



***STREET FIGHTER II (C) CAPCOM LTD.
CONVERSION BY MARCO VIGGI***

***COPYRIGHT (C) 2005 MARCO VIGGI.
THIS IS A NO-PROFIT WORK NOT INTENDED TO VIOLATE THE RIGHTS
OF ANYONE.
THIS DOCUMENT CAN BE FREELY USED AS LONG AS ITS CONTENT
REMAINS UNCHANGED AND CONTAINS THIS TEXT AND CONDITIONS.***

CHARACTER CREATION

This conversion try to use the Savage Fu rules appeared in Shark Nibble #3, modifying a little the use of the Martial Arts Master edge (see the Rules chapter). Also the main focus of this conversion is to make edges that mimic special attacks and Special Moves of SFII.

1) RACE

All PCs start as humans and get their usual free edge. A character can choose to be Trained by a Master. In this case they can get the Martial Arts, Martial Arts Master, Pugilist, Acrobat and such edges ignoring requisites. They have however to choose a Style and a Master of that Style that taught them (see the Rules and Edges & Hindrances sections later) and if they buy the Martial Arts Master edge they have to choose the Style of their Master. A Trained by a Master PC have to follow the strict training and / or mental and moral rules of conduct that his Master imposes him.

2) TRAITS

Attributes: attributes are acquired as usual.

Skills: skills are acquired as usual.

Derived Statistics: Pace, Parry, Charisma and Toughness are as usual. Load Limit is 5 times Str in lbs (or 2,5 times Str in Kg). If you are Trained by a Master you have other stats: Honor is a stat that goes from d4 to d12. Choose your starting value. Glory is a derived stat that starts at 1. Ranking is your standing and is composed by your losses, your wins, your draws, your division and Street Fighter rank. As stated above, you have to choose your Master name and his Style as your Style.

3) EDGES AND HINDRANCES

Edges and Hindrances are acquired as usual.

4) GEAR

All PCs starts with 500\$ as usual.

5) BACKGROUND DETAILS

Fill in all the background details as usual.

RULES

COMPENDIUM

For a complete list of edges, hindrances and additional rules refer to my compendium, it's at http://web.tiscali.it/tavola_rotolante/risorse/edgehind.pdf.

SAVAGE FU MODIFICATION

I assume that unarmed damage is non lethal by definition. Optionally if a character with Martial Artist, Martial Arts Master, Pugilist, Wrestling or such edges wants he can choose to do lethal damage without penalty, but he is eligible to have to make an Honor roll to do this against an opponent who do not do the same.

Throwing and Sweeping (not to be confused with the Sweep edge) are respectively an application of an unarmed grapple attempt and of an unarmed attack for the purpose of bonuses or modifiers (so a Throwing attempt would benefit of the bonuses a fighter would have in his grappling attempt, while a Sweeping would be applied as a unarmed attack).

For Jumping I use the optional rules given. The vertical distance is half the horizontal distance. Optionally, another 1" of jumping distance can be added (like that of Martial Arts Master) for other movement edges like Fleet Footed or Acrobat. Also someone would use Agility in addition to or instead of Strength for the jump roll.

I permit the use of the Flashy Chi option if the player wants.

For the Chi Powers refer to the SFII styles and the GM's call.

KNOWLEDGES

Three Knowledges merits special attention:

Knowledge (Arena) is the ability to know the various Arenas and tournament sites around the world. It can be used to know in advance what perils and peculiarities they deserve.

Knowledge (Style Lore) is the ability to know the various Styles, their abilities, masters and such.

Knowledge (Occult) is the ability to know the various occult and arcane theories of the Street Fighter world. It's basically the knowledge of magic, mysticism and such.

HONOR

Honor is important for a Trained by a Master (not mentioning for a PC with Code of Honor). Every time you are about to commit an action that go against your Honor you have to make an Honor roll, if you succeed you have to follow your Honor, and this can prevent you from doing the action. If the action would bring you an advantage or a disadvantage does not matter. Honor precepts are a personal matter for each PC, his master and the martial arts, but normally include:

- be honest and right, and bring justice wherever it is needed;
- be brave and heroic, does not flee against adversity;
- sacrifice yourself for others and love them, be benevolent with humanity, avoid violence when not needed;
- do the right thing at the right moment without exceed, don't do things non needed, only to appear;
- search occasions to test your valor, honor and glory, does not permit an act of dishonor to happen;
- say only the truth and talk and act without second goals, never betray a thrust;
- do your duty without hesitation and with devotion.

Obviously, a PC with d4 in Honor will follow this precepts less then one with d12.

GLORY

Every Trained by a Master PC that has an active role in the Street Fighter community will be more or less known to the community. This is reflected by Glory. Every time a Street Fighter does something that can bring him notoriety in the circuit, probably participating in a tournament but also confronting with Shadoloo or be involved in a search for a lost temple or other things (the more the fact is interesting for the Street Fighter community the better, but act of general notoriety also counts), he can roll on the Promotion Table, adding and subtracting every modifier. If the result is 20 or more, he gains a point of Glory.

Glory is a measure of how much your hero is known in the community and in the world. When not dealing with Street Fighter community consider your Glory to be lower by 4 (or more, or less, based on the circumstances: a teenager that follow the circuit would probably consider full Glory, while a noun in a remote monastery would probably consider none, unless she is a fighter noun...) Glory functions like Charisma, adding it to persuasion rolls and the like, but one can use Charisma or Glory (you can count on your personal likeness or your name, but not both). In addition, it is added at every roll to know who you are made by others: when someone

encounters you and want to know if he know your name and who you are he can roll Common Knowledge (if he does not have a specific Knowledge), if he scores two raises he know your name and who you are. With a raise he will know vaguely your face and generally your affiliations.

Promotion table:

Routine mission	-2
Standard mission	0
Difficult mission	+2
Suicidal mission	+4
The mission is to gain personal benefit	-2
The mission is for the wellness of an innocent	+2
Putting a Shadoloo group out of business	+2
Performing personal sacrifice, being seriously wounded	+2
Not striking a dizzied opponent	+1
Taking a turn to pose / show off	+1
Defeating an opponent in fever than 3 turns	+2
Winning a match	+1
Loosing a match	-1
using a firearm	-4
using a weapon against an unarmed opponent	-2
Beating multiple opponents (for each)	+1
Defeating an opponent without taking any damage	+2
Running from a challenge	-2
Defeating a much powerful foe	+2
Knocking a dizzied opponent unconscious	+1
Accepting a challenge from a higher ranked fighter	+1
Challenging a higher ranked fighter	+1
Defeating a higher ranked fighter	+2
Defeating a much more higher (rank 4 or more) fighter	+4
Getting beaten by a lower ranked fighter	-2
Getting beaten by a much lower (rank 4 or more) fighter	-4
Performing more than 3 blocks in a row	-2
Performing many times the same move / combo	-1

STANDING

Your standing record your performance in the Street Fighter circuit. It refers to regular encounters you made in registered tournaments, not random encounters made on the street. Every Street Fighter must choose a division.

The divisions are:

- Traditional this is the standard, legal sporting martial arts. No special moves or special effects are used to not breach honor, and to enter this division a fighter must have Honor at least d8. Normally a traditional tournament is held for only one style, and only fighters of that style can participate.
- Duelists this is the most hard and violent of divisions. The only rule normally used in such tournaments are the forbid of firearms. Weapons, animals and such are commonly used.
- Freestyle this is the most common division. Tournaments permits the use of any style and any maneuver, but little or no weapons are used (considered to be against honor).
- World warriors this is the most exclusive division, to be a World Warrior one has to achieve at least rank 9 in another division. Special tournaments are held in this division to decide the World Champion.

