Effects
Street Fighter Revised

Air: The maneuver classified as Aerial. The maneuver cannot be hit by Crouching attacks unless those attacks include the Upward effect. Aerial maneuvers also Dodge Projectiles, unless those projectiles are also Air or High Projectiles.

Barrage: Blocks are only half effective (round up) when used against a Barrage Maneuver.

Cancel: If used to interrupt an opponent, the opponent's move is cancelled.

Charged: This maneuver can follow Block in a combo.

Crouch: The maneuver classified as Crouching. The maneuver cannot be hit by Aerial attacks unless those attacks include the Downward effect. Also, the maneuver ignores Standing Blocks.

Dive: Diving attacks are aerial maneuvers that strike crouching opponents and ignore crouching blocks (Air + Dodge + Overhead)

Dodge: If used to interrupt the opponent's projectile, roll Dex + Athletics vs. the opponent's Focus. If you roll more successes, the projectile has no effect on you, missing you completely.

High: The maneuver hits Aerial opponents, even if the fighter is Crouching, but it misses Crouching opponents. If the maneuver is a Projectile, it cannot be Dodged with Aerial maneuvers, but it still misses Crouching opponents as normal for High attacks.

High Air: This maneuver hits only aerial opponents, but no roll must be made to dodge low or standing projectiles. Even High projectiles may be dodged with a roll of Dexterity + Athletics verses the opponent's Focus.

Hindrance: The opponent suffers the listed penalties for the following 2 turns.

Hits X: A maneuver may be listed as "Hits Air," "Hits Crouch," etc. This means that while the attack would not normally hit characters using maneuvers with the listed effects, it does hit them. However, this is different from "Overhead," "Rising," etc. because it does *not* mean the attack ignores relevant blocks.

Juggle: This maneuver can be used at the beginning or end of a combo even if it is a Grab or it causes Knock Down.

Knock Back (KB): The opponent is pushed back one or more hexes as listed in the maneuver description.

Knock Down (KD): The opponent is knocked prone. If you interrupted your opponent, the opponent loses his maneuver. If you did not interrupt your opponent, the opponent is at -2 SPD next round.

Knock Down Aerial (KDA): The maneuver causes Knock Down, but only on Aerial opponents.

Low: The fighter is considered to be Standing, but the maneuver misses Aerial opponents and ignores Standing Blocks—it can only be blocked with a Crouching Block. Note that if the maneuver is a Projectile, Aerial opponents will not need to roll to Dodge because Low maneuvers simply miss Aerial opponents.

Modify: The maneuver may be used with another maneuver, adding or changing some modifiers and effects of the original maneuver. New modifiers are added to those of the original maneuver—they do not replace them unless otherwise noted.

Overhead: This maneuver hits Crouching opponents and ignores Crouching Blocks.

Priority: This maneuver does not have a standard speed—it always acts at a speed higher than that of the opponent, regardless of the opponent's combos, dexterity, or speed.

Projectile: Projectiles can be Dodged. Projectiles are "fire and forget" weapons—if you have already declared that you are using the projectile, the opponent must dodge it before being able to attack you.

Rise: Rising attacks start on the ground but continue into the air—they can hit crouching, standing, or aerial opponents, but they are considered Air maneuvers for purpose of Dodging Projectiles.

Special Abort: This maneuver can be aborted to under special circumstances.

Spin: A spinning maneuver hits all opponents within the fighters hex as well as all opponents who are adjacent to the fighter.

Stagger: The opponent loses any prepared move and is at -1 SPD next round.

Sustained Hold: Roll opposed Strength checks to keep your opponent in the hold, which may continue up to your Technique in rounds.

Throw: In addition to causing Knock Down, this maneuver allows you to throw your opponent up to one hex per point of Strength.

Unrestricted Movement: The character can move and turn even if the maneuver is aerial or otherwise involves hurling your body through the air.