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As always, special thanks to the members of the Fight! Group. I remain thankful for your willingness to invest your time and energy into this game.

Once again, this book was made possible because of the love of my wife, who supports me in all I do. Thanks also to my two sons. All the Japanese they know they learned from fighting games.

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For more information about Fight!, please visit <http://divinemadnesspress.wordpress.com>. Join in the discussion at <http://groups.google.com/group/fightrpg>.

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INTRODUCTION

Here comes a new Challenger! In fact, here come several dozen Challengers! This book contains 39 fully detailed Fighters, as well as 30 different Thugs, providing loads of resources for players and Directors alike.

The Fighters contained herein represent a wide variety of character types. There are traditional fighting game characters, historical characters, characters from futuristic settings, and characters from dark supernatural settings. Furthermore, every Power Level is represented here, with an emphasis on lower Power Levels to make the book useful for the widest range of campaigns as possible.

In order to demonstrate how characters can develop over time, two of the included Fighters contain the specific details of their whole development, from Power Level 1 to Power Level 8. With these examples, players can see how a basic character concept can be established at the beginning of a Fighter's career and then become fully realized as the campaign progresses.

This book can be used for a number of purposes. The Fighters in this book can be used as opponents in a game, either because one of them sparks an idea for the Director or because the Director needs a quick NPC to use for a tournament bracket or an unprepared fight scene. Players can use these characters as models, providing loads of example Special Moves and Super Moves and ideas about how to build a

character. Or players might just like some of these Fighters enough to choose them as their own characters. Finally, this book can be used outside of a campaign setting altogether. Given *Fight!*'s strong emphasis on detailed tactical combat, your group might just choose some Fighters of similar Power Level and have an impromptu tournament instead of a traditional role-playing session. Your group can spend an evening playing a fighting game without ever turning on the TV!

However you choose to use it, *Challengers* provides lots of useful tools for all *Fight!* campaigns and dozens of opponents waiting to test their mettle in the crucible of combat!

Format for the Fighter Character Sheets

All of the Fighters' character sheets contain the following entries. Some characters have additional entries as well.

Name: The full name of the character. As in many fighting games, a shortened version of the name would appear at the top of the "screen" to describe the character.

Genre: Fighters in this book are classified by five different sub-genres found in fighting video games. Some characters have two genres listed, as their concepts exist

INTRODUCTION

on the border between the two, or because they could be used equally well in either genre. But really, this category is simply a guideline; any character can be made to fit into any genre of fighting game setting, usually by just tweaking a few details.

Standard: This default category encompasses Fighters that could reasonably be found in most fighting game settings occurring in the late 20th/early 21st century or its equivalent, in a world that fundamentally resembles our own (with the exception of the addition of high-powered martial artists, of course).

Extreme: These character concepts go beyond the normal presumptions for "typical" fighting game characters. Sometimes this kind of Fighter exists as an exceptional character in an otherwise "normal" campaign setting, but just as often the campaign setting itself is sufficiently unusual, as all Fighters in the setting feature unusual appearances, unusual Special Moves, or unusual backgrounds (or some combination of all three). At the time of this publication, many new fighting video games fit into this sub-genre.

Future: Future Fighters are found in campaigns in which the technology of the setting in general is significantly advanced beyond the early 21st century. Furthermore, such campaigns often feature space travel, alien races, and other tropes of the science fiction genre.

Historical: Historical Fighters have backgrounds that place them earlier than the late 20th century. They are usually situated in periods of history in which great conflict occurred or in which martial expertise was prized by the dominant culture. Such settings often feature more weapon use than other fighting game settings. Medieval Japan is certainly one of the most common historical settings in this regard.

Horror: There have been enough fighting video games with an emphasis on monsters and dark supernatural character concepts to justify the existence of this particular sub-genre. These character concepts usually involve magic, monstrous appearances, mystical backgrounds, and often a lack of traditional heroic motivations.

Height, Weight, Blood Type, Fighting Style: These are just descriptive elements, present in almost all fighting video game character descriptions.