To determine the rank of a fighter compare the wins and losses. One fighter cannot attain a rank if he does not has participate at a minimum number of encounters, as for this table:

Rank table:

Rank	Encounters	Wins / Losses
1	1	fewer than 1 for every 20
2	5	fewer than 1 for every 10
3	10	at least 1 for every 5
4	15	at least 1 for every 3
5	20	at least 1 for every loss
6	25	at least 2 for every loss

7	30	at least 3 for every loss
8	40	at least 5 for every loss
9	50	at least 10 for every loss
10	60	at least 20 for every loss

TERM DEFINITION

Some terms are common in SFII. They have equivalents in SW, but here are better explained:

Abort: an Abort maneuver in SW is a maneuver that is executed during an Interrupting Action when interrupting someone with a held card, acting before him. If a hero manages to get a Raise on the opposed Agility roll, he can choose to let his opponent act and interrupt him and make his action at every time in his movement, and even interrupt him after he declares an attack or an action (but before he has rolled or effectively executed the action).

Aerial: an hero is Aerial for as long as he is moving jumping or executing an Aerial maneuver. He is also Aerial for the entire execution of an attack if he does the attack immediately after a move made Aerial (if a hero jumps for one point of movement becoming adjacent to his opponent and then attack him, the attack is considered Aerial; think about a flying kick). This is obviously important only if the GM choose to make the Aerial status important. This is an optional rule.

Dizzy: Dizzy has his equivalent in the Shaken rules and effects.

KD: a series of maneuvers cause KD. In SW a character that is KD is Prone. A Special Move that makes his target Prone is like a KD maneuver in SFII. This does not mean that it has the same effects. In SW a Prone character can get up with a 2 Pace move, and can do this freely if it's attacked. This means that if he has 2 Pace to spend he does not loose his attack.

Techniques / Type of Attacks: in SFII there are different techniques that influences how the attacks are made. In this conversion sometimes some effects or Styles can refer to some types of attacks. When someone attack with an unarmed attack, he is using some part of his body to hit someone else, mainly Punches or Kicks, but they may also be a Grapple, an Elbow, a Knee, his Head, a Body Slam like a shoulder and such (and there are attack types for weapons as well). Also Combo is an edge that can specify type of attacks, and Trademark Weapon and such has to be chosen for a specific type of attack. Normally a character can freely choose what type of attack to use, unless there is some situation that restrict this (an Arena full of mud can hinder the use of Kicks for example). This would obviously be important only if some of the heroes involved in the combat has particular conditions that plays on specific types of attacks (see the Boxer bonuses or the Pugilist edge for example). Normally this rule would enter the game only sporadically, but how much this rule would be central in a game is a matter of taste: this rule could be completely ignored (in this case ignore every mention of it, Pugilist would in this case give the Two Fisted bonus to every unarmed attack) or can be used extensively (in this case the GM can, for example, ask the players to specify in every Combo what type of attack every attack is), GM's choice.

EDGES & HINDRANCES

MODIFIED HINDRANCES

Code of Honor (minor or major): if this hindrance is bought as a martial artist code of conduct it is only minor for a Trained by a Master PC because every trained by a master has to follow a similar way of life, even if only to benefit for his master training. Such a PC that has the Code of Honor hindrance, however, believes personally in that code of conduct and follow it more strictly.

MODIFIED EDGES

Martial Arts Master (Professional): Requirements: Seasoned, Martial Artist, Acrobat

A Martial Arts Master is a master of his peculiar style of combat. Your hero has reached such a proficiency with his combat ability that he can proudly name a Style and put his name as his Master of that Style in his character sheet. First, your hero can choose any edge that requires the use of weapons with his unarmed attacks. The GM can require to tailor the edge to a specific type of attack, such as Trademark Weapon, so for example a Whirlwind edge used with unarmed attack has to be made with Punches (a Spinning Clothesline). He can choose the standard +1 Parry and +1 damage as the standard Martial Arts Master, or he can choose from the following list two effect that represents his particular style of combat:

- > +1 to Parry with no encumbrance penalty (see the Acrobat Edge);
- > +1 damage with his unarmed attacks;
- > +1 to Fighting rolls with his unarmed attacks;
- > +2 AP with his unarmed attacks;
- > +1 Armor (that does not stack with regular Armor, as an equipment);
- > +2 Pace when fighting;
- > +1 to Fighting and Parry when grappling;
- > +1 to Fighting and unarmed combat damage when grappling;
- > +1 to rolls made when using Powers with the Mystic Martial Arts edge;
- > +2 Parry when withdrawing from combat;
- > other options as the GM sees can reflect the Style.

In addition, your GM will give you the opportunity to make Edges (or Powers) that represent the moves of your Style, that moves will be Combat edges that has Martial Arts Master (your Style, your Name) as Requisites. You also has to choose four Edges or Powers that represents your Style, and that the student of your Style have to know to have the right to access at Combat edges that you create.

If your hero is Trained by a Master, he is an expert of a particular Style, taught him by a specific Master. As such, he get bonuses like above, but they are those decided by his Master when he has chosen his Style, so are decided by the GM. I've created a sample list of Style bonuses, as an example, in the Style chapter. Also every Style has four Edges or Powers associated that a hero has to know to have the right to get specific Combat edges (or Powers) that refer to a particular Style and / or Master. The Style chapter has also that edges.

NEW EDGES

Psycho Crusher (Legendary): Requirements: Legendary, Martial Arts Master (Ler Drit, Mr. Bison), Fighting d12, Improved Whirlwind

Your hero can spend a Benny to execute an Improved Whirlwind doing his normal movement plus a running roll. If he spend a Psychic Benny the penalty of the attacks are reduced at 0, and all the opponents damaged (at least Shaken) falls Prone. Opponents undamaged move back 1" from the attacker, and can be hit again if the hero manages to near them again.

Siberian Bear Crusher (Legendary): Requirements: Legendary, Martial Arts Master (Sambo, Zangief), Strength d12, Fighting d10

Your hero can execute a Run and a grapple attempt without multiaction penalty. If someone tries to interrupt him with an Interrupting Action he has to score a Raise. The turn after he can inflict damage to his victim. If he deals damage his victim falls Prone. After that the hero has to left his target.

Turbo Spinning Clothesline (Legendary): Requirements: Legendary, Martial Arts Master (Sambo, Zangief), Fighting d12, Improved Whirlwind

Your hero executes an Improved Whirlwind doubling his running roll. If someone tries to interrupt him with an Interrupting Action he has to score a Raise.

Siberian Turbo Boost (Legendary): Requirements: Legendary, Martial Arts Master (Sambo, Zangief), Strength d12, Fighting d12, Vigor d12

Your hero can spend a Benny at the start of his turn. For this turn he can execute a Run as a free action, without multi-action penalty. If someone tries to interrupt him with an Interrupting Action he has to score a Raise. Your hero ignores also any impediment of his movement, be it external or an hindrance like *Lame*, and bring its movement at that of a normal character (Pace 6, run d6).

Siberian Suplex (Legendary): Requirements: Legendary, Martial Arts Master (Sambo, Zangief), Strength d12, Fighting d12

When your hero has the opportunity to inflict grapple damage to his opponent, he can do this two times. He has however to free his opponent, but the opponent falls Prone, 2" away from your hero.

Spinning Pile Driver (Legendary): Requirements: Legendary, Martial Arts Master (Sambo, Zangief), Strength d12, Stamina d10, Fighting d10

When your hero has the opportunity to inflict grapple damage to his opponent, he can inflict his damage at +4. He has however to free his opponent, but the opponent falls Prone up to 3" away from him.

Flaming Dragon Punch (Legendary): Requirements: Legendary, Martial Arts Master (Shotokan Karate, Gouken), Strength d10, Agility d10, Spirit d10

Your hero can execute an unarmed Wild attack with a punch with +2 to the damage. He can also spend 1 PP to get another +2 damage. In this case the target hit risk catching fire as with a flaming bolt.

Combo (Combat): Requirements: Martial Arts Master

A combo is described by two actions, normally attacks but also power use or something similar, that your hero can execute rapidly. Every time your hero execute the first action of the combo with success (for an attack this means hitting effectively your target, for a power exerting his effect, for a defense being at least hit even if not damaged and such) and immediately after does the second action he can count his initiative card as 3 points higher. Note that a combo cannot be executed if the hero is severely distracted in the execution of his moves, so if he hero falls prone, becomes Shaken or get one wound, or otherwise becomes unbalanced, mentally shocked or similar he cannot gain the benefits of the combo.

