

**Table 00: All Special Maneuvers, Revised
Street Fighter Revised**

This is a list of all maneuvers for our upcoming Street Fighter Revised game, with their official effects. Here are some notes for reading the maneuvers.

1. Normal Font: These maneuvers are from the original Street Fighter RPG, from any of the books, and have not been changed.
2. Normal font, but **bold** in either Cost, Spd, Dmg, Mv, or Effects: These maneuvers are from the original Street Fighter RPG, but the bolded effect has been changed or clarified in some way.
3. ALL CAPS: This is a basic maneuver. Everyone with any dots in the relevant Technique knows this maneuver.
4. ~~Strikethrough~~: This maneuver used to have this effect but has lost it. Note that all maneuvers with the “Straight Line” effect have lost this because of its clarification in the new core rules, so this effect is not listed with strikethrough.
5. *Italic Font*: These maneuvers are entirely new. Some are from our campaign, some were created to simulate a maneuver from the video game that had not been modeled in the RPG, and some may even be from the internet.

Name	Cost	Spd	Dmg	Mv	Effects
Punch					
<i>Boxing Punches</i>	-	-	-	-	<i>Short, Forward, Roundhouse Punch</i>
<i>Dashing Fist Sweep</i>	W	+0	+4	+2	<i>Low, KD</i>
<i>Dashing Ground Upper</i>	2 w	+0	+4	+2	<i>Dodge, High, KDA</i>
<i>Dashing Lariat</i>	w	+0	+4	+2	<i>High, KD</i>
Dashing Punch	W	+0	+4	+2	-
Dashing Uppercut	W	+0	+4	+2	High, KDA
Dim Mak	C	+0	+0	+0	Delay, Physical attribute DMG
Double Hit Punch	-	-1	+0 x2*	+0	2 Hits, 1 Hit vs. Crouch or Air
Ear Pop	H	-1	-4	-1	Ignore Sta
Elbow Smash	-	+2	+2	One	In-hex
<i>Elbow Strikes</i>	-	(+0)	(+1)	(-1)	<i>Modify: Basic Punch, In-Hex</i>
Extended Knuckle Fist	-	+1	+1	+0	KB
Eye Rake	H, G	+2	-3	+0	Blinded next turn (no blind-fighting = dizzied)
FIERCE PUNCH	-	-1	+3	-1	-
Fist Sweep	-	-1	+3	-2	KD, Crouch
Flash Chop	-	-1	+2	One	Stagger
Giant Palm Bomber	-	-2	+4	One	Overhead, Stagger
Haymaker	-	-2	+4	-2	-
Head Butt	-	+0	+3	-2	-
Hundred Hand Strike	W	-2	+0 x3	One	Barrage
Hyper Fist	W	+1	+0 x3	One	High, Barrage
JAB	-	+2	-1	+0	-

