

Punch

Air Fist

Prerequisites: Punch ****, Focus **

Power Points: Any 3

The Fighter delivers a powerful punch through the air that his opponent suffers a shockwave.

System: This is a projectile attack and has a range of Focus + (Punch-4) in hexes. If it is used in the same or adjacent hex of the target, it deals damage using the +4 modifier, instead of the normal +0.

Cost: 1 Will

Speed: -2

Damage: +0(+4)

Move: -2

Note: T.Hawk has proved knowledge of technique more than once.

Double Punch

Prerequisites: Punch **, Athletics ***

Power Points: Any 2

Double Punch allows two simultaneous attacks on one or two opponents in the same round.

System: Both fists deliver a punch. The Fighter chooses one of his punch basic maneuvers for both attacks. The speed is decreased by 1. If the fighter attacks two enemies both must be in an arc of up to 60 degrees (this means they must be adjacent to each other and the fighter).

Cost: 1 Will

Speed: -1/special

Damage: special

Move: 0

Note: This is the basic technique from which Fei Long created his Rekka Ken and DJ his Hyper Fist.

Kick

Meteoric Kick

Prerequisites: Flying Thrust Kick, Psychokinetic Channeling

Power Points: Any 3

By adding psycho-power to the Flying Thrust Kick, it deals more damage.

Cost: 1 Will, 1 Chi

Speed: +0

Damage: +7

Move: -2

Twin Kick

Prerequisites: Jump, Double-Hit Kick

Power Points: Any 1

Double Kick allows two Kicks which could be delivered on one or two enemies. System: Both legs deliver a snapping Kick (two damage tests). The maneuver is aerial because the fighter must jump for the two kicks.

Cost: -

Speed: +0

Damage: +1

Move: -2

Note: Many Shotokan practitioners, including Ryu and Ken can perform this maneuver.

Thunder Kick

Prerequisites: Kick *****, Flying Thrust Kick, Back Flip Kick

Power Points: Any 3

The ultimate answer to the Dragon Kick. The maneuver starts exactly like the Flying Thrust Kick (and works just like it in every other aspect not mentioned here). But after the kick caused damage, the fighter stamps his other leg into the stomach of his victim and bounces back.

System: The second Kick delivers an extra damage throw (+2). The Fighter and opponent end this move two hexes away from each other.

Cost: 2 Will

Speed: -1

Damage: +6/+2

Move: -2/1(backwards)

Note: Cammy tries to perfect this technique though other fighters already showed it with great success.

Block

Deflecting Kick

Prerequisites: Block ***, Kick *, Kick Defense
Power Points: Savate, Shotokan Karate, Thai Kickboxing, Western Kick Boxing, Jeet Kun Do 1; Any 2

This countermove works just like the Deflecting Punch. The defender blocks with his thigh then delivers a snapping kick into the abdomen of his opponent.

System: The Deflecting Kick uses the same rules as the Deflecting Punch. The damage is calculated using the kick technique.

Cost: -

Speed: +1

Damage: +1

Move: none

Grab

Death Trow

Prerequisites: Grab ***, Throw

Power Points: Ler Drit, Judo, Jiu Jitsu 1; Any 2

The fighter grabs his victim draws him over his head then smashes him to the ground.

System: The victim lands in an adjacent hex and suffers a knockdown.

Cost: 1 Will

Speed: -2

Damage: +5

Move: one

Note: A maneuver M. Bison used to cripple many opponents.

Improved Throw

Prerequisites: Grab **, Throw

Power Points: Judo, Jiu Jitsu 1; Any 3

This is an improved throw.

System: The victim suffers a Knockdown unless the fighter botches. The fighter can throw his victim up to his strength in hexes.

Cost: -

Speed: -1

Damage: +3

Move: one

Leverage

Prerequisites: Grab *

Power Points: Sanbo, Judo 1; Any 2

Leverage is a very painful maneuver though it inflicts only little damage.

System: The opponent must be in a knockdown position. This means the fighter must hit him down at the end of one round and apply the Leverage at first in the next one. Doing this, the fighter is now, too, in a knockdown position. A person in Leverage can only try to get out with his half strength. After 4 rounds in Leverage one ist considered dizzy.

Cost: -

Speed: +0

Damage: -2

Move: one

Power Throw

Prerequisites: Grab ***, Jump, Improved Throw

Power Points: Judo 2; Kung Fu, Special Forces 3; Any 4

The Judoka grabs his opponent and jumps high into the air. From there he throws him over his shoulder and let him crash to the floor.