Dizzy Combo (Combat): Requirements: Heroic, Combo

When executing the second part of the combo your hero sum at the damage done at his target the damage done by the first part of the combo, only to see if the target goes Shaken.

Improved Combo (Combat): Requirements: Veteran, Combo

When executing the combo your hero gets also +1 to all rolls involved in the second action.

Elemental Understanding (Weird): Requirements: Trained by a Master

You can tap to the inner strength awaken by the training in the martial arts and the knowledge of the oriental philosophy that your Master taught you. You gain an additional Benny that can be spent only in a specific situation (see later). The type has to be approved by the Master, since it has to be compatible with your style. You can buy this edge multiple times. Your hero's Elemental Benny does not have to be of the same type, as many styles, mainly internal, teach secondary elemental theories along with their primal theory.

A note: current Elemental Bennies effects are not quite representative of the philosophies of the doctrines that are under the martial arts that teach them. Help would be appreciated by someone who practice or know well those styles or philosophies that can explain to what elements or such a style mainly focuses, and what's the meaning of that element in that philosophy (to simulate its effect). Also some philosophies are absent.

CHINESE

Earth (Tù) – reroll the use of a Power;

Water (Shuì) – reroll an unarmed damage roll;

Fire (Huò) – reroll an unarmed attack roll;

Metal (Jīn) – make a Soak roll;

Wood (Mù) – spend this Benny to make an attacking opponent that hits you reroll his attack roll.

JAPANESE

Stone (Chi) – spend this Benny to get +1 Toughness for this turn;

Ocean (Sui) – spend this Benny to get +1 damage for this turn;

Flame (Ka) – spend this Benny to get +1 Fighting for this turn;

Wind (Fuu) – spend this Benny to get +1 Parry for this turn;

Void (Kuu) – spend this Benny to get +1 Chi for this turn.

OCCIDENTAL

Rock – spend this Benny to give -2 Toughness to an opponent you have just hit;

Wave – spend this Benny to give -2 to the damage of an attack that hits you;

Heat – spend this Benny to give -2 Parry at an opponent you just attacked;

Air – spend this Benny to give -2 Fighting at an opponent that has just attacked you;

Aether – spend this Benny to give -2 to the TN of a Power roll you are about to make.

INDIAN

Akasha – spend this Benny if you use a Power without effect to get a regular Benny that lasts for this combat;

Vayu – spend this Benny if you don't hit an opponent to get a regular Benny that lasts for this combat;

Tejas – spend this Benny if you don't damage an opponent you hit to get a Benny that lasts for this combat;

Apas – spend this Benny if you get hit by an opponent to get a regular Benny that lasts for this combat;

Prithivi – spend this Benny if you get damaged by an opponent to get a regular Benny that lasts for this combat.

LER DRIT

Psychic – spend this Benny to gain +2 to a single Trait roll.

Arena (Social): Requirements: Novice, possession or access at a structure with a ring of some sort

You can use or own a structure with a ring where you can fight matches, and this structure has been tailored to suit your particular style of combat and / or hinder some other styles. This has to be contracted with the GM, as can vary greatly. However, it has to give roughly a +1 bonus to a relevant combat statistic, like Parry of Fighting or damage, and an equal malus to your opponent. The bonus and malus can effectively be limited only to this if a GM can keep the complexity to a minimum, but is obviously more entertaining if the arena is well described and designed, with a map of all his tricks, peculiarity and so. For example, the Chun Li arena is a crowded, long and narrow alley of Pechino, where she can jump and rebound around and where is difficult to evade her Great Wall of China, while the Honda arena is a slippery and little bath room that favors very close fighting.

Improved Arena (Social): Requirements: Veteran, Arena

Your arena is a very special structure, even something only vaguely resembling a ring. A maze, a palace, a jungle, a mountain peak, the bottom of a volcano. For some reason, the Street Fighter circuit consider your arena a valid location for a tournament, maybe it is for some old tradition, maybe you worked hard socially to bend the rules of the circuit. Basically, the bonus and malus given by arena is doubled, but this would limit the beauty of this edge. It's more entertaining devising its details and playing it. For example, to gain the famous Claws of the Falcon, a special move taught by the Master of the Kung Fu of the Falcon, it's necessary to beat his champion on his battleground, a mountain peak composed by spire of rocks no more large then a single feet, where the only way of fighting is to jump from a spire to another maintaining balance.

Sensei (Social): Requirements: Novice, Trained by a Master

Your Master not only have taught you, but is still at your side or very strictly in contact with you. This means that you can freely learn the techniques he teach, and you can also ask him to create some other techniques, powers and such suited to your style of combat (the technique has to be made by the GM on your project), as you where a Master of your Style. You have however to meet the Martial Arts Master requirements to learn that techniques as usual.

NEW POWERS

Extendable Limbs: Rank: Novice; PP: 3; Range: Self; Duration 3(1/r)

Your Kicks and Punches attacks gain Reach equal to your Rank level (1 at Novice, 5 at Legendary).

Improved Fireball: Rank: Legendary; PP: 2-3; Range: 15/30/60; Duration: Instant; Spell Points: 12

To choose this Power the hero must have Martial Arts Master (Shotokan Karate, Gouken) and the Bolt power

The damage of this bolt is 3d6 at 2 PP, 4d6 at 3 PP. Also, a damaged opponent goes Prone.

Psychic Vise: Rank: Legendary; PP: 2; Range: Smarts x2; Duration: Instant; Spell Points: 12

To choose this Power the hero must have Martial Arts Master (Ler Drit, Mr. Bison), Smarts d12, and the Fear and Stun powers

The target of this power must resist it with a Smarts roll. If he fails, he has to roll on the Fear table, and also goes Shaken. In addition, for each raise the opponent does, he loose a Benny and his opponent gains one Benny (or a Psychic Benny if he choose, up to his allowed maximum).

Mind Control: Rank: Legendary; PP: 3; Range: Smarts; Duration: 3 (1/r); Spell Points: 12

To choose this Power the hero must have Martial Arts Master (Ler Drit, Mr. Bison), Spirit d10, Chi d10 and Honor d4 or less

This power is like Puppet (and count as Puppet for all purposes) but rolls against Honor instead of Spirit. If the target has no Honor he can only make an 'unskilled' Honor roll at d4-2. However, a hero with Honor d12 is completely immune to this power. If someone use Mind Control on a target that is already controlled by him, the new use of the power doubles the duration of the first power. The duration also restarts from the beginning. For example, Mr. Bison uses Mind Control on Joe Black. He gets to gain control. Two turns after, he manages to reuse Mind Control on Joe Black, and manages to regain control. The duration of Mind Control restarts from zero, and will be 6 (1/r). If the procedure is repeated, the new duration will restart and will be 12 (1/r). This can

continue to 24 rounds (two minutes), four minutes, 8 minutes, 16 minutes, half an hour, up to years or eons. A character under a prolonged control of Mind Link is under the influence of a curse, for things like Detect Arcana. If the controller of a mind controlled individual does not exert his presence and will on his puppet for an entire day (personally but also with public speeches, television, radio, posters) he has to reroll his Mind Control roll to maintain his control.