<i>Jumping Arc Palm</i>	-	+0	+3	-1	<i>In-hex, Overhead</i>
<i>Lariat</i>	-	-1	+2	-1	<i>KD, High</i>
<i>Low Blow</i>	-	+0	+1	<i>One</i>	<i>In-Hex, Low, Stagger</i>
<i>Lunge Punch</i>	-	+0	+1	+1	Low
<i>Machinegun Blow</i>	W	-1	+0 x3	+0	-
<i>Monkey Grab Punch</i>	W	-2	+1	+0	Ignore Blocks
<i>Mountain Wind Chop</i>	W	-2	+5	<i>One</i>	<i>KD, Overhead</i>
<i>One Inch Punch</i>	2 W	+2	+3	<i>One</i>	<i>KB, Stagger</i>
Overhead Chop	-	-2	+5	<i>One</i>	Overhead
<i>Palm Smash</i>	-	-1	+3	-1	<i>KB</i>
<i>Power Uppercut</i>	-	-1	+3	<i>One</i>	KDA
<i>Rekka Ken</i>	W	+3	-	-	Add 3 to SPD of Basic Punch, up to 3 rounds, Combo to dizzy
Rising Fist	W	+0	+6	-2	KDA, KB, Rise
<i>Rising Fist, Barrage</i>	W,C	+0	+0 x5	<i>One</i>	<i>Rise, KDA</i>
<i>Rising Fist, Dash</i>	W	+0	+3	+0	<i>Rise, KDA</i>
<i>Rising Fist, Fast</i>	W	+2	+1 x2*	<i>Two</i>	<i>Rise, KDA, 2 Hit vs. Air</i>
Rising Fist, Heavy	W,C	-1	+6 x2*	-2	KD, KB, Rise, x2 if adjacent
<i>Rising Fist, Smash</i>	W	-1	+6	<i>One</i>	<i>Rise, KDA, Juggle</i>
<i>Rushing Straight Fist</i>	W	+1	+3	+1	<i>Stagger</i>
<i>Rushing Strong</i>	-	+0	+1	+1	<i>Overhead</i>
<i>Shockwave</i>	C	+0	+0	No	Rng=Str, Hit & KD all, Low
Spear Hand Strike	-	+1	-1	-1	Vs. ½ Stamina, unless blocked
<i>Spinning Back Fist</i>	-	-1	+2	+1	-
<i>Spinning Clothesline</i>	W	+0	+0 /hit	-1	Spin, KB/hit, 1 hit /Mv, Mv-Hit-Mv-Hit, High, Barrage
<i>Spinning Knuckle</i>	W	-1	+1 x2	+3	Dodge
<i>Stepping Straight</i>	-	-1	+3	<i>One</i>	<i>Reach 1</i>
STRONG PUNCH	-	+0	+1	+0	-
<i>Sword Hand Strike</i>	-	-1	+3	-2	Ignore Toughskin/Armor
<i>Thumb Drive Fist</i>	-	-1	+2	+0	Hindrance: -1 MV next turn
<i>Tiger Palm</i>	W	-1	+4	<i>One</i>	<i>KD, KB = Strength + Focus</i>
<i>Triple Strike</i>	-	-2	*	No	2 best hits of +0/+0/+1
<i>Turbo Spinning Clothesline</i>	W	+1	+0 /hit	-2	Spin, KB/hit, 1 hit /Mv, Hit-Mv-Hit, High, Barrage
<i>Turn Punch</i>	W 1st	-1	+4	<i>Two</i>	-1 Spd, Dmg, Mv to other
<i>2nd turn</i>		-1	+5		moves while charging up the
<i>3rd turn</i>		+0	+6		turn punch.
<i>4th turn</i>		+1	+7		
<i>Vertical Straight Fist</i>	W	+0	+4	No	KD, Juggle
Kick					
<i>Ax Kick</i>	-	-1	+4	-2	<i>In-hex, Overhead, Air</i>
<i>Backflip Kick</i>	-	+0	+2	<i>Two</i>	<i>Hit-Move Away</i>
Backflip Launch	-	+2	-4	+0*	KB, Hit-Move Away
<i>Capoeira Kicks</i>	-	-	-	-	<i>Jab, Strong, and Fierce Kicks</i>

