull Head

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Bull Horn

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Darting Punch

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Dashing Clothesline

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Dragon Dash

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Dragon Smash

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Flash Chop

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Flying Hyperfist

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Giant Palm Bomber

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Guren Ken

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Improved Dashing Clothesline

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

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Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Machine Gun Blow

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Palm Arc

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text, flavor text.

System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Palm Press

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Power Points: Style 1

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System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Soul Spiral

Prerequisites: Technique ●●●●●

Power Points: Style 1

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System: Rules.

Cost: None

Speed: +0

Damage: +0

Move: +0

Spring Punch

Prerequisites: Technique ●●●●●

Power Points: Style 1

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System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Wind Splitter

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Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0
Damage: +0
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Dive Kick

Prerequisites: Technique ●●●●●
Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0
Damage: +0
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Double Heel Stomp

Prerequisites: Technique ●●●●●
Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0
Damage: +0
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Flying Dive Kick

Prerequisites: Technique ●●●●●
Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Flying Side Kick

Prerequisites: Technique ●●●●●

Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Flying Twin Kick

Prerequisites: Technique ●●●●●
Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0
Damage: +0
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Forward Foot Sweep

Prerequisites: Technique ●●●●●
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System: Rules.
Cost: None
Speed: +0
Damage: +0
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Jaguar Kick

Prerequisites: Technique ●●●●●
Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0
Damage: +0
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Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Reverse Waterfall

Prerequisites: Technique ●●●●●
Power Points: Style 1

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Power Points: Style 1

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System: Rules.
Cost: None
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Cross Counter

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Power Points: Style 1
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System: Rules.
Cost: None
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Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Capture and Deadly Blow

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Power Points: Style 1
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System: Rules.
Cost: None
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Damage: +0
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Daydream Headlock

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Power Points: Style 1
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System: Rules.
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Earth Direct

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Power Points: Style 1
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System: Rules.
Cost: None
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Ground and Pound

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Power Points: Style 1
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System: Rules.
Cost: None
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Knee Crusher

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Power Points: Style 1
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System: Rules.
Cost: None
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Damage: +0
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Power Points: Style 1
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System: Rules.
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Power Points: Style 1
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System: Rules.
Cost: None
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Damage: +0
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Meat Squasher

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Power Points: Style 1

Cost: None

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Speed: +0
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System: Rules.
Cost: None
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Damage: +0
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ATHLETICS

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Power Points: Style 1
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System: Rules.
Cost: None
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Chariot Tackle

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Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0

Double Jump

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Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0

Empty Step

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Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0

Flying Peach

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Power Points: Style 1

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System: Rules.
Cost: None
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Forward Roll

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Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0

Gliding

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Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0

Quadrupedal

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System: Rules.
Cost: None
Speed: +0

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Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0

Shooting Peach

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Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0

Shoulder Blast

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text,
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System: Rules.

Cost: None
Speed: +0

Tengu Running

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Power Points: Style 1
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System: Rules.
Cost: None
Speed: +0

Wind Dash

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Power Points: Style 1
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text, flavor text.
System: Rules.
Cost: None
Speed: +0
Damage: +0
Move: +0

Focus

Accuracy

Prerequisites: Technique ●●●●●
Power Points: Style 1
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System: Rules.
Cost: 1 Chi
Speed: +0
Damage: +0
Move: +0

Ashura Warp

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Power Points: Style 1
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System: Rules.
Cost: 1 Chi
Speed: +0
Damage: +0
Move: +0

Chi Blast

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Power Points: Style 1
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System: Rules.
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Speed: +0
Damage: +0
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Condensed Fireball

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Power Points: Style 1
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System: Rules.
Cost: 1 Chi
Speed: +0
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Criminal Upper

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Power Points: Style 1
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System: Rules.
Cost: 1 Chi
Speed: +0
Damage: +0
Move: +0

Double Flying Fireball

Prerequisites: Technique ●●●●●
Power Points: Style 1
Flavor text, flavor text, flavor text, flavor text, flavor text,
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System: Rules.
Cost: 1 Chi
Speed: +0
Damage: +0
Move: +0

Energy Absorbision

Prerequisites: Technique ●●●●●
Power Points: Style 1
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System: Rules.
Cost: 1 Chi
Speed: +0
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Focus

Prerequisites: Technique ●●●●●
Power Points: Style 1
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System: Rules.
Cost: 1 Chi
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Damage: +0
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Psychokinesis

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Power Points: Style 1

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System: Rules.

Cost: 1 Chi

Speed: +0

Damage: +0

Move: +0

Raging Demon

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Power Points: Style 1

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System: Rules.

Cost: 1 Chi

Speed: +0

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Resurrection

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Power Points: Style 1

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System: Rules.

Cost: 1 Chi

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Shape Change

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Power Points: Style 1

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System: Rules.

Cost: 1 Chi

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Telekinesis

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Power Points: Style 1

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System: Rules.

Cost: 1 Chi

Speed: +0

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Teleport Slide

Prerequisites: Technique ●●●●●

Power Points: Style 1

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System: Rules.

Cost: 1 Chi

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Power Points: Style 1

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System: Rules.

Cost: 1 Chi

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Power Points: Style 1

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System: Rules.

Cost: 1 Chi

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Dashing Slice

Prerequisites: Technique ●●●●●

Power Points: Style 1

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System: Rules.

Cost: 1 Chi

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Improved Stinger

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Power Points: Style 1

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System: Rules.

Cost: 1 Chi

Speed: +0

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Lightning Strikes

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Power Points: Style 1

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System: Rules.

Cost: 1 Chi

Speed: +0

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Move: +0

Power Upperstrike

Prerequisites: Technique ●●●●●

Power Points: Style 1

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text, flavor text.

System: Rules.

Cost: 1 Chi

Speed: +0

Damage: +0

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Stinger

Prerequisites: Technique ●●●●●

Power Points: Style 1

Flavor text, flavor text, flavor text, flavor text, flavor text,
flavor text, flavor text, flavor text, flavor text, flavor text, flavor
text, flavor text.

System: Rules.

Cost: 1 Chi

Speed: +0

Damage: +0

Move: +0

Chapter 5:

TRAITS AND SYSTEMS

[insert rules here]

REFERENCE