STYLES

Aikido:	+1 to Fighting and Parry when grappling, +1 to Power rolls of Mystic Martial Arts edge; Acrobat, Defensive Fighting, First Strike, Wrestler
Baraqaah:	+1 to Fighting with unarmed attacks, +1 to Parry with no encumbrance penalty; Acrobat, Combat Reflexes, First Strike, Pugilist
Boxing:	+1 damage to unarmed attacks, Armor +1, Parry +1 against Punches but can't use Kicks; Nerves of Steel, Pugilist, Trademark Weapon (Punches), Wild Wild Attack
Capoeira:	+1 to Parry with no encumbrance penalty, +1 Fighting with his unarmed attacks; Acrobat, Defensive Fighting, Fleet Footed, Martial Artist
Jeet Kune Do:	+1 damage with unarmed attacks, +1 to Fighting with unarmed attacks; Acrobat, Improved Level Headed, Improved Frenzy, Pugilist
Jiu Jitsu:	+1 Fighting, Parry, Armor and unarmed damage when grappling; Acrobat, Combat Reflexes, Level Headed, Wrestler
Kabbadi:	+1 to Power rolls when using Mystic Martial Arts, +2 Pace when fighting; Acrobat, Block, Focused Mind, Extendable Limbs
Kung Fu:	+1 damage with unarmed attacks, +1 Fighting with unarmed attacks; Acrobat, Frenzy, Level Headed, Pugilist
Ler Drit:	+2 Pace, +1 Fighting, damage and Parry unarmed if spends a Benny before combat; Dirty Fighter, Focused Mind, Pugilist, Strong Willed
Lua:	+1 to Fighting and damage when grappling, +1 to Power rolls of Mystic Martial Arts; Acrobat, Focused Mind, Merciful Touch, Wrestler
Majestic Crow Kung Fu:	+1 damage with unarmed attacks, +1 Fighting with unarmed attacks; Acrobat, Level Headed, Pugilist, Wrestler
Native American Wrestling:	+1 Fighting and unarmed damage when grappling, +2 Pace when fighting; Acrobat, Brawny, Pugilist, Wrestler
Ninjitsu:	+1 to Fighting with unarmed attacks, +2 Pace when fighting; Acrobat, Fleet Footed, Thief, Really Dirty Fighter
The Pankration:	+1 to Fighting and unarmed damage when grappling, +1 damage with unarmed attacks; Brawny, Martial Arts, Nerves of Steel, Wrestler
Sanbo:	+1 to Fighting and unarmed damage when grappling, +1 damage with unarmed attacks; Brawny, Don't Get 'im Riled!, Nerves of Steel, Wrestler
Savate:	+1 to Fighting unarmed, +1 Parry and damage if using Kicks, -1 Parry against punches; Block, Frenzy, Martial Arts, Trademark Weapon (Kicks)
Shotokan Karate:	+1 damage with unarmed attacks, +1 to Fighting with unarmed attacks; Combat Reflexes, Deadly Technique, Martial Artist, Pugilist
Silat:	+1 to Fighting with unarmed attacks, +1 damage with unarmed attacks; Block, First Strike, Pugilist, Wrestler
Spanish Ninjitsu:	+1 Fighting unarmed, +1 Pace when fighting, +1 Parry if unencumbered and has moved; Acrobat, Dirty Fighter, Fleet Footed, Level Headed
Special Forces:	+1 Fighting with unarmed attacks, +1 damage with unarmed attacks; Acrobat, Combat Reflexes, Pugilist, Wrestler
Sumo:	+1 damage with unarmed attacks, +1 Armor; Acrobat, Brawny, Nerves of Steel, Wrestler
Tai Chi Chuan:	+1 to Parry if unencumbered, +1 to Fighting and Parry when grappling; Block, Defensive Fighting, First Strike, Wrestler
Thai Kickboxing:	+1 damage with unarmed attacks, +1 Fighting with unarmed attacks; Combat Reflexes, Frenzy, Martial Artist, Trademark Weapon (Kicks)
Western Kickboxing:	+1 damage with unarmed attacks, +1 Fighting with unarmed attacks; Block, Combat Reflexes, Martial Artist, Trademark Weapon (Kicks)
Wrestling:	+1 damage with unarmed attacks, +1 Fighting and unarmed damage when grappling; Brawny, Nerves of Steel, Pugilist, Wrestler
Wu Shu:	+1 Fighting with unarmed attacks, +1 Pace and unarmed damage with kicks; Acrobat, Fleet Footed, Martial Arts, Trademark Weapon (Kicks)

Note that this are examples, as any Master can choose his 'style' of Styles, in particular a Style can be characterized and made peculiar using many specific modifiers and such (see Ler Drit, but also Savate or Wu Shu), or all Styles can be made using only the 'basic' modifiers given (like Kickboxing, Kung Fu).

SAVAGE FU

This is the original rules appeared in Shark Bytes #3:

A Simple Martial Arts System for Savage Worlds, by Matthew Mather

In the real world, the martial arts encompass dozens of different disciplines, philosophies and styles. In Savage Worlds terms, all that can be summed up as "beating up other people and looking cool while doing it".

THE BASICS OF HITTING STUFF

It can be assumed any character can make an unarmed attack using their Fighting skill. Characters without the Fighting skill simply use the "unskilled" default of d4-2. Damage, unless declared otherwise before making the attack, is treated as lethal damage (just like any other melee attack). If the attack succeeds, a simple Strength roll determines the amount of damage scored against the target. Statistically-speaking, unarmed attacks can be thought of as a distinct type of melee weapon, the statistics of which change as the character gains certain Edges:

Type	Dmg.	Weight	Cost	Min. Str	Notes
Unarmed Attack	Str	0	0	—	Counts as Unarmed

With the GM's approval, "Unarmed Attack" can be selected as a character's Trademark Weapon and count as two weapons for the purpose of attacking with two weapons and the Two Fisted Edge. Obviously, the GM also has the final say over whether hitting something will actually have any effect (an untrained person hitting someone else in plate armor will only get a sore hand).

ROUNDHOUSE KICKS AND OTHER NEAT MOVES

Many nifty martial arts moves are already covered by existing rules or Edges. For example, a "roundhouse kick" can be thought of as a Wild Attack (+2 Fighting, +2 damage, -2 Parry). Tricks and the Defensive Fighting Edge cover half of Jackie Chan's stunts in the movies. Combination attacks are covered by Frenzy and Two Fisted or Pugilist. "Psyching out" your opponent is covered by Tests of Will. The ability to break stuff easily with bare fists is covered by Fist of Iron (see below).

ADVANCED GRAPPLING

As well as the basic grappling technique described in the Savage Worlds rulebook, characters may also attempt to knock their opponents feet out from under them (this is called "sweeping") or throw them to the ground. Both of these are resolved similar to Grappling, but the result is more like a Trick. The attacker rolls the Fighting die and if the result is more than the defender's Parry, the opponent is knocked prone. On a raise, the defender is Shaken as well. A successful Sweep lands the defender in the same spot. A successful throw lands the defender next to the attacker, but in a different position. It's the GM's call whether a hero can throw an opponent to a particular spot (like, over a cliff) or not. See Grappling, Tricks and Prone in the Special Rules section of the Combat chapter in the revised rulebook.

FLYING LEAPS

A GM running "Martial Arts Heavy" or "Cinematic" campaign may allow Wild Cards to be able to jump around farther than in the standard rules (from the rulebook: A character can jump 1" horizontally from a dead stop, or up to 2" with a "run and go." A successful Strength roll grants one extra inch of distance). The following is suggested: Instead of just 1" extra for a success on a Strength roll, Wild Cards may jump an extra inch for a success and each raise. Additionally, they may jump 1" vertically with a successful Strength roll. Martial Arts Masters also increase the minimum distance for horizontal or vertical jumps by 1".

MARTIAL ARTS EDGES

"I refer to my hands, feet and body as the tools of the trade. The hands and feet must be sharpened and improved daily to be efficient." - Bruce Lee

In the movies, every fighter carefully choreographs fights in advance. In-game, the heroes with the following Edges are simply extremely well-trained and lucky, but not beyond what's possible in real life with a lot of practice and a good stunt coordinator. Superhuman stunts are represented by Mystic Martial Arts. By the way, the Martial Artist edge doesn't need to necessarily represent Asian martial arts exclusively. Martial Artist could simply mean "Elite Trained Fighter". Defensive Fighting, Fist of Iron and Merciful Touch are Combat Edges, while Fist of Legend is a Legendary Edge. All the rest are Professional Edges.

Defensive Fighting (Combat): Requirements: Novice, Agility d8, Fighting d8

When taking a Defend action (+2 to Parry), your hero may make other actions with whatever Multiple Action Penalties may apply. Alternately, your hero gains an additional +2 bonus, for a total of +4 to Parry, if Defend is the only action (other than free actions, like normal movement) taken in a round. (Normally, the Defend action gives you a +2 bonus to Parry and your hero can't make other actions.)