Reason for Fighting: Because of the significance of fighting as a way of looking at the world in the genre, the character's reason for fighting is an important descriptor for his or her driving motivation and primary psychological traits.

Background: This section provides enough of background to understand the character and incorporate him or her into a campaign setting. In some cases, backgrounds are brief and allow a lot of room for customization. In other cases, backgrounds

INTRODUCTION

are quite detailed. Even with these characters, however, there is nothing that requires you to use the background as written.

Appearance: A physical description of the character.

Opening Pose, Taunt, Win Quotes, Victory Poses: All of these details provide visuals of how the Fighter acts before, during, and after a fight. They are all standard tropes of fighting video games, and they often give additional insights into the character's personality and drive. They are also fun role-playing details to include in and around fight scenes.

Strategy Guide: This paragraph includes important notes about how the character's Special Moves can be used most effectively, as well as highlighting the character's weaknesses, ideal Ranges at which to fight, ways to use Fighting Spirit, and/or Combo ideas.

Development Guidelines: This section highlights ideas for advancing the Fighter to a higher Power Level. It includes weaknesses that need to be addressed, thematic elements to highlight, and ideas for new Special Moves.

Campaign Notes: This section mentions relationships with other characters in this book or important mechanical presumptions about the character's original cam-

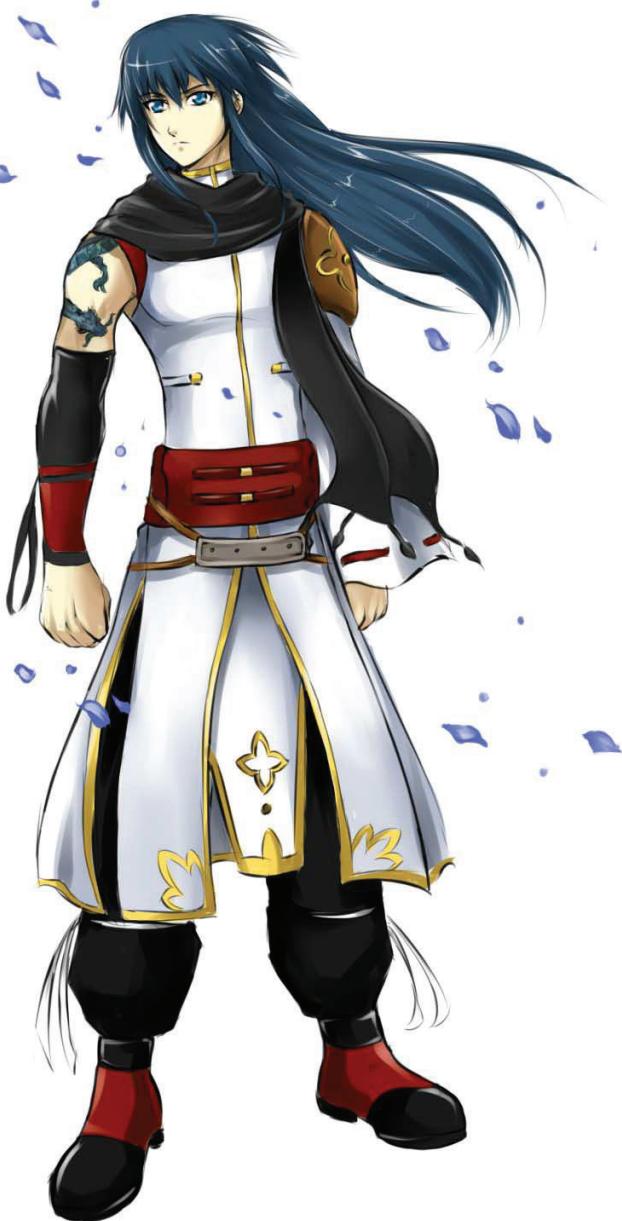
paign setting, such as the rules for tag teams, for example. Some of the Fighters in this book come from full-length campaigns and thus include campaign details to better explain the place of the character in the campaign world. Of course, all of these details can be changed or ignored in order to make a character work better for your own campaign.

Character Notes: This section provides details of a character's Qualities, Weaknesses, and Quirks. This also includes important NPCs affiliated with the character.

