NEW SPECIAL MANEUVERS
Street Fighter Revised

Punch

Boxing Punches
Prerequisites: Punch 3
Power Points: Boxing 2
Dedicated boxers like Dudley and Mike Bison master the art of striking to such a degree that they are at no disadvantage due to their lack of kicking skills. They have no need of kicks: they know a variety of punches that rivals the combined kicking and punching skills of most street fighters.
System: Fighters with this maneuver add three new special maneuvers to their list: Short Punch, Forward Punch, and Roundhouse Punch. Each has identical stats to Short Kick, Forward Kick, and Roundhouse Kick. These maneuvers are treated as basic maneuvers by any special maneuvers that modify the stats of basic maneuvers, such as Psychokinetic Channeling.
Cost: None
Speed: See description above.
Damage: See description above.
Move: See description above.

Buffalo Punch: See Overhead Chop

Dashing Fist Sweep
Prerequisites: Punch 4, Athletics 1, Dashing Punch
Power Points: Boxing 1
After the development of the Dashing Punch, it was inevitable that a maneuver as useful as the Dashing Fist Sweep be developed. With this maneuver, Mike Bison dashes in and suddenly drops down low to sweep his opponent to the ground.
System: Low, KD
Cost: 1 Willpower
Speed: +0
Damage: +4
Move: +2

Dashing Ground Uppercut
Prerequisites: Punch 4, Athletics 1, Dashing Uppercut, Dashing Punch, Ducking
Power Points: Boxing 1
Boxers in the Street Fighter circuit have been forced to master the art of closing in on an opponent while avoiding the energy waves and fireballs that are so often thrown by their opponents. With this maneuver, Mike Bison ducks under projectile attacks while closing on his opponent, then rises into a heavy uppercut when he reaches his foe.

System: Dodge, KDA, High
Cost: 2 Willpower
Speed: +0
Damage: +4
Move: +2

Dashing Lariat
Prerequisites: Punch 4, Athletics 2, Lariat
Power Points: Ars Illuminata 4
Gill dashes toward his opponent, catching his foe in a violent clothesline that knocks him to the ground.
System: High, KD.
Cost: 1 Willpower
Speed: +0
Damage: +4
Move: +2

Dashing Straight: see Dashing Punch

Double Hit Punch
Prerequisites: Punch 2
Power Points: Boxing 1, Any 2
The fighter throws out a combination "one-two" punch.
System: 2 Hit vs. Standing, 1 Hit vs. Crouching or Aerial.
Cost: None
Speed: -1
Damage: +0
Move: +0

Elbow Strikes
Prerequisites: Punch 1, Elbow Smash
Power Points:
The fighter has an array of brutal Elbow Strikes for close in fighting.
System: Modify: Basic Punches, In-hex.
Cost: None
Speed: (+0)
Damage: (+1)
Move: (-1)

Flash Chop
Prerequisites: Punch 3, Focus 1
Power Points: Wrestling 2
Alex cuts through the air with a rapid horizontal chop, momentarily staggering his foe.
System: Stagger
Cost: None

Speed: -1
Damage: +2
Move: One

Giant Palm Bomber
Prerequisites: Punch 3
Power Points: Wrestling 2, Overhead Chop
Hugo slams both palms roughly down on his opponent's head.
System: Overhead, Stagger.
Cost: None
Speed: -2
Damage: +4
Move: One

Jet Uppercut: see Dragon Punch

Jumping Arc Palm
Prerequisites: Punch 3, Athletics 2, Jump
Power Points: Jujutsu 2
Karin springs into the air and wheels her arm over her head, smashing her palm down onto her opponent from above.
System: Overhead, In-hex.
Cost: None
Speed: +0
Damage: +3
Move: -1

Lariat
Prerequisites: Punch 3
Power Points: Wrestling 1, Ars Illuminata 1
Alex quickly clotheslines his opponent, knocking him off his feet.
System: High, KD.
Cost: None
Speed: -1
Damage: +2
Move: -1

Long Fist: see Stepping Straight

Low Blow
Prerequisites: Punch 2
Power Points: Boxing 2
While low blows are banned in boxing, they never have been on the street fighting circuit.
System: In-hex, Low, Stagger.
Cost: 1 Honor

Speed: +0
Damage: +1
Move: One

Machinegun Blow
Prerequisites: Punch 4
Power Points: Boxing 4
Dudley dashes suddenly toward his opponent and unleashes a barrage of attacks with a single fist.
System: 3 Hits
Cost: 1 Willpower
Speed: -1
Damage: +0
Move: +0