Fist of Iron (Combat): Requirements: Seasoned, Martial Artist or Pugilist, Agility d8, Strength d8

Your hero's unarmed attacks gain AP+2.

Fist of Legend (Legendary): Requirements: Legendary, Iron Fist

Your hero's unarmed attacks gain AP+4 and count as Heavy Weapons.

Martial Artist (Professional): Requirements: Novice, Agility d8, Fighting d8

While anyone can try to hit their opponents with their fists, Martial Artists have trained for years in a style or two and untrained fools are no match for them. Your hero does an additional +1 damage with unarmed attacks and is considered armed for the purpose of the Unarmed Defender rule (see the Special Rules section of the Combat chapter). "Unarmed Attack" is considered a weapon for the purpose of the Trademark Weapon edges and two weapons for the purposes of any Edge that requires two weapons. Additionally, the hero has no Off-hand Penalty with unarmed attacks, similar to the Ambidextrous Edge. A Martial Artist's unarmed attack, written as a "weapon", looks something like this:

Type	Dmg.	Weight	Cost	Min. Str	Notes
Unarmed Attack	Str+1	0	0	—	No offhand penalty

Martial Arts Master (Professional): Requirements: Seasoned, Martial Artist, Acrobat

A Martial Arts Master is a master of many different styles. Your hero does an additional +1 damage with his unarmed attacks and an additional +1 to Parry with no encumbrance penalty (see the Acrobat Edge). A Martial Arts Master's Unarmed Attack, written as a "weapon" (and assuming the Pugilist Edge isn't taken), looks something like this:

Type	Dmg.	Weight	Cost	Min. Str	Notes
Unarmed Attack	Str+2	0	0	—	Counts as Armed; Parry +2

Merciful Touch (Combat): Requirements: Seasoned, Martial Artist or Pugilist

Your hero may make an unarmed non-lethal attack as a touch attack (+2).

Pugilist (Professional): Requirements: Novice, Agility d6, Strength d8, Fighting d6

Your hero deals an extra point of damage when attacking unarmed. Your hero also ignores the multiple action penalty for attacking with both fists in a round, similar to the Two Fisted Edge. A Pugilist's unarmed attack, written as a "weapon" (and assuming the character doesn't have any other Edges that affect unarmed attacks), looks something like this:

Type	Dmg.	Weight	Cost	Min. Str	Notes
Unarmed Attack	Str+1	0	0	—	No M.A.P. with both fists; Counts as Unarmed

Wrestler (Professional): Requirements: Novice, Strength d8, Fighting d6

Your hero gains a +1 bonus to Fighting and Parry when grappling.

MARTIAL ARTS STYLES

"Too much horsing around with unrealistic stances and classic forms and rituals is just too artificial and mechanical, and doesn't really prepare the student for actual combat. A guy could get clobbered while getting into this classical mess." - Bruce Lee

In spite of Mr. Lee's stance, a player may wish for their hero to have a classical style. In Savage Worlds, many martial arts styles can be represented by a combination of Edges and optionally, Hindrances (such as Code of Honor, Pacifist, Vow, etc.) The Acrobat Edge covers the basics of "soft" defensive styles, Martial Artist covers the basics of "hard" aggressive styles and Wrestler covers the basics of grappling styles.

Edges

The list below contains edges recommended for any Martial Artist hero to take, but certain ones may be taken to represent a particular style. 50F stands for Fifty Fathoms, 50FC stands for Fifty Fathoms Companion, BoNE stands for my Bunch of New Edges found in this month's installment of With the roll of a die., DLC (Deadlands conversion), EN (Evernight), NE (Necessary Evil), SF (Savage Fu), and ZR (Zombie Run).

- Accurate Strike & Improved Accurate Strike (BoNE)
- Acrobat
- Ambidextrous
- Berserk
- Block & Improved Block
- Brawny
- Champion
- Combat Reflexes
- Combat Sense (NE)
- Danger Sense
- Deadly Technique (BoNE)
- Defensive Fighting (SF)

- Dirty Fighter & Really Dirty Fighter (50F)
- Dodge & Improved Dodge
- Don't get 'im riled! (DLC)
- Fast Healer
- First Strike & Improved First Strike
- Fist of Iron and Fist of Legend
- Fleet Footed
- Florentine
- Frenzy & Improved Frenzy
- Giant Killer
- Hard To Kill
- Level Headed & Improved Level Headed
- Martial Artist & Martial Arts Master
- Merciful Touch

- Mighty Blow
- Nerves of Steel & Improved Nerves of Steel
- Oversized Weapons Master (50FC)
- Power Lifter (ZR)
- Quick
- Sweep & Improved Sweep
- Strong Willed
- Take The Hit (NE)
- Thief
- Two Fisted
- Trademark Weapon & Improved T. W.
- Weapon Master & Master of Arms
- Wild Wild Attack (BoNE)
- Whirlwind & Improved Whirlwind (EN)

Example Styles

Here are a few examples of styles that can be emulated with existing combinations of Edges. Bear in mind that the following are just loose guidelines for Savage Worlds and have little to do with how the styles are practiced in real life (plus, the author has little first hand knowledge of most of these).

Aikido

Aikido is a grappling style that emphasizes soft techniques and pinning opponents rather than striking them.

Edges: Acrobat, Defensive Fighting, First Strike, Wrestler

Karate

The "Empty Hand" traditions employ a variety of strikes and blocks.

Edges: Acrobat, Level Headed, Martial Artist, Pugilist

Kung Fu, Wing Chun

Wing Chun is a style that emphasizes both hard and soft techniques.

Edges: Acrobat, Block, Defensive Fighting, Martial Artist

Kick Boxing

While not a "traditional" style in that it is a recent development (1970s), Kick Boxing is a popular sport that emphasizes hard techniques.

Edges: Martial Artist, Nerves of Steel, Frenzy, Pugilist

Ninjitsu

Since Savage Worlds is Savage Worlds, Ninjas just shouldn't be left out of an article on martial arts.

Edges: Acrobat, Alertness, First Strike, Thief

Shinto Ryu

This style is taught in self-defense classes all over the world.

Edges: Alertness, Defensive Fighting, Dirty Fighting, Wrestler

Sumo Wrestling

Sumo Wrestling is a popular sport in Japan, a lifestyle and a martial art. Most of the techniques used involve using the wrestler's mass against his opponent's.

Edges: Brawny, Martial Artist, Power Lifter, Wrestler

MYSTIC MARTIAL ARTS

In real life, many martial arts styles have a spiritual side to them, incorporating principles of Taoism, Buddhism, Shintoism or (rarely) even Christianity and other Western religions. However, for the purpose of Savage Worlds, we're going to ignore all that and look to Japanese manga and over-the-top Hong Kong action movies filled with special effects. GMs should allow players to take this Arcane Background after character creation as long as they meet the requirements.

Arcane Background (Mystic Martial Arts): Requirements: Martial Artist or Acrobat

Arcane Skill: Chi Manipulation (Spirit), Starting Power Points: 10, Starting Powers: 2

The mystic martial arts represent a hero's ability to tap into his or her own chi (basically "life force" or "spirit energy") to produce amazing effects. The actual range of powers varies depending on just how "flashy" the player and GM want to get. There are no restrictions rules-wise on taking bolt, for example, but if the GM doesn't think the hero could fire lightning from his palms at Novice rank in his campaign, the player should at least try to come up with reasonable trappings.

Flashy Chi (optional): Some chi manipulators have trouble disguising their powers and may even have to speak or yell the name of some of their powers to use them. A little chi leaks into their surroundings whenever they use their powers, making wind swirl around them, their punches sound like firecrackers and their bodies might even give off a glowing aura. Other characters with Mystic Martial Arts can even sense the use of "flashy" powers from a long way off. These effects can only be suppressed by the hero using the conceal arcana power on themselves. The upside is that those with Flashy Chi start with 5 extra Power Points.