The Fighter's formal character sheet follows using a format that is similar to the one found in the core rules. Some graphical effects are included for Life Bar and Fighting Spirit, though these have no in-game effect.

Special Moves are presented at the end of the character sheet. Here, all game data for each move is provided, along with the move's description and the controller input, which again has no game effect (though controller inputs are appropriately correlated to the Special Move's level). Damage and Accuracy are included here based on the Fighter's Basic Qualities and the Elements of the Special Move, but these attributes do not include the Combat Bonuses of a higher PL character.

AMARAO AZURE



AMARAO AZURE

GENRE: Standard/Extreme

FIGHTING STYLE

Storm Hand Style

BACKGROUND

Amarao and Kaozan are the sons of the ruler of a nation in the campaign setting that is like a fantasy version of China. Amarao is Kaozan's younger brother, who enjoys living in luxury as a royal son. He's a spoiled brat prince who likes the finer things in life. He's rich and arrogant and has pretty boy looks. Through his machinations, he's been able to keep his brother busy chasing "bad guys" while he holds the ear of their father.

APPEARANCE

HEIGHT: 182cm

WEIGHT: 54 kg

BLOOD TYPE: AB

A slender youth with dark blue hair worn long. He is always extravagantly dressed in flowing shirts, pants and scarves, and his clothing serves to complement the tattoo of the blue dragon that runs along his arms and back. There is always a light breeze around him, teasing his hair and clothing even when he is standing still.

REASON FOR FIGHTING

Defeat Kaozan and prove to their father that he should be the next in the line of succession.

TAUNT

Turns his back to his opponent, closes his eyes, and smiles. "Humph."

OPENING POSE

Amarao stands with his fists at his side, a proud smirk on his face. A breeze picks up leaves and blows them around him.

VICTORY POSES

Runs away from the scene pursued by a throng of girls.

WIN QUOTE

"The wind and I go where we will and nothing can stop us."

Gets carried out of the arena on a palanquin.

Plants his foot on his dispatched enemy and poses for painters doing portraits of his beauty.

AMARAO AZURE

STRATEGY GUIDE

Amarao has liabilities in both his ability to do damage and his ability to block an attack. In order to persevere, he needs to maintain range away from his opponent. Should his opponent close with him, he should Evade in order to leap away once again or use Leaf Versus Tornado to knock the opponent back. His low damage makes it very hard to Stun his opponent, so he needs to rely on Harrying and Knock Downs to maintain advantage.

CAMPAGIN NOTES

Amarao was originally designed as part of the Mana Trigger campaign setting. This setting takes place on a fictional continent that resembles mythic China, but with anachronistic technological elements. Amarao is one of the two sons of the ruler of this land.

CHARACTER NOTES

His Distinctive Appearance is due to both his noble and arrogant bearing and also the fact that he is often either surrounded by wind or wind is lightly blowing things around him.

DEVELOPMENT GUIDELINES

Amarao's development should be focused on addressing his liabilities. His defenses must improve, though focusing on Evasion seems to be an appropriate character choice. He needs a few moderately-damaging Special Moves. He also needs to gain the Combo Skill in order to make the best use of his Juggle move.

AMARAO AZURE

POWER LEVEL 1

STRENGTH

-1

SPEED

(Initiative/Control)