Mountain Wind Chop
Prerequisites: Punch 3, Overhead Chop
Power Points: Karate 2
Makoto smashes her opponent with a downward chop so powerful that it knocks him from his feet.
System: Overhead, KD.
Cost: 1 Willpower
Speed: -2
Damage: +5
Move: One

One Inch Punch
Prerequisites: Punch 5
Power Points: Jeet Kune Do 4
The founder of Jeet Kune Do was famed for his ability to generate tremendous power in a lightning fast, powerful punch. Even when his fist was only an inch from his target, he could strike with jackhammer force.
System: KB, Stagger
Cost: 2 Willpower
Speed: +2
Damage: +3
Move: One

Palm Smash
Prerequisites: Punch 3
Power Points: Jujutsu 2
Karin drops into a sideways horse stance and smashes her opponent back with a palm strike. Hokuto smashes her opponent with both palms from a similar deep stance, and with similar effects.
System: KB.
Cost: None

Speed: -1
Damage: +3
Move: -1

Rising Dragon Fist: see Rising Fist

Rising Fist, Barrage
Prerequisites: Punch 5, Athletics 3, Jump
Power Points: Muay Thai 4
Sagat blasts into his opponent with an explosive rising uppercut.
System: KD, Rise, 5 Hits.
Cost: 1 Chi, 1 Willpower
Speed: +0
Damage: +0
Move: One

Rising Fist, Dash
Prerequisites: Punch 3, Athletics 2, Jump
Power Points: Karate 2
Sakura dashes forward and then springs into a rising uppercut.
System: KDA, Rise.
Cost: 1 Willpower
Speed: +0
Damage: +3
Move: +0

Rising Fist, Fast
Prerequisites: Punch 3, Athletics 3, Jump, Double Hit Punch
Power Points: Karate 3
The fighter rises suddenly into the air, uppercutting a jumping opponent with multiple strikes.
System: Rise, KDA; 2 hits versus Aerial opponents.
Cost: 1 Willpower
Speed: +2
Damage: +1
Move: Two

Rising Fist, Smash
Prerequisites: Punch 3
Power Points: Jujutsu 2
Sean crouches, leans forward, and jumps spinning into the air, smashing his opponent with both fists.
System: Rise, KDA, Juggle.
Cost: 1 Willpower
Speed: -1
Damage: +6

Move: -2

Rushing Straight Fist
(Gale Fist)
Prerequisites: Punch 4, Athletics 3
Power Points: Karate 4
Makoto dashes suddenly at her opponent, slamming a Straight Fist into his gut.
System: Stagger.
Cost: 1 Willpower
Speed: +1
Damage: +3
Move: +1

Rushing Strong
Prerequisites: Punch 3, Athletics 1
Power Points: Karate 2
Ryu dashes quickly forward, striking downward with a deceptive strong punch.
System: Overhead
Cost: None
Speed: +0
Damage: +1
Move: +1

Rushing Strong Elbow: see Rushing Strong

Stepping Straight
(Long Fist)
Prerequisites: Punch 3
Power Points: Boxing 1, Ars Illuminata 1
Dudley takes a single step forward and throws out a long straight punch.
System: Reach 1
Cost: None
Speed: -1
Damage: +3
Move: One

Terrible Smash: see Overhead Chop

Tiger Palm
Prerequisites: Punch 3
Power Points: Kung Fu 3
Yun stamps the ground while striking forward with a double palm push that sends opponents flying.
System: KD, KB = Strength + Focus.
Cost: 1 Willpower

Speed: -1
Damage: +4
Move: One

Vertical Straight Fist

Prerequisites: Punch 4
Power Points: Karate 3
Crouching low, Makoto thrusts her fist straight above her head while stepping forcefully into a wide stance.
System: Dodge, KD, Juggle.
Cost: 1 Willpower
Speed: +0
Damage: +4
Move: None

Kick

Cannon Spike: see Flying Kick

Cannon Strike: see Dive Kick

Capoeira Kicks

Prerequisites: Kick 3
Power Points: Capoeira 2
Capoeiristas focus so intently on the art of kicks that they are at no disadvantage due to their lack of punching skills. They have no need of punches: they know a variety of kicks that rivals the combined punching and kicking skills of most street fighters.
System: Fighters with this maneuver add three new special maneuvers to their list: Jab Kick, Strong Kick, and Fierce Kick. Each has identical stats to Jab, Strong Punch, and Fierce Punch. These maneuvers are treated as basic maneuvers by any special maneuvers that modify the stats of basic maneuvers, such as Psychokinetic Channeling.
Cost: None
Speed: See description above.
Damage: See description above.
Move: See description above.