Cartwheel Kick	W	-1	+1/hex	+0	-
<i>Cutting Wind Kick</i>	W	-2	+0 x3	+0	<i>Barrage, KB/Hit</i>
<i>Cutting Wind Kick, Air</i>	W	-2	-1 x3	+4	<i>High Air, Barrage, KB/Hit</i>
<i>Dive Kick</i>	W	+0	+4	+0	<i>Dive</i>
Double Backspin Kick	W	-2	+1, +4	+1	2 Hit, KB/Hit, Hit-Mv-Hit
Double Hit Kick	-	-2	+1 x2	-1	2 Hits, 1 Hit vs. Crouch or Air
Double Hit Knee	-	+0	+0 x2	-2	2 Hits, 1 Hit vs. Crouch or Air
<i>Driving Front Kick</i>	-	-2	+3	-2	<i>KD</i>
Flash Kick	W, c	-1	+7	No	KDA, Rise, Combo from Block
<i>Flying Ax Kick</i>	W	+1	+4	+0	<i>Dive, In-hex</i>
Flying Kick	W	+0	+6	-2	KDA, KB, Rise
Flying Kick, Fast	w	+2	+1 x2*	Two	Rise, KDA, 2 Hit vs. Air
Flying Kick, Heavy	W, c	-1	+6 x2*	-2	KD, KB, Rise, 2 hits if adjacent
Flying Knee Thrust	W	+1	+2	+1	Air , KDA
<i>Flying Side Kick</i>	W	+1	+2	+3	<i>Air</i>
Foot Sweep	-	-2	+3	-2	KD, Crouch
Forward Flip Knee	-	-2	+4	Two	Air, Cancel
FORWARD KICK	-	+0	+2	-1	-
Forward Slide Kick	-	+0	+2	+0	KD, Low
Great Wall of China	2 w	-2	+1 x3	No	3 adjacent hexes, 3 hits each, Barrage
Handstand Kick	-	-2	+4	-2	KDA
<i>Javelin Kick</i>	-	-1	+1	+0	<i>Reach 1</i>
<i>Knee Smash</i>	-	+1	+3	<i>One</i>	<i>In-Hex</i>
<i>Knee Strikes</i>	-	(+0)	(+1)	(-1)	<i>Modify: Basic Kick, In-Hex</i>
Lightning Leg	W	-2	+1 x3	No	Barrage
Long Sweep	-	-2	+3	No	KD, Crouch, Reach 1
<i>Low Kick</i>	-	(+0)	(+0)	(+0)	<i>Modify: Basic Kick, Standing Low; Abort</i>
<i>Penetrating Arc Kick</i>	W	+0	+3	+1	<i>KDA, Dodge vs. High</i>
<i>Plummeting Spear Kick</i>	-	+2	+0	+0	<i>In Hex, Dive</i>
Reverse Frontal Kick	-	-1	+3	-1	Ignore Block
<i>Rising Cascade</i>	W,C	+0	+0 x5	<i>One</i>	<i>KD, Rise</i>
ROUNDHOUSE KICK	-	-2	+4	-1	-
Ruffian Kick	W	-1	+4	+0	High=Stagger/ Mid=KB/ Low=KD; delayed declaration
Scissor Kick	2	+0	+3 x2	+3	Air
SHORT KICK	-	+1	+0	+0	-
<i>Side Blade Kick</i>	W	-2	+5	+0	<i>KD, KB/Dmg, Combo</i>
Slide Kick	-	-1	+3	+1	KD, Crouch
Spinning Bird Kick	2 w	-2	+0 /hit	-1	Spin, Barrage , KB/hit, Hit-Mv-

<i>Spinning Bird Kick, Air</i>	W,C	-2	+0 /hit	+1	Hit High Air, Barrage, Spin, KB/hit, Hit-Mv-Hit
Spinning Foot Sweep	W	-2	+3	No	Crouch. Spin or 2 Hits.
Spinning Kick Barrage	W	-2	+2/+1/ +0	+0	Barrage, KB/Hit, 3 rd Hit KD
Spring Breeze Kick	W	+2	+2	+0	Overhead
Stamping Kick	-	-2	+3	-1	Hindrance: -2 Mv; -2 Spd to Kicks
Stepping Front Kick	W	+0	+1 x2	+1	1 st hit In-hex, KB
<i>Stepping Roundhouse</i>	-	-2	+4	One	<i>Reach 1</i>
Tiger Knee	2 w	+3	+2	+0	KD, Rise
Whirlwind Hurricane Kick	W, c	+0	-1 /hit	-1	Spin, Barrage , KB/hit, Hit-Mv-Hit, Air
Whirlwind Hurricane Kick, Air	W, c	-1	-1 /hit	+1	High Air, Barrage , Spin, KB/hit, Hit-Mv-Hit
<i>Whirlwind Kick</i>	-	+0	+2	-2	<i>Overhead</i>
Block					
Air Block	W	+4	-	+0	Add Block to Soak, Air
BLOCK	-	+4	-	No	Add Block to Soak, Abort
Counter, High	-	+2	+0	No	Standing Block , then roll dmg
Counter, Low	-	+2	+0	No	Low Block , then roll dmg
<i>Cross Counter</i>	W	+4	+7	+0	<i>Take full damage from hit, then roll Cross Counter damage, KD, MV-Hit; only vs. high, 1 hit attacks</i>
Energy Reflection	C	+1	No	No	Roll Wits to reflect Energy, Abort
<i>Entering Block</i>	-	+3	-	One*	<i>After blocking, the fighter may step into the opponent's hex.</i>
Iron Body	-	-	-	-	Block Dmg = Sta +Block -3
Kick Defense	-	+4	No	No	Block +4 vs Kick, -2 vs other
Missile Reflection	-	+3	No	-1	Roll Dex to catch and reflect missile attacks, Abort
<i>Opening Block</i>	-	+2	-	-	<i>Combo; +2 Dmg next turn</i>
<i>Parry</i>	-	PR	No	No	<i>Parry High or Low; Sccess= 0 Dmg; Combo: Any; Priority</i>
Punch Defense	-	+4	No	No	Block +4 vs Punch, -2 vs other
Rooted Stance	-	+2	No	No	Block x2, No KD, No KB, but no Spd bonus next turn
<i>Zero Counter</i>	W	*	+0	*	<i>KD, Abort: if Blocking and opponent rolls 0 Dmg</i>
Grab					
Air Suplex	-	-1	+4	+0	vs. Air, KD
Air Throw	W	+2	+5	+0	vs. Air, KD, Mv-Hit-Mv
Back Roll Throw	-	-1	+4	One	KD, Throw = Str + Kick

