

## ARS ILLUMINATA

### Street Fighter Revised

<b>CHI</b>	4		
<b>WILLPOWER</b>	3		
<b>PUNCH</b>		Spartan Bomb (Pile Driver)	1
Lariat	1		
Long Fist (Stats=Stepping Straight)	1	<b>ATHLETICS</b>	
Double Hit Punch	1	Air Smash	1
Elbow Smash	2	Violence Knee Drop (Diving Body Attack)	3
Elbow Strikes	2	Dangerous Head Butt	3
Shockwave	3	Jumping Shoulder Butt	1
Spear Hand Strike	3	Chariot Shoulder (Charging Body Attack)	2
Sword Hand Strike	2	Flying Strike	3
Terrible Smash (Overhead Chop)	1	Pounce	4
Dashing Lariat	4		
Spinning Clothesline	4	<b>FOCUS</b>	
Turbo Spinning Clothesline	5	Balance ( <i>Air/Sky elements only</i> )	2
		Elemental Blast (Fireball)	3
<b>KICK</b>		Elemental Burn (Acid Breath)	3
Ax Kick	2	Elemental Explosion (Shock Treatment)	4
Javelin Kick	2	Elemental Sheath	3
Foot Sweep	1	Elemental Strike (Fire Strike)	3
Long Sweep	1	Elemental Trap (Ice Blast)	3
Knee Smash	2	Elemental Walk (Teleport)	5
Knee Strikes	2	Elemental Wave (Force Wave)	2
Driving Front Kick	2	Levitation	3
		Lightness ( <i>Air/Sky elements only</i> )	3
<b>BLOCK</b>		Projectile, Dash	1
Energy Reflection	3	Projectile, Double	3
Missile Reflection	2	Projectile, Fast	1
Iron Body	3	Projectile, Heavy	1
		Projectile, High	1
<b>GRAB</b>		Projectile, Low	1
Iron Claw (Signature Hold)	4	Repeating Projectile	4

The chosen ones who are taught the Ars Illuminata are all imbued by destiny with elemental power. When making a character of this style, the character must be assigned two elements in opposition, such as “Light and Darkness,” “Fire and Ice (Gill),” “Heavens and Earth (Urien).” These elements are used to describe the special effects of the character’s elemental attacks. Possible Elements include:

**Chinese Elements:** Earth, Wood, Metal, Fire, Water

**Greek Elements:** Earth, Air, Fire, Water

**Other “Elements”:** Electricity, Radiation, Kinetic Energy, Ice/Cold, Storms, Darkness, Light, Gravity, Magnetism, Vibration, Sonic Energy