Cutting Wind Kick
(Tornado Kick)

Prerequisites: Kick 4, Athletics 4, Jump
Power Points: Karate 4
Dan springs into the air throwing out a barrage of kicks.
System: Barrage, 3 Hit, KB/Hit.

Cost: 1 Willpower
Speed: -2
Damage: +0
Move: +0

Cutting Wind Kick, Air

Prerequisites: Kick 4, Athletics 4, Jump, Cutting Wind Kick
Power Points: Karate 2
Dan leaps into the air and flies toward his opponent throwing out a barrage of kicks.
System: High Air, Barrage, 3 Hit, KB/Hit.
Cost: 1 Willpower
Speed: -2
Damage: -1
Move: +4

Dive Kick
(Cannon Strike)
Prerequisites: Kick 4, Athletics 4, Jump
Power Points: Special Forces 4
From the peak of his jump, Gouki descends upon his victim with a diving thrust kick.
System: Dive.
Cost: 1 Willpower.
Speed: +0
Damage: +4
Move: +0

Dive Kick
(Cannon Strike)
Prerequisites: Kick 4, Athletics 4, Jump
Power Points: Special Forces 4
From the peak of his jump, Gouki descends upon his victim with a diving thrust kick.
System: Dive.
Cost: 1 Willpower.
Speed: +0
Damage: +4
Move: +0

Driving Front Kick
Prerequisites: Kick 3
Power Points: Ars Illuminata 1
Urien thrust forward with a powerful kick to the chest that smashes his opponent to the ground.
System: KD.

Cost: None
Speed: -2
Damage: +3
Move: -2

Flying Ax Kick
Prerequisites: Kick 4, Athletics 4, Ax Kick
Power Points:
The fighter leaps through the air, arcing downward with a vicious ax kick.
System: In-hex, Dive.
Cost: 1 Willpower.
Speed: +1
Damage: +4
Move: +0

Flying Side Kick
(Sniping Arrow)
Prerequisites: Kick 4, Athletics 4, Jump
Power Points: Special Forces 4
The fighter launches herself through the air into a flying side kick.
System: Air.
Cost: 1 Willpower.
Speed: +1
Damage: +2
Move: +3

Forward Backflip Kick: see Flying Kick, Fast

Javelin Kick
Prerequisites: Kick 3, Athletics 1
Power Points: Ars Illuminata 2
Urien slides forward a step, striking forward with a long, straight kick to the body.
System: Reach 1.
Cost: None
Speed: -1
Damage: +1
Move: +0

Jumping Sabot: see Whirlwind Kick

Knee Smash
Prerequisites: Kick 1
Power Points: Special Forces 2, Ars Illuminata 2
The fighter can deliver a quick, powerful knee smash to a nearby opponent.
System: In-hex.
Cost: None

Speed: +1
Damage: +3
Move: One

Knee Strikes
Prerequisites: Kick 2, Knee Smash
Power Points:
The fighter has an array of brutal Knee Strikes for close in fighting.
System: Modify: Basic Kicks, In-hex.
Cost: None
Speed: (+0)
Damage: (+1)
Move: (-1)

Long Sweep
Prerequisites: Kick 2, Foot Sweep
Power Points: Ars Illuminata 1
Urien drops low and throws out a long sweeping kick that brings his opponents to the ground.
System: Crouch, KD, Reach 1.
Cost: None
Speed: -2
Damage: +2
Move: None

Low Kick
Prerequisites: Kick 2
Power Points: Any 2
The fighter is adept at throwing kicks both to the body and to the legs.
System: Modify: Basic Kick, Standing, hit Low; Abort.
Cost: None
Speed: (+0)
Damage: (+0)
Move: (+0)

Penetrating Arc Kick
Prerequisites: Kick 4, Athletics 3, Roll
Power Points: Quan Fa 4
Yang rolls quickly toward his opponent and rises into an arcing kick that knocks jumping opponents out of the air.
System: KDA, Dodge vs. High.
Cost: 1 Willpower
Speed: +0
Damage: +3
Move: +1

Plummeting Spear Kick

Prerequisites: Kick 2, Athletics 2, Jump
Power Points: Quan Fa 1
Yang jumps high above his opponent and then plummets downward with a lightning fast kick.
System: In Hex, Dive.
Cost: None
Speed: +2
Damage: +0
Move: +0

Rising Cascade

Prerequisites: Kick 5, Athletics 3, Jump
Power Points: Quan Fa 4
Gen crouches low and then rises upward into his opponent, lifting him higher and higher with each kick.
System: KD, Rise, 5 Hits.
Cost: 1 Chi, 1 Willpower
Speed: +0
Damage: +0
Move: One

