

MARTIAL ARTS

Street Fighter Revised

CHI See below

WILLPOWER See below

The player may choose Chi and Willpower scores that add up to a total of 7. A minimum of 1 point must be put in each category.

CONCENTRATIONS: A character built with Martial Arts may choose one Training Concentration free, and may buy up to two additional Concentrations at a cost of 5 freebie points per Concentration. Here are some Martial Arts fighters from the video game: Remy (Kicking), Q (Striking), Skullo (Tackling), Shadowgeist (Tackling), Blanka (Tumbling), Dee Jay (Striking and Kicking), T. Hawk (Grappling and Tackling)

PUNCH		Projectile, Low	1
Double Hit Punch	1	Shock Treatment	4
Elbow Smash	2		
Haymaker	1	CONCENTRATION: STRIKING	
Overhead Chop	1		
Spinning Back Fist	1	Punch	
		Dashing Punch	4
KICK		Dashing Fist Sweep	2
Ax Kick	2	Fist Sweep	2
Double Hit Kick	1	Hyper Fist	4
Foot Sweep	1	Sword Hand Strike	2
Knee Smash	2	Lunge Punch	2
Reverse Frontal Kick	2		
		CONCENTRATION: KICKING	
BLOCK			
		Kick	
GRAB		Flash Kick	4
Brain Cracker	2	Double Backspin Kick	3
Hold	1	Dive Kick	5
Pile Driver	2	Spinning Foot Sweep	2
Slam	1	Jumping Sabot (Whirlwind Kick)	1
Sleeper	3	Slide Kick	3
		CONCENTRATION: TUMBLING	
ATHLETICS			
Air Smash	1	Kick	
Dashing Body Attack	4	Backflip Kick	2
Jumping Shoulder Butt	1	Backflip Launch	2
		Athletics	
FOCUS		Rolling Attack	3
Force Wave	3	Vertical Rolling Attack	2
Projectile, Fast	2		
Projectile, Heavy	2		

Backspring Rolling Attack	3
Tumbling	3
Roll	2

CONCENTRATION: TACKLING

Punch

Dash Punch	5
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Athletics

Diving Body Attack	4
Flying Body Spear	3
Charging Body Attack	2
Pounce	4
Rising Body Attack	4

CONCENTRATION: GRAPPLING

Grab

Signature Slam, Power	5
Signature Slam, Double	5
Grappling Defense	4
Air Throw	2
Pin	3
Suplex	1

CONCENTRATION: JEET KUNE DO

Punch

One-Inch Punch	4
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Special

Jeet Kune Do stylists can buy any maneuver, from any style, at a cost of 1 point higher than the highest cost listed for that maneuver.