System: The jump is vertical so the jump ends in the same hex where it starts. However, the victim of the throw lands in one of the adjacent hexes and suffers a knockdown (even if no damage is inflicted). Projectile attacks can't be dodged with this maneuver.

Cost: 1 Will

Speed: -2

Damage: +5

Move: one

Reverse Suplex

Prerequisites: Grab ****, Suplex

Power Points: Sanbo 3, Any 4

It is similar to the normal suplex but instead of rotating his body after lifting his opponent over his head the fighter falls backwards smashing the victim into the ground and cushions himself into him.

System: The opponent lands in one of the three rear hexes and suffers a knockdown.

Cost: -

Speed: +0

Damage: +4

Move: one

Note: Guile and Zangief invented this maneuver separately from each other. Guile calls it the Dragonsuplex.

Focus

Aimed Fireball

Prerequisites: Focus ****, Fireball

Power Points: Shotokan Karate, Wu Shu 2; Kabaddi, Kung Fu 3

Veteran Street Fighters have begun to develop methods of keeping their high-jumping opponents of leaping over fireballs. The Aimed fireball can be directed in midair thus making it impossible to dodge it.

System: The Aimed Fireball is identical to the standard Fireball, except that opponents cannot dodge the Aimed Fireball with Jump or similar aerial maneuvers.

Line-of-Sight restrictions still apply.

Cost: 2 Chi

Speed: -2

Damage: +2

Move: none

Note: This is a modified version of the Flying Fireball from the SF Rulebook.

Aimed Strike

Prerequisites: Focus **

Power Points: Kabaddi 2; Any 4

With Aimed Strike a fighter can locate specific parts of the opponents body.

System: This is not an attack. With this technique the fighter has the possibility to increase his damage by two dice for one extra Willpower point spent (only one Willpower point may be spend). Aimed Strike can only be used with punches, kicks, weapons, and athletic maneuvers not aiming at a specific body part (see maneuver descriptions). For example, the Forward Flip Knee is incompatible with Aimed Strike because it is designed to hit the opponent's back.

Cost: -

Speed: special

Damage: special

Move: special

Aura Masking

Prerequisites: Focus **

Power Points: Kabaddi, Ler Drit 1; Any 2

Aura masking allows a fighter to hide his life energy from other perceptive beings.

System: Aura Masking is no attack and can be used at Will. It can only be used in non-combat situations. A person with activated Aura Masking is considered to have Chi 0. No Focus Techniques (even those who don't require the expenditure of Chi) can be used or the masking will end immediately (giving an aura scanning person the chance for a new check).

Cost: -

Speed: -

Damage: -

Move: -

Aura Scanning

Prerequisites: Focus ***

Power Points: Kabaddi 2; Any 3

With Aura Scanning it is possible to locate persons and other beings of high power.

System: Roll your Focus + Perception. The highest die shows how good the scan is. To successfully hide from a scan, a person subtracts his permanent Chi from 10. If the scanner has a lower result, the person was not detected. Persons with activated Aura Masking can't be detected at all. The more successes you have, the more precise is your scanning. One success just indicates a life form, two successes show the permanent Chi value, three successes show the actual Chi value.

Aura Scanning can also be used in combat to negate the effects of blindness and some techniques (like Shrouded Moon). Use the modifiers below.

Cost: -

Speed: +0

Damage: -

Move: +0

Chi Canceling

Prerequisites: Focus ***

Power Points: Any 1

Chi Canceling allows a fighter to suspend the chi flow around oneself. It is used to dissipate projectile attacks who haven't hit the desired target. This is especially useful during a tournament to avoid spectators being hit.

System: The fighter can stop every self-created chi-based projectile attack. He can choose to do so any time during a round, without losing an action or being slowed down.

Cost: -

Speed: special

Damage: -

Move: special

Chi Nullifying

Prerequisites: Focus *****, Chi Canceling

Power Points: Kabaddi 3; Ler Drit 4; Any 5

This awesome power allows a fighter to cut off anyone in his vicinity from the chi flow.

System: The nullifying field has a range of Focus + Intelligence. Any chi consuming power entering or activated in the field is cancelled immediately (a fireball dissipates, a Flaming Dragon Punch becomes a normal Dragon Punch, etc.). Of course, the fighter himself can't use any chi based power himself, too.

The player can use Chi Nullifying alongside any other maneuver in a combat turn.