Chi Powers: Any Mystic Martial Artist may use the following powers from the revised rulebook: armor, blast, bolt, boost trait (Boost trait and lower trait are considered separate powers for Mystic Martial Artists), burst, deflection, detect/conceal arcana, elemental manipulation, environmental protection, fly, greater healing, healing, lower trait, quickness, smite, speed, stun and telekinesis. Iron form, leap, and mind link from Casting Without the Cape in Shark Bytes #3 may also be used. They are reprinted below for reference. Armor, deflection, quickness, smite, and speed may only be used on the hero; boost trait, environmental protection, and healing may not be used on others until Veteran rank. One or two powers not mentioned above may be learned as the hero's "trademark power" at the GM's discretion.

Trappings: Since mystic martial arts styles vary wildly from manga to manga and movie to movie, imaginative trappings should be chosen and powers should be renamed whether their names are shouted out or not. Bolt could represent glowing "energy" bolts, invisible force or very sharp cherry blossoms shot at high speeds. Armor could be a force field, translucent dragon scales or just a particular stance. Even the Chi Manipulation skill can be renamed as "Psychic Fu", "Heiten Mitsurugi Style", "Matrix Control" or whatever.

NEW POWER EDGES

Focused Mind (power): Requirements: Seasoned, Arcane Background (Mystic Martial Arts)

Your hero gains a +1 bonus to arcane skill rolls when using and maintaining powers and a +2 bonus when maintaining concentration.

Supremely Focused Mind (power): Requirements: Heroic, Arcane Background (Mystic Martial Arts), Focused Mind

Your hero gains a +2 bonus to arcane skill rolls when using and maintaining powers and a +4 bonus when maintaining concentration.

NEW POWERS

Iron Form: Rank: Veteran, Power Points: 4, Range: Self, Duration: Instant, Based on: Absorption

Trappings: Strike a pose!

Effect: Casting iron form is as simple as flinching. Just before a melee blow lands, the caster becomes completely rigid, like a statue, and takes no damage from the blow. Instead, he is knocked back 1" (more for extremely powerful blows; such as when the attacker achieves a raise on the Fighting roll) and must make an Agility roll or fall prone. The caster must see the attack coming, so iron form is not usable against missiles, spells, surprise attacks, or when the opponent has The Drop. It can be used against physical impacts that are not strictly attacks, such as hitting the ground after a long fall or being struck by a car. In all cases, the caster must cast iron form before the damage for the blow is known.

Leap: Rank: Seasoned, Power Points: 1. Range: Self, Duration: Instant, Based on: Leaping

Trappings: Eating a dried grasshopper

Effect: With this spell, the caster makes a single prodigious jump in any direction. He can leap 4" horizontally (with at least a 10' ceiling), or 3" straight up. The leap can come before, during, or after the caster's normal Pace. If he runs at least 6" before jumping, the horizontal distance increases to 5".

Mind Link: Rank: Veteran, Power Points: 6, Range: Sight, Duration: 3 (2/round), Based on: Telepathy

Trappings: Concentration; a meaningful meeting of the eyes

Effect: Mind link establishes full two-way, silent communication, in words or images, between the caster and one target. The target can choose to resist the spell with Spirit, or can simply allow the link to take place. If the target is out of sight, but known to the caster and within one mile, the caster can make a single Smarts roll to establish the link. If he fails, Power Points are expended regardless.

EQUIPMENT

From the Street Fighter II: the Storytelling Game rulebook: “The use of weapons in Street Fighter is stained with dishonor – an unusual fact considering that many honorable martial arts are almost exclusively oriented towards weapon training. For instance, Kyujitsu and Kyudo focus on archery while Kenjitsu and Kendo focus on swordplay: both, however, are respected Japanese martial arts. However, with few exceptions, honorable Street Fighters avoid the use of weapons in the ring. Street Fighting is a contest of skill against skill, not simply a gauge of who has better hardware. This attitude is often carried outside the ring, and the most honorable Street Fighters will avoid using weapons whenever possible. There are, of course, occasions where armed combat may be acceptable. For instance, characters may be challenged to a weapons-duel and refusing could be a stain on their reputation. Furthermore, if an opponent resorts to using weapons, Street Fighters don't lose Honor for fighting back in kind – but they do gain extra Glory if they are victorious without resorting to weapons use. Duelists, however, are a special breed of Street Fighter: they attach no dishonor to the use of weapons in or out of the ring. Duelists study the same martial arts as most other Street Fighters, only their instruction focused on weapons-use. Duelists who fight exclusively in a Duelist tournament, or who use weapons only against other Duelists, do not lose Renown merely for weapons use. However, there are still conventions of “honorable” behavior associated with Duelist matches, which must be followed lest Honor or Glory be lost. Duelists who fight unarmed combatants do face a potential loss of Renown, while their opponents may gain Renown.”

Hand to Hand weapons in Street Fighter II are limited to Duelists for setting reason but also because they are unbalanced compared to unarmed fighting. In this conversion, however, they are more balanced, so can be used a little more freely. Basically weapons permits to reduce the gap between non martial artists and martial artists, but for an experienced Martial Artist they are quite useless: Ryu with a sword does the same damage that with a Dragon Punch. I use this approach: basically they are treated as in SFII. If a character wants to use weapons only for their numerical values and advantages, the circuit outside the Duelist division would look at him as a dishonorable fighter as usual. If a character, however, use a weapon or such to characterize his style of combat and / or his character and don't use it only to get an advantage on his foes, the circuit can become 'used' to his image and consider the weapon fair (think about Vega and his claws). Firearms are obviously forbidden.

WEAPONS

Type of attacks, if the GM wishes to use them, are: bows, blades, whips, knives, pole, thrown.

Name	Type	Damage	Cost	Weight	Min. Str	Notes
Balisong	knife	+1	50	1	-	-2 to be Noticed if hidden
Bagh Nakh	knife	+1	25	1	-	
Baton	blade	+1	20	4	-	
Bokken	blade	+1	50	4	-	
Brass knuckles	Punch	-	10	1	-	Used with punches makes damage lethal
Bow (long)	bow	2d6	250	3	d6	Range 12/24/48
Bow (short)	bow	2d6	150	2	-	Range 10/20/40
Yumi	bow	2d6	200	5	d8	Range 15/30/60
Broadsword	blade	+3	300	8	d6	
Butterfly knife	blade	+2	200	4	-	
Cestus	knife	+0	50	1	-	Parry +1 if used in pair
Chain	whip	+1	10	3	-	Reach 1, can grapple
Chakram	throw	+2	100	2	d6	Range 3/6/12
Club	blade	+1	10	4	-	
Combat knife	knife	+1	50	2	-	Hollow hilt
Garrote	Grab	-	10	1	-	Makes grapple damage lethal
Hook sword	blade	+2	200	5	d6	+2 to Disarm rolls
Katana	blade	+4	1000	6	d6	

Name	Type	Damage	Cost	Weight	Min. Str	Notes
Katar	knife	+1	50	2	-	+1 Parry against bladed weapons
Knife	knife	+1	25	1	-	Can be thrown at Range 3/6/12
Kris	knife	+1	30	1	-	
Kusari	whip	+1	15	2	-	Reach 1, can grapple
Kusarigama	blade	+2	30	3	-	2 hands, can be used also like a Kusari
Naginata	pole	+3	250	15	d8	2 hands, Reach 1
Ninjato	blade	+3	400	5	-	
Nunchaku	blade	+1	50	4	-	Ignore shield bonus
Pata	blade	+2	400	5	d6	Parry +1
Rapier	blade	+1	150	3	-	Parry +1
Razor	knife	+1	50	1	-	-2 to be Noticed if hidden
Saber	blade	+2	200	4	-	
Saber, fencing	blade	+1	150	3	-	Parry +1
Sai	knife	+1	100	2	-	Parry +1, +2 to Disarm rolls
Shikomi-Zua	pole	+1/+2	300	10	d6	2 h., P. +1, R. 1, retractable blades
Shinai	blade	+2	200	4	-	
Short Axe	blade	+2	200	2	d6	Can be thrown at Range 3/6/12
Shuko	Punch	-	15	1	-	Used with punches makes damage lethal
Shuriken	throw	+0	15	1	-	Range 3/6/12, ROF 3
Sickle	knife	+1	25	1	-	
Spear	pole	+2	250	5	d6	2 hands, Parry +1, Reach 1
Staff	pole	+1	10	8	-	2 hands, Parry +1, Reach 1
Steel whip	whip	+1	15	3	-	Reach 1, can grapple
Switchblade	knife	+1	50	1	-	-2 to be Noticed if hidden
Tonfa	blade	+1	25	4	-	Parry +1
Wakizashi	blade	+3	600	3	-	
Whip	whip	+1	10	2	-	Reach 1, can grapple

ARMORS

Armors are generally not used in the Street Fighter circuit. They are considered dishonorable even by Duelists. However some fighters use some bit of armor, like the mask of Vega, masking its use with the excuse of protecting his beauty from scars. Every armor that is not complete or full gives his bonus 50% of the times.