2

STAMINA

0

LIFE BAR

30

FIGHTING SPIRIT

10

QUALITIES

Attractive
Bishounen
Light
Mobility
Sharp Dressed

QUIRKS

Arrogant
Attitude
Distinctive Appearance

COMBAT SKILLS

Defense	0
Evasion	3
Tactics	0

Ki	2
Combo	0

NON-COMBAT SKILLS

Agility	3
Fast Reflexes	3
High Society	3

Perception	3
Shadowing	3

AMARAO AZURE

SPECIAL MOVES

L3	Wind Knife	d, df, f + P	Acc. +0	Dmg. 1d4
	Ranged (2), Very Fast, Harry			
Amarao pushes forward with his palm, and with a wispy puff, a dagger-like wedge of air streaks towards his foe.				
L3	Sky Blade	uf, uf + P	Acc. +0	Dmg. 1d4
	Aerial, Ranged (2), Hard to Evade			
Leaping through the air and buoyed by the wind, Amarao swipes his hand forward, pushing frosted gusts of force at his opponent.				
L4	Leaf versus Tornado	b, d, db + P	Acc. +0	Dmg. 1d4+1
	Anti-Air, Juggle, Increased Knockback, Knocks Down (2), Increased Damage, Limited Movement: No movement before attacking. (-1)			
Hair and scarves whipping about him as the ley-lines hidden in his tattoo glow, the young prince becomes the center of a localized tornado, snatching up any nearby debris and sending it flying high into the sky before crashing down a dozen feet away.				



AMARAO AZURE

DAMiEN DARKRAVEN



DAMIEN DARKRAVEN

GENRE: Horror/Extreme

BACKGROUND

Damien is the son of two ancient heroes named Andreus and Lorelei Darkraven. His mother was a skilled healer (who had an unfortunate tendency to get kidnapped), while his father was an expert in dealing with the spirits of the dead. During the late Dark Ages, they managed to stop a demonic invasion, and learned the secret of immortality in the process (similar to the one found in Chinese mythology). Currently they reside in New York. Damien inherited both his skill in magic and his immortality from them. To Damien, this is as much a gift as a curse: the power that courses through his veins occasionally fights to be released, as the combined mystical powers of his parents is more than he can control. Much of this power has been sealed away by his parents. Under times of extreme stress or anguish, he is unable to contain the power running through him, and he loses conscious thought, acting only on violent instinct spurred on by demonic power.

Lilith, his girlfriend, is dark of hair, pale of skin, and grey of eyes. They met about a year ago. On one occasion, Damien had been practicing his magic, and pushed himself too far, weakening the seals that held his power in check. When he woke, he found himself in an alley, his scythe at her throat. She managed to bring him back to himself, and she's remained at his side ever since, though Damien is not sure why she puts up with him.

APPEARANCE

HEIGHT: 175 cm
WEIGHT: 80 kg
BLOOD TYPE: A
AGE: 23

An attractive man with black hair streaked with red, green eyes, and a strange smirk on his face. He has a scar over his right eye extending from his forehead to just above his mouth. His primary costume is a red dress shirt, a black vest, black pants, black knee high combat boots, and black fingerless elbow length gloves. His alternate costume has a blue streak in his hair instead of red, and he's wearing a black and gold uniform, with a long cloak.

DAMIEN DARKRAVEN

REASON FOR FIGHTING

Damien fights to save the damsel in distress. More often than not, this is his girlfriend Lilith, but occasionally it is his mother, or even some other damsel entirely. As dangerous as it is, Damien also knows that combat improves his discipline for controlling his dark side.

OPENING POSE

Holds out his right hand, creating an orb of crackling black energy, saying, "If I must."

TAUNT

Does a courtly, foppish bow and says "Surely you can defeat a simple sorcerer?"

VICTORY POSE

Summons the Death Scythe and bows to opponent.

WIN QUOTE 1

"Darkness beyond twilight, crimson beyond blood that flows...just kidding."

STRATEGY GUIDE

At Power Level 1, Damien's move set is sufficient but limited, and his defenses are poor. Defense 2 with no Evasion means that almost all attacks against him will hit. He doesn't have an Initiative bonus, so he has to use Fighting Spirit to boost both Initiative and Defense, as necessary. At close range, he should use Rising Scythe as often as possible.

WIN QUOTE 2

"I am the magic man, I've got magic hands."

CAMPAGN NOTES

While Damien is fairly "normal" in appearance and powers by the standards of most fighting games, he is intended for either a more extreme cast of characters with wild powers rather than traditional martial arts and/or a more horror-themed campaign where his dark magic would fit naturally.

WIN QUOTE 3

"It's a kind of magic."

DAMIEN DARKRAVEN

CHARACTER NOTES

Damien's Dark Side manifests as a violent desire to shed blood. He has little control over it. The circumstances that bring it about are left vague here to better fit the character into the story of your campaign. His beloved is a stereotypical goth princess named Lilith who is incredibly devoted to him even though she risks her life being around him.