Brain Cracker	-	+0	+2	One	Hold, use Punch for Dmg
<i>Chain</i>	-	-	-	-	<i>Link Slams and Throws with opposed Strength tests.</i>
<i>Choke Lift</i>	-	+0	+0	One	<i>Stagger, Combo</i>
Choke Throw	-	-1	+2	+0	Vs. Air or Stand, KD
Disengage	-	+1	-	-2	Used In-Hold, roll Dex to escape
Dislocate Arm	-	-1	+1	One	Dislocate 1 arm (-3 to put in or at -2 dmg until relocated)
Grappling Defense	-	+4	No	-1	Add Grab to soak vs Grabs
Hair Throw	-	-2	+5	Two	KD, Throw, must move through
Head Bite	H	+1	+3	One	Hold
Hold	-	-1	+3	One	Hold
Immobilization	W	-1	+0	One	Hold at +3, Combo from Throw/Slam
<i>Joint Lock</i>	-	+0	+2	One	<i>Hold</i>
Knee Basher	-	-1	+4	One	Hold, KD, use Kick for Dmg
Pile Driver	-	-2	+4	One	KD
Pin	-	-1	+0	One	Hold at +1, only vs. KD or Dizzy, Combo from Throw/Slam
<i>Shoot</i>	W	-	-	(+1)	<i>Modify: Grabs w/ 0 Will cost</i>
Signature Hold	W _{1st}	+1	+4	One	Hold +1
Signature Slam, Dashing	W	+0	+3	+1	KD, 3 hex Air
Signature Slam, Double	W	+0	+2 x2	One	KD, move once per hit
<i>Signature Slam, Jumping</i>	W	+0	+3	-1	<i>Dodge, KD</i>
Signature Slam, Power Slam	2 w	-2	+7	Two	KD, Dodge after Grab: 3 hexes in Air
Sleeper	w _{1st}	-1	+2	One	Hold for 3 rounds for auto dizzy
Stomach Pump	-	+0	+4	One	Hold
<i>Stun Head Butt</i>	W	+0	+2	One	<i>Hits Adjacent, combine dmg to calculate dizzy</i>
Suplex	-	+0	+2	One	KD
Tech Hit	-	PR	-	-	Cancel Hold or Throw, Combo, +1 Spd next turn, Priority
Thigh Press	-	-1	+4	One	KD
THROW	-	+0	+0	One	KD, Throw = Str
<i>Thunder Blast</i>	c	+0	+4	One	<i>KD, KB = Int + Focus</i>
<i>Ultra Throw</i>	w	+0	+4	One	<i>KD, Throw = Str + Grab, Chain/Combo to any</i>
Athletics					
Air Smash	-	-1	+4	-1	In-hex, Dive