Type	Armor	Weight	Cost	Notes
Reinforced / heavy clothing	+1	15	50	Covers torso, arms, legs
Flak Jacket	+2/+4	12	80	Covers torso
Kevlar Vest	+2/+4	8	250	Covers torso only, negates 4 AP
Kevlar Vest with inserts	+4/+8	12	2500	As Kevlar, ceramic inserts are +8 vs. bullets
Motorcycle helmet	+3	5	75	50% chance of protecting against head shot
Metal armor piece	+3	5/10/15	200	Covers various parts, 50% of protection

SAMPLE CHARACTERS

RYU [WC]

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12, Vigor d12

Skills: Climbing d6, Driving d6, Fighting d12+1, Chi d12+1, Guts d12, Healing d8, Intimidation d8, Investigation d4, knowledge (Arena) d12, Knowledge (Occult) d10, Knowledge (Style Lore) d12, Lockpicking d6, Notice d12, Persuasion d8, Stealth d8, Streetwise d8, Survival d8, Swimming d6, Taunt d4, Tracking d4

Pace: 6, Parry: 8, Toughness: 8, Charisma: +4, XP Rank: Legendary 21 (500 XP, 58), Honor: d12, Glory: 8, Division: World Warriors (Freestyle), SF Rank: 10, Wins: 102, Losses: 0, Draws: 1, KO's: 88

Edges: Professional (Fighting), Professional (Chi), Trained by a Master (Shotokan Karate, Gouken), Defensive Fighting, Pugilist, Martial Artist, Martial Arts Master (Shotokan Karate, Gouken), Combat Reflexes, Wrestler, Deadly Technique, Arcane Background (Mystic Martial Arts, Flashy Chi), Elemental Understanding (Void), Combo (Improved Whirlwind to Sweeping unarmed attack), Combo (unarmed attack to Bolt), Combo (unarmed attack to unarmed attack), Combo (Bolt to Wild Attack), Sweep, Whirlwind, Improved Whirlwind, Renown_, Good Reputation, Arena, Sensei

Hindrances: Poor, Code of Honor, Heroic

Powers: Bolt, Improved Fireball

Unarmed attack: Fighting d12+2, damage d12+3 (d8 bonus damage), no offhand penalty, does not count unarmed, count as Two-fisted with Punches

Grapple: Fighting d12+2, damage d12

Sweep: Fighting d12, damage d12+3 (d8 bonus damage) against all adjacent

Improved Whirlwind: Fighting d12, damage d12+3 (d8 bonus damage) against all adjacent in a running roll

KEN [WC]

Attributes: Agility d12, Smarts d10, Spirit d12, Strength d12, Vigor d12

Skills: Climbing d6, Driving d10, Fighting d12, Chi d12, Gambling d6, Guts d10, Healing d6, Intimidation d10, Investigation d8, knowledge (Arena) d6, Knowledge (Occult) d8, Knowledge (Style Lore) d10, Lockpicking d6, Notice d8, Persuasion d8, Repair d8, Stealth d8, Streetwise d8, Survival d4, Swimming d6, Taunt d10, Tracking d4

Pace: 6, Parry: 8, Toughness: 8, Charisma: +4, XP Rank: Legendary 21 (500 XP, 58), Honor: d10, Glory: 10, Division: World Warriors (Freestyle), SF Rank: 10, Wins: 105, Losses: 1, Draws: 0, KO's: 91

Edges: Trained by a Master (Shotokan karate, Gouken), Pugilist, Martial Art Master (Shotokan Karate), Martial Artist, Nerves of Steel, Arcane Background (Mystic Martial Arts, Flashy Chi), Combat Reflexes, Deadly Technique, Elemental Understanding (Flame), Elemental Understanding (Ocean), Combo (Bolt to Flaming Dragon Punch), Combo, Dizzy Combo (unarmed attack to unarmed attack), Combo, Dizzy Combo (unarmed attack to Flaming Dragon Punch), Combo (Improved Whirlwind to unarmed Sweeping attack), Sweep, Whirlwind, Improved Whirlwind, Flaming Dragon Punch, Attractive, Renown_, Connections_, Rich_, Arena, Sensei

Hindrances: Loyal, Overconfident, Vengeful

Powers: Bolt, Iron Form

Unarmed attack: Fighting d12+1, damage d12+3 (d8 bonus damage), no offhand penalty, does not count unarmed, count as Two-fisted with Punches

Grapple: Fighting d12+1, damage d12

Sweep: Fighting d12-1, damage d12+3 (d8 bonus damage) against all adjacent

Improved Whirlwind: Fighting d12-1, damage d12+3 (d8 bonus damage) against all adjacent in a running roll

Flaming Dragon Punch: Fighting d12+3, damage d12+7 (+9 with 1 PP, d8 bonus damage), -2 Parry (wild)

ZANGIEF [WC]

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+2, Vigor d12+2

Skills: Boating d6, Climbing d6, Driving d8, Fighting d12, Guts d10, Healing d8, Intimidation d8, knowledge (Arena) d8, Knowledge (Occult) d4, Knowledge (Style Lore) d6, Notice d10, Persuasion d6, Riding d4, Stealth d8, Streetwise d6, Survival d12, Swimming d8, Taunt d6, Tracking d6

Pace: 4 (run d4), Parry: 8 (9 if grappled), Toughness: 12, Charisma: -2, Honor: d8, XP Rank: Legendary 20 (480 XP, 56), Glory: 9, Division: World Warriors (Freestyle), SF Rank: 10, Wins: 155, Losses: 6, Draws: 2, KO's: 103

Edges: Professional (Strength), Master (Strength), Professional (Vigor), Master (Vigor), Trained by a Master (Sanbo, Zangief), Giant Killer, Strong Willed, Tough as Nails, Improved Tough as Nails, Renown_, Martial Artist, Martial Arts Master (Sanbo, Colonel Anton Novik), Pugilist, Brawny, Don't Get 'im Riled!, Nerves of Steel, Improved Nerves of Steel, Wrestler, Hard to Kill, Wild Wild Attack, Whirlwind, Improved Whirlwind, Take the Hit, Siberian Bear Crusher, Siberian Suplex, Spinning Pile Driver, Siberian Turbo Boost, Turbo Spinning Clothesline, Combo (unarmed attack to unarmed attack), Combo, Dizzy Combo (unarmed attack to Spinning Pile Driver), Combo (unarmed attack to unarmed Sweeping attack), Combo, Dizzy Combo (unarmed attack to Turbo Spinning Clothesline), Connections_

Hindrances: Lame (-2 pace d4 run), Stubborn, Vengeful

Unarmed attack: Fighting d12, damage d12+5 (+ wound penalty), no offhand penalty, count as armed, count as two fisted with Punches

Grapple: Fighting d12+2, damage d12+3 (+ wound penalty)

Wild Wild Attack: Fighting d12+wild die, damage d12+5+wild die (+ wound penalty), no offhand penalty, count as armed, count as two fisted, wild attack malus

Turbo Spinning Clothesline: Fighting d12-2, damage d12+5 (+ wound penalty), hit everyone adjacent in a running roll x2, raise to interrupt

Siberian Bear Crusher: Fighting d12+2, damage d12+3 (+ wound penalty), can execute a run without multiaction penalty, raise to interrupt, if inflicts damage his victim falls Prone and has to free him