WIN QUOTE 4

"My scythe calls for more blood!"
(He usually only says this when he's really angry, or has lost control and given in to his dark side.)

DEVELOPMENT GUIDELINES

Damien is a character with potential based on his concept. His magical powers could be used as the basis for a variety of Special Moves. His defenses should be increased as soon as possible. Since most of his attacks take advantage of Combos, his Combo Skill should continue to increase as well.

DAMIEN DARKRAVEN

POWER LEVEL 1



LIFE BAR

30



FIGHTING SPIRIT

10



QUALITIES

Attractive
Genius
Immortal Being
Intelligent
Magic
Wealth

WEAKNESSES

Dark Side
Significant Other: Lilith

QUIRKS

In Love: Lilith
Scarred: Over right eye; sometimes wears an ivory mask to hide it

COMBAT SKILLS

Defense	2
Evasion	0
Tactics	0

Ki	1
Combo	2

NON-COMBAT SKILLS

Agility	1	Meditation	1
Climactic Super Move	1	Property Damage	1
Danger Sense	1	Sense Ki	1
Deduction	1	Spirituality	1
Draw Ki	1	Thug Thrashing	2
Grim Determination	1	Zen State	1
Magic	2		

DAMIEN DARKRAVEN

SPECIAL MOVES

L2 Death Scythe Command varies
Easy to Combo, Ki and Strength, Reach

Acc. +0 Dmg. 1d6

Summons a sorcerous scythe made of blood and dark energy that can stretch to strike his opponents at long range. This represents various attacks with the scythe, similar to Basic Moves.

L3 Blood Sweep b, db, d + P
Hits Low, Knocks Down (2), Ranged (2), Limited Movement: No Movement (-1)

Acc. +0 Dmg. 1d4

Damien summons a small wave of blood and dark magic that sweeps across the arena floor, striking the enemy and knocking him off his feet.

L4 Rising Scythe f, d, df + P
Anti-Air, Juggle, Launcher, Ki and Strength, Knocks Down (2), Limited Movement: No Movement (-1)

Acc. +0 Dmg. 1d6

Focusing his magic, Damien telekinetically wrenches the Death Scythe skyward, dragging him, and anyone it hits, along for the ride into the air.

TONTON BLADE



GANTON BLADE

GENRE: Extreme

BACKGROUND

Ganton was born into the comforts of the megacities, but in his restless youth, he fled civilization to explore a different kind of life out in the badlands. It was here that he was taken in by the Valgo tribe, one of the many tribes that chose to live simpler lives outside the cosmopolitan fortresses of the rich and powerful. Ganton loved his new way of life and studied the hunting techniques of the tribe's warriors for bringing down the massive beasts of the wastes. In time, he became one of the greatest hunters and decided to leave the tribe behind to seek bigger and better challenges.

APPEARANCE

HEIGHT: 185 cm
WEIGHT: 86 kg
BLOOD TYPE: AB
AGE: 34

A rugged, tall, skinny man who wears a variety of trophies from various monsters, including a giant clawed arm strapped to his right arm and a crossbow on his left wrist. He is accompanied by a small chameleon-like lizard that rests on his shoulder.

REASON FOR FIGHTING

The money and the thrill of adventure.

TRUNK

Turns away and spits.

OPENING POSE

Cocks his crossbow (accompanied by an inappropriate pump shotgun sound).

VICTORY POSE

Ganton crouches and smokes a cigarette.

WIN QUOTE

"Amateurs shouldn't interfere with professionals."

GANTON BLADE

STRATEGY GUIDE

Ganton has made the incredibly difficult choice to have no Defense Skill and a Tactics Skill of only two. This means almost all attacks will hit him easily. Fortunately, his primary attacks are Ranged. He should stay away from his opponent. When they close to Range 2, he should use his Tactics Skill to Bounce his opponent with Claw Slash, using the subsequent Knock Down as a means to retreat one Range.