Backspring Rolling Attack	W	+0	+3	-2/+2	In-hex, Away-Hit-Toward-Hit, Dive
Body Slide	-	-1	+2	+2	Crouch, KD.
Breakfall	w*	-	-	-	Abort ; Roll Dex + Ath to soak KD
Cannon Drill	W	+2	+2	+2	Crouch, KD
Cannon Drill, Air	W	+2	+2	+2	Air
Charging Body Attack	W	+0	+4	+3	Air
<i>Crimson Pattern Combination</i>	W/ hit	(+2)	(+0)	(+1)	<i>Modify: see description, Dizzy combo</i>
<i>Crouch</i>	-	+3	No	-1	<i>Modify: Basic Strike, Crouch, Abort</i>
<i>Dangerous Head Butt</i>	W	+1	+2 x2*	One	2 Hits vs. Air, KDA, +1 Combo from Any Crouching
<i>Dash</i>	-	(-1)	-	(+1)	<i>Modify: Basic</i>
<i>Dash Slide</i>	c	+2	-	-1	<i>Invulnerable while moving; Combo into or from anything</i>
Diving Body Attack	W	+0	+5	+2	In-hex, Dive
Drunken Monkey Roll	-	+3	No	+2	Crouch, Dodge
<i>Ducking</i>	-	-	(-1)	(-1)	<i>Modify: Basic Punches, Dodge</i>
Flying Body Spear	W	+0	+3	+1	Dive
Flying Heel Stomp	W	+0	+1	+2	Dive , Move-Hit-Move
Flying Strike	w, h	-2	+2	+5	Dive , vs. ½ Sta
<i>Forward Cross Flip</i>	-	+3	-	+1	<i>Low and Standing attacks miss</i>
Jump	-	+3	No	+0	Modify: Basic Strike, Abort, If you enter the opponent's hex, you also gain the effect: Dive Rise
Jumping Shoulder Butt	-	+0	+3	-1	
Jumping Thrown Weapon	W, 2H	+0	+3	+0	Air, Hits Crouching, Weapon Projectile, Aggravated Dmg
Kippup	-	-	-	-	-1, not -2 to stand from KD
Leap	-	+3	-	+3	Modify: Basic Strike, High Air
Lightfeet	W*	-	-	-	Modify All: +1 Mv; 1W for +3 Mv
Pounce	W	-1	+2	+4	Dive, KD
<i>Quick Standing</i>	C	-	-	-	<i>No Spd penalty from KD</i>
Rising Body Attack	W	+0	+5	-1	Start adjacent, Rise, In-hex, Mv-Hit-Mv
<i>Roll</i>	-	+3	-	-1	<i>Abort, All attacks miss, except crouching attacks</i>
Rolling Attack	W	+0	+3	+4	Bounce back 2
Spinning Neck Breaker Slide	-	+0	+2	+0	KD
Spring Attack	-	-	-	(One)	Modify: Strong/Forward,

Thunder Mountain Shoulder	W	+0	+4	+0	Overhead KDA, Dodge vs. High
Super Hundred Ton Drop	W	-1	+7	-2	In Hex, Dive, KD
Tumbling	W	+3	-	+2	Invulnerable while tumbling
Tumbling Attack	W	-1	-1	+0	Barrage , KB/hit, Hit-Mv-Hit, Crouch
Vertical Rolling Attack	W	+0	+3	+0	Rise, KDA
Wall Spring	-	+2	No	+0/+2	Air, use w/ basic
Focus					
Acid Breath	C	-2	+3 *	-1	Rng=Sta, dmg for 3 turns at +3/+0/-3, Projectile
Balance	-	-	-	-	+1 Mv to all Air maneuvers
Blast Wave	-	-1	+3	-	Rng=Focus; Projectile.
Chi Kung Healing	C*	-1	No	-1	In-hex, heal 1/chi, Max/turn = Focus
Chi Kung Palm Blast	2C	-1	+6	-	KB/Dmg, KD, 4 hex diamond
Cobra Charm	C	-1	No	-1	Wits + Mysteries vs same, Rng=3, Int Hold, command
Criminal Tornado	C	-1	+3	No	KD all Adjacent
Elemental Sheath	*	*	*	*	Effects based on element
Energy Channeling	C	-	(+2)	-	Modify: Any Basic
Energy Drain	C	+0	No	No	Modify: Hold, transfer 1 Health/Chi from victim
<i>Energy Wave</i>	-	-2	+2	No	<i>Projectile</i>
Entrancing Cobra	c	+2	No	-1	Dex + Focus vs. Wits + Mysteries to dizzy next turn
Envelop	C 1st	-2	+1	-2	Rng=Focus, Hold w/Int; victim rolls Sta/turn or is dizzied, line of sight, victim may move/fight at -2 Spd.
<i>EX</i>	2 C	(+2)	(+1)	(+0)	<i>Modify: Any; KD</i>
Extendible Limbs	-	*	*	*	Modify: Basic, Rng=Focus, can be hit if interrupted
Fire Strike	C	-1	+3	No	Fills Focus hexes
Fireball	C	-2	+2	No	Projectile, KD
<i>Force Wave</i>	-	-3	+4	No	<i>Projectile, Combo from Block</i>
Ghost Form	2c +	+1	No	+0	1 c/ turn to extend, insubstantial
Ice Blast	2 c	-2	+3	No	Projectile, Rng=Wits+Focus, freeze: 4 successes in Str check to break free or freed if hit
Inferno Strike	2 c	-2	+4	No	Projectile, Rng=Wits+Focus, hits targeted hex & 6 adjacent
Levitation	c*	+0	No	*	Move Focus in any direction,