Siberian Suplex: Fighting d12+2, damage d12+3 (+ wound penalty, damages two times but must free his opponent that falls Prone 2" away)

Spinning Pile Driver: Fighting d12+2, damage d12+7 (+ wound penalty, must free his opponent that falls Prone 3" away)

SAGAT [WC]

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d12, Vigor d12+1

Skills: Boating d6, Climbing d6, Driving d4, Fighting d12, Guts d10, Healing d8, Intimidation d8, Knowledge (Arena) d12, Knowledge (Occult) d12, Knowledge (Style Lore) d12, Notice d12, Repair d4, Stealth d8, Streetwise d8, Survival d12, Swimming d6, Tracking d6

Pace: 6, Parry: 8, Toughness: 8, Charisma: +0, XP Rank: Legendary, Honor: d4, Glory: 9, Division: World Warriors (Freestyle), SF Rank: 9, Wins: 154, Losses: 1, Draws: 2, KO's: 147

Edges: Trained by a Master (Muhay Thai, Kru Pongsan Ekyotin), Martial Artist, Combat Reflexes, Trademark Weapon (Kicks), Trademark weapon (Knee), Frenzy, Martial Arts Master (Muhay Thai, Kru Pongsan Ekyotin), Arena, Renown_, Connections_

Hindrances: Mean,

Tiger knee, Tiger uppercut dragon punch, elbow smash, double hit kick, double hit knee, wounded knee, maka wara, fireball, fireball to tiger uppercut, tiger knee to elbow smash, jumping roundhouse to double hit kick dizzy, jumping roundhouse to foot sweep

BALROG [WC]

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+1, Vigor d12+1

Skills: Fighting d12+1, Chi d6

Boating, Climbing, Driving, Fighting, Gambling, Guts, Healing, Intimidation, Investigation, Knowledge, Lockpicking, Notice, Persuasion, Piloting, Repair, Riding, Shooting, Stealth, Streetwise, Survival, Swimming, Taunt, Throwing, Tracking,

Pace: 6, Parry: , Toughness: , Charisma: , XP Rank: Legendary, Honor: d4, Glory: 10, Division: World Warriors (Traditional), SF Rank: 10, Wins: 78, Losses: 2, Draws: 0, KO's: 76

Edges: Trained by a Master (Boxing), Martial Art Master (Boxing)

VEGA [WC]

Attributes: Agility d12+2, Smarts d10, Spirit d12, Strength d10, Vigor d12

Skills: Fighting d12, Chi d6

Boating, Climbing, Driving, Fighting, Gambling, Guts, Healing, Intimidation, Investigation, Knowledge, Lockpicking, Notice, Persuasion, Piloting, Repair, Riding, Shooting, Stealth, Streetwise, Survival, Swimming, Taunt, Throwing, Tracking,

Pace: 6, Parry: , Toughness: , Charisma: , XP Rank: Legendary, Honor: d4, Glory: 8, Division: World Warriors (Freestyle), SF Rank: 10, Wins: 62, Losses: 3, Draws: 21 KO's: 51

Edges: Trained by a Master (Spanish Ninjitsu, Vega), Martial Art Master (Spanish Ninjitsu, Vega)

MR. BISON [WC]

Attributes: Agility d12+1, Smarts d12+1, Spirit d12+1, Strength d12+1, Vigor d12+1

Skills: Climbing d6, Driving d8, Fighting d12+1 Chi d12+1, Gambling d12, Guts d12, Intimidation d12+1, Investigation d12, knowledge (Arena) d12+1, Knowledge (Style Lore) d12, Knowledge (Occult) d12, Lockpicking d12, Notice d10, Persuasion d12+1, Repair d8, Stealth d8, Streetwise d8, Survival d8, Swimming d6, Taunt d12+1, Tracking d6

Pace: 8 (+2 if fighting and spends one Benny, run d10), Parry: 11 (+1 if spends one Benny, +1 if grappled), Toughness: 9 (+2 if spends one Benny), Charisma: +0, XP Rank: Legendary 47 (1020 XP, 110), Honor: d4-2, Glory: 10, Division: World Warriors (Freestyle), SF Rank: 9, Wins: 52, Losses: 0, Draws: 0, KO's: 52

Edges: Trained by a Master (Ler Drit, Himself), Martial Artist, Martial Arts Master (Ler Drit, Himself), Fleet Footed, Overlord of the Masses, Arena, Rich_, Filthy Rich_, Renown_, Bad Reputation_, Pugilist, Strong Willed, Whirlwind, Improved Whirlwind, Psycho Crusher, Combo (Charge with Sweeping attack to Wild Wild Attack), Combo (Parry to Improved Frenzy), Combo, Improved Combo (Parry to Psycho Crusher), Combo, Dizzy Combo (Charge unarmed attack to Wild Wild Attack), Power Points x3, New Powers x8, Elemental Understanding (Psychic) x3, Arcane background (Mystic Martial Arts, Flashy Chi), Focused Mind, Improved Focused Mind, Block, Improved Block, Combat Reflexes, Dodge, Frenzy, Improved Frenzy, Hard to Kill, Harder to Kill, Level Headed, Sweep, Acrobat, Professional (Agility), Professional (Smarts), Professional (Spirit), Professional (Strength), Professional (Vigor), Professional (Fighting), Professional (Chi), Professional (Intimidation), Professional (Knowledge Area), Professional (Persuasion), Professional (Taunt), Tough as Nails, Combat Sense, Dirty Fighter, Defensive Fighting, Fist of Iron, Charge, Wild Wild Attack, Wrestler

Hindrances: Greedy, Overconfident, Enemy_, many other

Powers: Mind Control, Psychic Vise, Fear, Stun, Fly, Quickness, Smite, Telekinesis, Teleport, Mind Reading

Gear: Metal armor pieces over legs, shoulders and forearms (legs and arms hit count armor 50% of the times)

Unarmed Attack: Fighting d12+1 (+2 if spends a Benny), damage d12+3 (AP 2, +1 if spends a Benny), no offhand penalty, counts as armed, count as Two Fisted with Punches

Grapple: Fighting d12+2, damage d12+1

JOE BLACK (STARTING CHARACTER) [WC]

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d10, Streetwise d4, Stealth d6, Guts d6, Driving d6, Intimidation d4, Notice d4, Repair d4

Pace: 6, Parry: 7, Toughness: 6, Charisma: -4, XP Rank: Novice, Honor: d6, Glory: 1, Division: Freestyle, SF Rank: 1, Wins: 0, Losses: 0, Draws: 0, KO's: 0

Edges: Trained by a Master (Muhay Thai, Josè Roman De la Silva), Pugilist, Martial Artist

Hindrances: Outlander, Outlaw, Mean as a Rattler

Unarmed attack: Fighting d10, damage d6+2, not count as unarmed, no offhand penalty, count as Two-fisted with Punches

INDEX

CHARACTER CREATION.....	3	Roundhouse Kicks and Other Neat Moves.....	12
1) Race.....	3	Advanced Grappling.....	12
2) Traits.....	3	Flying Leaps.....	12
3) Edges and Hindrances.....	3	Martial Arts Edges.....	12
4) Gear.....	3	Martial Arts Styles.....	13
5) Background Details.....	3	Mystic Martial Arts.....	14
RULES.....	4	New Power Edges.....	15
Compendium.....	4	New Powers.....	15
Savage Fu Modification.....	4	EQUIPMENT.....	16
Knowledges.....	4	Weapons.....	16
Honor.....	4	Armors.....	17
Glory.....	4	SAMPLE CHARACTERS.....	18
Standing.....	5	Ryu [WC].....	18
Term Definition.....	6	Ken [WC].....	18
EDGES & HINDRANCES.....	7	Zangief [WC].....	18
Modified hindrances.....	7	Sagat [WC].....	19
Modified edges.....	7	Balrog [WC].....	19
New Edges.....	7	Vega [WC].....	19
New Powers.....	9	Mr. Bison [WC].....	19
STYLES.....	11	Joe Black (Starting character) [WC].....	20
SAVAGE FU.....	12		
The Basics of Hitting Stuff.....	12		