Ruffian Kick

Prerequisites: Kick 3, Athletics 1, Dash
Power Points: Street Fighting 3
Cody dashes forward and throws a kick either to the head, the body, or the feet.
System: A Ruffian Kick can end with a High, Middle, or Low Kick. The High Kick causes Stagger, the Middle Kick cause Knock Back, and the Low Kick causes Knock Down. The player must choose which kick he will throw at the beginning of the round. However, when the player declares his maneuver, he need only declare that he is doing a Ruffian Kick. He does not need to declare which kick until the moment dice are rolled, and if his opponent should abort to block, the opponent must choose which block before the fighter declares which kick he has chosen.
Cost: 1 Willpower
Speed: -1
Damage: +4
Move: +0

Side Blade Kick

Prerequisites: Kick 4
Power Points: Karate 3
Ryu steps forward and thrust out a heavy side kick, sending opponents flying through the air.
System: KD, KB 1/Dmg, Combo.
Cost: 1 Willpower

Speed: -2
Damage: +5
Move: +0

Somersault Kick: see Flash Kick

Sniping Arrow: see Flying Side Kick

Spinning Bird Kick, Air
Prerequisites: Kick 4
Power Points: Capoeira 4, Ninpo Taijutsu 4
Chun Li jumps into the air and flips over, whirling toward her opponent with a barrage of kicks.
System: High Air, Barrage, Spin, KB/hit, Hit-Mv-Hit.
Cost: 1 Chi, 1 Willpower
Speed: -2
Damage: +0
Move: +1

Spinning Kick Barrage
Prerequisites: Kick 4
Power Points: Capoeira 4, Ninpo Taijutsu 4
Elena backspins into a barrage of spinning kicks.
System: 3 Hits, Barrage, KB/Hit, KD on 3rd hit.
Cost: None
Speed: -2
Damage: +2/+1/+0
Move: +0

Spring Breeze Kick
Prerequisites: Kick 3, Athletics 3, Jump
Power Points: Karate 3
Sakura spins into the air, landing a kick on her opponent from above.
System: Overhead.
Cost: 1 Willpower
Speed: +2
Damage: +2
Move: +0

Stepping Roundhouse
Prerequisites: Kick 3
Power Points: Quan Fa 1
Yun takes a quick step and throws out a spinning roundhouse.
System: Reach 1
Cost: None
Speed: -2

Damage: +4
Move: One

Whirlwind Kick
(Jumping Sabot)
Prerequisites: Kick 2
Power Points: Special Forces 1
The fighter jumps forward, spinning into an overhead kick.
System: Overhead.
Cost: None
Speed: +0
Damage: +2
Move: -2

Block

Counter, Low
Prerequisites: Block 2
Power Points: Bujutsu 1
The fighter blocks a low attack then immediately strikes the attacker in return.
System: Low Block (This is a crouching block, but the fighter is not considered to be crouching). After blocking, roll damage as indicated.
Cost: None
Speed: +2
Damage: +0
Move: None

Cross Counter
Prerequisites: Block 4, Punch 3, Counter, High
Power Points: Boxing 4
Dudley lets his arms hang at his sides, leaving himself wide open. He takes the hit full on, and then he blasts a powerful straight right into his opponent, dashing past.
System: First, the boxer takes full damage from the opponent's hit without the benefits of block. If the attack was a high, single hit attack, the fighter then immediately counterattacks the opponent at +7 damage modifier. The boxer can then finish his move after rolling damage. This maneuver causes KD. Note that if the opponent's attack causes knockdown or dizzy, the effects are not applied until after the boxer has carried out the Cross Counter and finished his full movement.
Cost: 1 Willpower
Speed: +4
Damage: +7
Move: +0

Entering Block

Prerequisites: Block 3, Athletics 2
Power Points:
From practitioners of Wudan to Aikido, the masters of the internal styles have long learned to deflect incoming attacks while moving in on their foes.
System: Block. After Blocking, the fighter may move into the opponent's hex.
Cost: None
Speed: +3
Damage: None
Move: One

Maka Wara: see Iron Body

Opening Block

Prerequisites: Block 3
Power Points:
The fighter deflects the incoming attack in such a way as to set the opponent up for a follow up attack.
System: Block High or Low. Any attacks made by the fighter next turn are at +2 Damage. In the case of multiple hit attacks, only the first hit gains the +2 damage bonus. This Block may be part of a combo.
Cost: None
Speed: +2
Damage: None
Move: None

Parry

Prerequisites: Block 3
Power Points: Any 3
Just as the opponent is about to strike, the fighter deftly deflects the incoming attack.
System: Choose High or Low Parry. If High and the opponent's attack is High, you take no damage. If Low and the opponent attacks Low, you take no damage. If you choose incorrectly, the Parry has no effect. Parry may be used in combos.
Cost: None
Speed: Priority
Damage: None
Move: None