Lightness	C	(+1)	-	(+1)	cost 1 additional Chi / minute
Mind Control	2c	-3	No	No	Modify: Jumping Basic Strikes Vs. 0 Will; Rng, Int. vs. Int, successes=duration: Round/ Hour/Day/Week/Month; 10 Honor is immune
Mind Reading	C	No	No	No	Rng=Wits+Focus, between turns, current Will vs Will, victim must show 2 combat cards, play 1 of them next turn
Musical Accompaniment	-	(+1)	(+1)	(+1)	Play music, add to ONE category
Projectile, Dash	W	-	-	Two	Modify: Projectile
Projectile, Double	2C	-	-	-	Modify: Projectile, 2 Hit
Projectile, Fast	C	(+2)	-	-	Modify: Projectile
Projectile, Flying	W	-	-	-	Modify: Projectile, Air, Hits Crouching
Projectile, Heavy	C	-	(+2)	-	Modify: Projectile
Projectile, High	-	-	-	-	Modify: Projectile, High
Projectile, Low	-	-	-	-	Modify: Projectile, Low
Psycho Crusher	2 c	-1	+5	+6	In-Hex, KD, KB, unrestricted movement, miss Prone
Psycho Rage	C	-2	No	No	Range; Will vs. Will; failure = berserk frenzy (high damage, no blocking, use Chi/Will fast, no combos), Roll Honor vs. Manipulation + Command to break.
Psycho Vise	c, w	+0	+0	No	Rng, Opponent soaks with Int, unblockable, Dmg = 1 Will and -1Spd next turn, if you take more Dmg than Int you are dizzied.
Regeneration	C*	+0	No	No	1C/Health, Max=Focus/turn
Repeating Projectile	2 c	-2	+0 /hit	No	1 Hit/Focus, Projectile, vs. 1 or many
Satsuki	C	-	-	*	Automatic, danger sense, Move Perception + Athletics
Shock Treatment	2 c	+0	+7	No	Hits all adjacent, KD
Shrouded Moon	C	+0	No	-1	Dex + Stealth vs. Per + Alertness to hide in plain sight (invisibility), +1 speed next turn
Stunning Shout	C	+2	No	-2	Current Will vs. Will to cancel current or reduce speed next turn
Telepathy	c/	No	No	No	Link 1 person/Focus,

	hour				Rng=Wits+Focus miles
Teleport	2 c	+3	No	*	Move Int + Focus
Terror	C	+1	No	No	Rng: ALL w/in sight, Man + Focus vs. Willpower to scare away (Sustained)
Thunderclap	C	+0	-3	No	Hit all w/in 3 hexes
Toughskin	C	-	-	-	Modify: Any, +2 Soak
Venom	c	+1	+2	-2	Hinder: -1 Spd, 1 Dmg loss
Yoga Flame	2 c	-2	+7	No	Projectile, 2 hex long cone, KD
Zen No Mind	w	-	-	-	Modify: Any, Choose 3, use 1