Cost: 1 Chi per round

Speed: special

Damage: -

Move: special

Crystal Blast

Prerequisites: Focus ****, Ice Blast

Power Points: Any 3

This technique is a deadlier version of the Ice Blast.

System: The Crystal Blast hits like a cone making it harder to dodge. In the same or an adjacent hex of the attacker dodging is normal. For each additional hex the dodging roll is increased by 1 (roll a seven or better, an eight or better, ...) and the damage is reduced by one die. An opponent who got hit won't be covered in ice.

Cost: 2 Chi

Speed: -3

Damage: +5 max.

Move: none

Energy Bolt

Prerequisites: Focus ***

Power Points: Any (x+1)

The fighter shoots an energy bolts on his opponent. It does only damage and has no specials like the Ice Blast or Fireball.

System: The bolt has a range of Wits + Focus in hexes.

Cost: x/3 Chi (round up)

Speed: -3

Damage: +(x-1)

Move: none

Note: Many fighter try to give their Chi a destructive force with varying success.

Flying Fireball

Prerequisites: Focus ***, Fireball, Jump

Power Points: Any 3

Not contended with the inability to move while throwing a fireball, veteran Street Fighters have developed this version.

System: The Flying Fireball is identical to the standard Fireball, except the modifiers below. It can be used to dodge other projectiles and is thus considered an aerial maneuver.

Cost: 1 Chi, 1 Willpower

Speed: -2

Damage: +2

Move: +0

Note: This is a modified version of the Flying Fireball from the SF Rulebook.

Light Beam

Prerequisites: Focus ***

Power Points: Any 3

The fighter shoots an beam of light to blind his enemy.

System: The beam has a Range of Wits + Focus. It does almost no damage. Focus + Dexterity - 3 calculates the length of the blindness in rounds. During this time the victim can only fight if he makes a successful roll on his Blind Fighting + Perception.

Using Light Flash in a tournament is not forbidden (no loss of honor and glory). However, attacking a blind opponent means a loss of one temporary honor. Light Flash is normally used to get some space between the fighter and his opponent.

Cost: 1 Chi

Speed: -2

Damage: 1

Move: none

Note: It is said that some Street Fighters developed a conic version of this beam who can blind several opponents at once.

Power Focus

Prerequisites: Focus **

Power Points: Any 1

Power Focus allows it to add two Willpower points to the damage dice pool.

System: Power Focus doesn't need a Combat Card.

Aimed Strike and Power Focus can't be combined.

Cost: -

Speed: special

Damage: special

Move: special

Shock Bolt

Prerequisites: Focus ****, Shock Treatment

Power Points: Any 2

This is an advanced version of the infamous Shock Treatment.

System: The range of the bolt is (Wits+Focus)/2 (round down) and everybody in its path will be affected. A dizzied opponent suffers a knockdown. Aerial opponents suffer a knockdown, too, even if not dizzied. The Shock Bolt will be executed in a standing position.

Cost: 2 Chi

Speed: -1

Damage: +7

Move: none

Note: Gossips say Blanka tries to perfect this technique. However, even if he already learned it, he didn't use it so far. Maybe he only waits for the right situation...

Telekinesis

Prerequisites: Focus ***, Missile Reflection

Power Points: Kabaddi 2, Any 3

Duelists have a new style of combat: They connect themselves to their weapon with a light but strong chain and let attack their opponent on distance. Should he approach they get their weapon back to their hands immediately.

Training is hard. First the duelist have to master the art of Telekinesis. After this he must perform the correct maneuvers of catching his weapon without slicing his fingers or hitting himself (Missile Reflection).

System: Using Telekinesis on a weapon Speed and Damage are calculated with Wits and Intelligence (like projectile attacks). Even an attack is considered a projectile attack and can be dodged. However, the attacker can choose every round in which hex is weapon is. If he runs out of chi his weapon falls down where it was. It must then retrieved with the chain (one round no other action) or the attacker must enter this

hex. Levitation can also be used to lower ones own weight allowing him to use Jump as if his athletics technique is one point higher.

Out of combat Telekinesis can be used to lift up to 4 lbs per Focus point and move it in walking speed.

Cost 1 Chi per round (combat), 1 Chi per min (out of combat)

Speed: special

Damage: special

Move: 1

Note: Some non-duelists also learned Telekinesis. It is sad to say that some of the less honorable fighters use it to lift their opponents into the air or hinder them otherwise. Such actions are effective but cost one permanent honor. Dhalsim is the most prominent fighter who can use telekinesis.