

Judo

Judo is the art of using the weight and speed of an opponent against him to take him down. Judokas are masters of Grabs and throws. They even can perform some good blocks but no kicks or punches. It has many similarities with Jiu Jitsu but is sort of a sporting form of the latter.

Initial Chi: 1

Initial Willpower: 6

Quote: 'I defeat my opponents without any punch or kick!'

Special Techniques:

Punch:

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Kick:

Foot Sweep 2

Sweep (Slide Kick) 2

Block:

San He 3

Grab:

Air Throw 2

Back Roll Throw 1

Improved Pin 2

Improved Throw 1

Jumping Power Throw 2

Grappling Defense 1

Hair Throw 2

Leverage 1

Neck Choke 1

Pin 2

Suplex 1

Throw 0 - This maneuver is free for all Judokas

Athletics:

Breakfall 0 - This maneuver is free for all Judokas

Flying Tackle 2

Kippup 1

Focus:

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Special rule:

Judokas don't have basic punches or kicks (the kick technique adds only to the two special maneuvers. All grab maneuvers (including the basic grab) gain an additional +1 bonus to speed and damage to all other applying modifications.

Kendo

The way of the sword. Though armed combat is detested among most Street Fighters, there is a duelist group who fights after a strict code of honor. It's the code of the swordmasters. This old style has its origins in ancient China and Japan but can be learned in the western countries as well. However most dojos lack of the secret techniques making Kendo a superior combat style – even for real Street Fighters.

Initial Chi: 3

Initial Willpower: 4

Quote: The sword is your only ally! Trust him and you will succeed!

Prerequisites: Kendoists have a at least *** in Perception, Alertness, Blind Fighting and the Background Option Sensei and ** in Style Lore. They only receive 5 Freebie-Points

Special-Techniques:

Sword:

- Cleaver (Buffalo Punch) 2
- Dragon Strike (Dragon Punch) 5
- Lunging Strike (Lunging Punch) 3
- Rising Dragon Strike (Flaming Dragon Punch) 4
- Shockwave 3
- Slicer (Knife Hand Strike) 5
- Spinning Back Strike (Spinning Back Fist) 2

Punch:

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Kick:

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Block:

- Energy Reflection 3
- San He 3

Grab:

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Athletics:

- Back Flip 3
- Light Feet 4
- Wall Spring 1

Focus:

Swordmasters have developed some maneuvers to combine them with their supreme fighting skills. If a Kendo fighter wants to learn focus maneuvers he has first to gain ***** in the technique sword and ***** or more in the background option Sensei.

- Fireball 4
- Ghost Form 6
- Psychokinetic Channeling 4
- Regeneration 2
- Telekinesis 3
- Toughskin 3

Special rule:

If a fighter suffers a knockdown or a dizzy he has to roll on his strength (6) and on his dexterity (7). Otherwise he loses his weapon. If he suffers both at the same round the rolls are against 7 and 9. A dropped weapon means the fighter continues the fight bare handed or crouches down (1 round, no other actions in this time). the following round he is at -2 Speed but fights with his weapon. It can also be retrieved with Telekinesis (no speed penalty but 1 Chi spent).