San He: see Rooted Stance

Zero Counter

Prerequisites: Block 3
Power Points: Any 3

After successfully blocking the opponent's attack, the fighter quickly counterattacks, knocking the foe to the ground.
System: KD, Abort: Special—if you block an opponent's attack and the opponent rolls zero damage, you may spend 1 Willpower to activate the Zero Counter as long as you have not already spent Willpower this round.
Cost: 1 Willpower to Abort to this maneuver.
Speed: See description above.
Damage: +0
Move: None

Grab

Chain
Prerequisites: Grab 3
Power Points: Wrestling 3, Jujutsu 3
The wrestler has become so adept and throws and holds that he is able to chain them together into overwhelming strings of attacks. Examples of chains from the video game include Hugo's Ultra Throw into Air Throw chain and many of the super combos of the game's grapplers—Zangief's Atomic Suplex to Spinning Piledriver Super Combo springs to mind.
System: Chains are the grappling equivalent of combos—but they work differently in system terms. A chain can be used to connect slams or throws to other slams, throws, or strikes. In game terms, a chain allows a throw or slam to precede a strike or other throw in a set of linked maneuvers. Chains function differently from combos. They do not give a speed bonus to following moves—instead, they allow the player to make an opposed Strength check (much like a the roll used to sustain a hold) to move from one link in the chain to the next. If the player wins the Strength check, the victim is caught in the chain for one more maneuver. If the opponent wins the Strength check, the chain is broken, but the attacker must still carry out whatever maneuver was next in the chain—he is committed to doing that maneuver. Holds cannot be used in Chains. It is possible to mix chains and combos into a single set of linked maneuvers, but the total number of maneuvers that are linked cannot exceed three, as with combos. Once the fighter has learned Chain, maneuvers can be linked at a cost of 1 point per link, plus an additional point to dizzy, just like combos.
Cost: None
Speed: See description above.
Damage: See description above.
Move: See description above.

Choke Lift
Prerequisites: Grab 3
Power Points: Karate 3

Makoto grabs her opponent by the throat, lifts him off the ground into a choke, then sets him back down, staggered and open to her next barrage of attacks.
System: Stagger, Combo.
Cost: None
Speed: +0
Damage: +0
Move: One

Joint Lock
Prerequisites: Grab 3
Power Points:
The fighter twists the opponent's arm or wrist into a painful lock.
System: Hold.
Cost: None
Speed: +0
Damage: +2
Move: One

Immobilization
Prerequisites: Grab 3, Pin
Power Points: Wrestling 2
The wrestler suddenly pins the foe to the ground.
System: Hold at Strength +3. This maneuver may be part of a combo following Throw or Slam.
Cost: 1 Willpower
Speed: -1
Damage: +0
Move: One

Pin
Prerequisites: Grab 2
Power Points: Wrestling 2
The wrestler suddenly pins the foe to the ground.
System: Hold at Strength +1. The opponent must be Knocked Down or Dizzied to apply. This maneuver may be part of a combo following Throw or Slam.
Cost: -
Speed: -1
Damage: +0
Move: One

Shoot
Prerequisites: Grab 3, A1
Power Points: Wrestling 2
The wrestler suddenly ducks low and drives forward into his opponent, grabbing him before he can react.

System: Modify: Grabs that don't already cost Willpower. Add the traits listed below.
Cost: 1 Willpower
Speed: (+0)
Damage: (+0)
Move: (+1)

Signature Slam, Jumping
Prerequisites: Grab 4, Athletics 3, Jump
Power Points: Wrestling 4
Alex jumps through the air, catching his standing opponent in a sudden spiral DDT.
System: Dodge, KD.
Cost: 1 Willpower
Speed: +0
Damage: +3
Move: -1

Spartan Bomb: see Pile Driver

Stun Head Butt
Prerequisites: Grab 5, Throw
Power Points: Wrestling 4
Hugo hurls his opponent through the air—sometimes straight up, sometimes into walls, but always, always into trouble.
System: Adjacent (need not be in hex), Stagger; Damage from this maneuver is added to that of the maneuvers directly before and after it for purposes of calculating dizzy, automatically, even if the Stun Head Butt is not part of a combo to dizzy. Note that all three maneuvers are not added together—rather, the damage of the previous maneuver plus the Stun Head Butt is checked to see if it causes dizzy, and if not, the damage from the Stun Head Butt and the following maneuver checked as well.
Cost: 1 Willpower
Speed: +0
Damage: +2
Move: One

Tech Hit
Prerequisites: Grab 3
Power Points: Any 3
Just as the opponent is about to slip you into a sustained hold, you deftly avoid his attack.
System: Choose Throw or Hold. If Throw and the opponent's attack is a Throw or Slam, you take no damage, canceling the opponent's attack. If Hold and the opponent attacks with a Sustained Hold, you take no damage, canceling the opponent's attack. If you choose incorrectly, the Tech Hit has no effect. Tech

Hits may be used in combos, and the fighter gains an additional +1 Speed to his maneuver next round even when not used in a combo.
Cost: None
Speed: Priority
Damage: None
Move: None

Thunder Blast

Prerequisites: Grab 3, Focus 3
Power Points: Ninjutsu 4

Ibuki grapples with her opponent, then blasts him back with a thundering ball of energy.
System: KD, KB = Intelligence + Focus.
Cost: 1 Chi
Speed: +0
Damage: +4
Move: One

Ultra Throw

Prerequisites: Grab 5, Throw
Power Points: Wrestling 4

Hugo hurls his opponent through the air—sometimes straight up, sometimes into walls, but always, always into trouble.
System: KD, Throw = Strength + Grab, Chains or Combos of any move can follow this maneuver at the normal cost of 1 power point per link in the combo.
Cost: 1 Willpower
Speed: +0
Damage: +4
Move: One

Athletics

Athletics

Prerequisites: Athletics 1
Power Points: Style 1

The description of the special maneuver goes here.
System: The description of how the kicks function in game terms goes here.
Cost: None
Speed: +0
Damage: +0
Move: +0

Body Slide

Prerequisites: Athletics 3, Crouch
Power Points: Acrobatic Fighting 2

Blanka slides head first across the ground, sweeping his opponent's feet out from under him.
System: KD, Crouch.
Cost: None
Speed: -1
Damage: +2
Move: +2

Cannon Drill, Air
(Spiral Arrow, Air)
Prerequisites: Athletics 5, Jump, Cannon Drill
Power Points: Special Forces 2
The fighter spins her body through the air, drilling into her opponent.
System: Air.
Cost: 1 Willpower
Speed: +2
Damage: +2
Move: +2

Chariot Shoulder Tackle: see Dashing Body Attack
Urien charges forcefully into his opponent, slamming into him with his iron shoulder.

Crimson Pattern Combination
Prerequisites: Athletics 4, Punch 3, Kick 3, Grab 3, relevant special maneuvers
Power Points: Jujutsu 4
Karin dashes forward, striking the opponent repeatedly with strikes, kicks, and grabs in an unpredictable combination of attacks.
System: The Crimson Pattern Combination allows the fighter to improvise dizzy combos from a limited set of maneuvers. Just as with combos, maneuvers used in the Crimson Pattern Combination gain a +2 to speed each and a maximum of three maneuvers can be linked. In addition, however, the maneuvers gain a +1 Movement. This +1 Movement does not apply to maneuvers with a movement of "One." In addition, maneuvers in a Crimson Pattern Combination are always considered to combo to dizzy. When the fighter first learns the Crimson Pattern Fist, the player may choose three maneuvers to place in the fighter's "Combination List." These are the maneuvers that the fighter can use as part of the Crimson Pattern Combination. They can be used in any order, and in any combination: the fighter may string them together at will, as long as the follow all rules for combos (i.e. Slams and Throws end the combination, as do KD maneuvers, etc.) Additional maneuvers can be added to the character's list of options at a cost of 2 power points per maneuver. These additional maneuver options may be bought at any time after the fighter has learned the Crimson Pattern Combination. Maneuvers in the Crimson Pattern Combination must be chosen from the following list: Any Basic Punch, Any Basic Kick, Any Crouching

Punch or Kick, Any Jumping Punch or Kick, Elbow Smash, Jumping Arc Palm, Palm Smash, Slide Kick, Double Hit Kick, Throw, Slam, Air Smash.

Cost: 1 Willpower per Turn
Speed: (+2)
Damage: (+0)
Move: (+1)

Crouch
Prerequisites: Athletics 1
Power Points: Any 1
The fighter crouches low while deliver the attack.
System: Abort, Crouch. Use alone or Modify: Basic Strikes.
Cost: None
Speed: +3
Damage: No
Move: -1

Dangerous Head Butt
Prerequisites: Athletics 3, Jumping Shoulder Butt
Power Points: Ars Illuminata 3
Urien suddenly jumps upward from a crouch into a powerful head butt, knocking jumping opponents to the ground.
System: 2 Hits vs. Air, KDA, +1 Combo from Any Crouching Maneuver.
Cost: 1 Willpower
Speed: +1
Damage: +2
Move: One

Dash
Prerequisites: Athletics 1
Power Points: Any 1
The fighter makes a short dash toward or away from the opponent before attacking.
System: Modify: Basic Strikes.
Cost: None
Speed: (-1)
Damage: (+0)
Move: (+1)

Dash Slide
(Mist Step, Mach Slide)
Prerequisites: Athletics 3
Power Points: Ninjutsu 3, Kung Fu 3
Ibuki dashes toward her opponent and suddenly vanishes, reappearing on the other side.

System: Invulnerable while moving, any move can follow it in a combo, and it can follow any move in a combo (including slams, throws, KD maneuvers, etc.).
Cost: 1 Chi
Speed: +2
Damage: None
Move: -1

Diving Hawk: see Diving Body Attack

Ducking
(Bob and Weave, Slip and Move)
Prerequisites: Athletics 2
Power Points: Boxing 1
Dudley quickly ducks under projectiles before launching into his strike.
System: Dodge, Modify: Basic Punches (including Boxing Punches)
Cost: None
Speed: +0
Damage: -1
Move: -1

Flying Head Butt: see Dashing Body Attack

Forward Cross Flip
Prerequisites: Athletics 3
Power Points: Ninjutsu 2
Ibuki springs into the air and flips over her opponent, spinning in mid-air to land behind her foe.
System: Low and Standing Attacks miss the fighter. Any upward, rising, or aerial attacks hit the opponent.
Cost: None
Speed: +3
Damage: None
Move: +1

Jumping Thrown Weapon
Prerequisites: Athletics 4, Thrown 3, Jump
Power Points: Special Forces 3, Ninjutsu 3
The fighter has mastered the art of jumping to such a degree that he can make amazing leaps and still attack his foes.
System: Air, Hits Crouching, Aggravated Damage, must have a weapon to throw—knife, shuriken, grenade, etc.
Cost: 1 Willpower, and 2 Honor if opponent is unarmed
Speed: +0
Damage: +3
Move: +0

Leap

Prerequisites: Athletics 4
Power Points: Any 4
The fighter has mastered the art of jumping to such a degree that he can make amazing leaps and still attack his foes.
System: Use alone or Modify: Basic Strikes, High Air.
Cost: None
Speed: +3
Damage: None, or (+0)
Move: +3

Mekong Delta Air Raid: see Flying Strike

Mekong Delta Attack: see Tumbling Attack

Quick Standing

Prerequisites: Athletics 3, Focus 1
Power Points: Any 3
The fighter springs suddenly to his feet after even the most brutal knockdown.
System: Use between turns, after a knockdown, to be at 0 speed penalty due to the knockdown.
Cost: 1 Chi
Speed: See description above.
Damage: See description above.
Move: See description above.

Roll

Prerequisites: Athletics 3
Power Points: Special Forces 2, Any 3
The fighter suddenly rolls past his opponent.
System: Abort, all attacks miss the rolling fighter, except Crouching attacks.
Cost: None
Speed: +3
Damage: None
Move: -1

Spinning Neck Breaker Slide

Prerequisites: Athletics 3, Grab 3
Power Points: Ninjutsu
Ibuki dashes into a low slide toward her opponent, then springs onto his back, twisting his neck so hard that it send them both spinning to the ground.
System: Crouching, KD.
Cost: None
Speed: +0
Damage: +2

Move: +2

Spiral Arrow: see Cannon Drill

Spiral Arrow, Air: see Cannon Drill, Air

Springing Attack
Prerequisites: Athletics 2
Power Points: Any 2
The fighter springs quickly into the air and attacks the foe with an overhead strike.
System: Overhead, Modify: Strong Punch, Forward Kick
Cost: None
Speed: (+0)
Damage: (+0)
Move: (One)

Super Hundred Ton Drop
Prerequisites: Athletics 4, Jump, Air Smash
Power Points: Sumo 4
E. Honda jumps high above his opponent, tumbles through the air, and drops down upon his poor victim with the full weight of his "apricot" (as he likes to call it).
System: In Hex, Dive, KD.
Cost: 1 Willpower
Speed: -1
Damage: +7
Move: -2

Thunder Mountain Shoulder
(Iron Mountain Shoulder)
Prerequisites: Athletics 4, Dash
Power Points: Ninjutsu 4, Quanfa 4
Guy ducks, dashes into a slide toward his opponent, and slams his shoulder upward into his foe.
System: Dodge vs. High, KDA.
Cost: 1 Willpower
Speed: +0
Damage: +4
Move: +0

Thunderstrike: see Rising Body Attack

Violence Knee Drop: see Diving Body Attack
Urien backflips high into the air, then suddenly hurtles downward, slamming both knees violently down onto his victim's head.

Blast Wave

Prerequisites: Focus 3
Power Points:

While fighters like Ken and Ryu are renowned for the blasts of energy that they hurl at distant opponents, some fighters like to keep the fight up close and personal. Fighters as disparate as Dan and Kairi are known for powerful, short blasts of energy that burst forth from their fists at nearby opponents. These blasts make up for their lack of range with added intensity.
System: Range= Focus; Projectile.
Cost: None
Speed: -1
Damage: +3
Move: None

Chi Kung Palm Blast

Prerequisites: Focus 5 , Blast Wave
Power Points: Quan Fa 3

Chun Li focuses all her Chi into a massive ball of energy that blasts all opponents who are too near.
System: KB 1/success on the Damage roll, KD, This maneuver fills a diamond of 4 hexes beginning with the hex immediately in front of the fighter.
Cost: 2 Chi
Speed: -1
Damage: +6
Move: None

Criminal Tornado

Prerequisites: Focus 3
Power Points: Street Fighting 3

Cody spins the dust and rocks in front of him into a whirling tornado that knocks his foes to the ground.
System: KD; Hits one hex next to the fighter and all adjacent hexes. The fighter is immune to its effects.
Cost: 1 Chi
Speed: -1
Damage: +3
Move: None

Energy Wave

Prerequisites: Focus 3
Power Points:

Many fighters have mastered their Chi to such levels that they can fire blasts of pure Chi energy at their foes. The fighter must undergo rigorous mental and spiritual training to harmonize his body's flow of Chi until this attack can be called

upon instantly. Ryu and Ken are famous for their powerful Hadouken energy waves, and different styles have variations on the Energy Wave attacks.
System: Projectile.
Cost: None
Speed: -2
Damage: +2
Move: None

EX

Prerequisites: Focus 4
Power Points: Any 3
The fighter can channel his chi into an attack to make it even more powerful.
System: Modify: Any. KD. This maneuver must be bought separately as an option for each maneuver it is to be used with.
Cost: 2 Chi
Speed: (+2)
Damage: (+1)
Move: (+0)

Force Wave

Prerequisites: Focus 3
Power Points:
While some fighters use their internal Chi to blast opponents with waves of Energy, masters of the Force Wave use external forces to provide this damage. One famous example is the version of the move made famous by Guile, the Sonic Boom, which blasts a ripple of concussive sonic energy at an opponent. The sonic blast creates a very loud cracking sound just before the fighter releases it and an even louder boom when it's released into the air.
System: Projectile.
Cost: None
Speed: -3
Damage: +4
Move: None

Projectile, Dash

Prerequisites: Focus 3, any projectile attack
Power Points:
The fighter dashes toward or away from his foe before throwing an wave of energy at his opponent.
System: Modify: Projectile.
Cost: 1 Willpower
Speed: (+0)
Damage: (+0)
Move: Two

Projectile, Double

Prerequisites: Focus 4, any projectile attack
Power Points:
The fighter has mastered his projectiles to such a degree that he can hurl two waves of energy or force at once.
System: Modify: Projectile, 2 Hit.
Cost: 2 Chi
Speed: (+0)
Damage: (+0)
Move: (+0)

Projectile, Fast
Prerequisites: Focus 3, any projectile attack
Power Points:
The fighter has mastered his chi to such a degree that his projectile attacks are faster than normal.
System: Modify: Projectile.
Cost: 1 Chi
Speed: (+2)
Damage: (+0)
Move: (+0)

Projectile, Flying
Prerequisites: Focus 3, any projectile attack
Power Points:
The fighter has mastered his chi to such a degree that he can hurl projectiles while jumping through the air.
System: Modify: Projectile, Air, Hits Crouching.
Cost: 1 Willower
Speed: (+0)
Damage: (+0)
Move: +0

Projectile, Heavy
Prerequisites: Focus 3, any projectile attack
Power Points:
The fighter has mastered his chi to such a degree that his projectile attacks are more powerful than normal.
System: Modify: Projectile.
Cost: None
Speed: (+0)
Damage: (+2)
Move: (+0)

Projectile, High
Prerequisites: Focus 3, any projectile attack
Power Points:

The fighter throws his projectiles high.
System: Modify: Projectile, High.
Cost: None
Speed: (+0)
Damage: (+0)
Move: (+0)

Projectile, Low
Prerequisites: Focus 3, any projectile attack
Power Points:
The fighter throws his projectile low to the ground.
System: Modify: Projectile, Low.
Cost: None
Speed: (+0)
Damage: (+0)
Move: (+0)