CAMPAGN NOTES

Ganton is a secondary character in the Lastborn campaign setting. He traveled the blasted and barren wastelands outside the massive walled cities of the setting, hunting down dangerous mutant beasts.

CHARACTER NOTES

Ganton's monster claw was obtained from his previous hunting expeditions. It's hard to imagine what it might have for powers outside of combat applications, but it should allow him to do something special. Likewise, the lizard on his shoulder is his Pet. In addition to its combat abilities, it could make an adequate spy or a small errand runner for Ganton. His Dangerous Job is his career as a professional monster hunter; because this is a Weakness, he should be both driven to seek out monsters and his quarry should usually be very dangerous.

DEVELOPMENT GUIDELINES

Without question, Ganton needs to improve his defenses as quickly as possible. Once this has been done, Ganton should find clever ways to develop his move set thematically. He has weird weapons attached to his body and his Pet, all of which could be turned into interesting Special Moves.

GANTON BLADE

POWER LEVEL 1



LIFE BAR 30



FIGHTING SPIRIT 10



QUALITIES

Mobility
Pet: Salamander
Powerful Item: Monster Claw

WEAKNESSES

Dangerous Job
Fearsome Appearance

COMBAT SKILLS

Defense	0	Ki	1
Evasion	0	Combo	2
Tactics	2		

NON-COMBAT SKILLS

Athletics	3	Knowledge: Monsters	3
Awareness	3	Perception	3
Danger Sense	2	Shadowing	2
Fast Reflexes	2	Thug Thrashing	3

GANTON BLADE

SPECIAL MOVES

L4 Claw Slash d, db, b + PP

Acc. +0 Dmg. 1d10

Bounce, Increased Damage (2), Knocks Down (2), Reach, Slow Recovery (-1)

This move causes Ganton's monstrous arm to extend to a great length and slash across the screen.

L3 Salamander Breath d, db, b, + K

Acc. +0 Dmg. 1d4+1

Increased Damage, Power Up: Control, Ranged (2)

Ganton's pet salamander breathes a ball of fire at his opponent.

L3 Spike Fall d, df, f + K

Acc. +0 Dmg. 1d4

Ranged (2), Subtle

Ganton cuts a wire, causing three spikes to fall from a hidden trap onto his opponent's head.



GRANTON BLADE

INNOCENCE



INNOCENCE

GENRE: Standard/Extreme

FIGHTING STYLE

Sacred Sword Fist

BACKGROUND

Claiming she was called into the world a little over a month ago by her master, Innocence patrols the roads on her trusty motorcycle Ruth, righting wrongs where she can. Those knowledgeable about angels note that she is atypical in most every respect, and wonder quietly what her true mission must be...

APPEARANCE

HEIGHT: 180 cm
WEIGHT: 48 kg
BLOOD TYPE: A

A beautiful woman with aquiline features, long, feathery white hair, and lightning blue eyes. Two massive white wings loom over her shoulders. She's dressed in a red leather jacket with the arms torn off, black jeans belted with silver chains, and steel-toed boots. She's got a silver nose ring looped through both nostrils, and a tattoo of a dove clutching lightning bolts on her right shoulder.

REASON FOR FIGHTING

She has yet to reveal it. She claims to be an angel, but her motivations do not seem to conform to that stereotype.

TAUNT

Rises into the air borne on her wings while surrounded by a white nimbus. She chuckles.

OPENING POSE

She rides onto the screen on her motorcycle and then leaps off with wings outstretched, landing ready to fight.

VICTORY POSE

Drives off on her motorcycle.

WIN QUOTE

"This is a distraction. I have to be going now."

INNOCENCE

STRATEGY GUIDE

Innocence has to plan her defense carefully as a Power Level 1 Fighter. She has no Defense Skill, but her Evasion and Tactics are sufficient. She should use Evasion to gain positioning benefits and especially Accuracy bonuses. She should use Halo Burn on turns after she has already attacked in order to gain a bonus strike.

CAMPATION NOTES

Innocence is a mysterious character from the Mana Trigger setting. Not much is known at this point about her true origin or motivation. In the meantime, she stands apart from many of the rest of characters who have more traditional fantasy character designs.

CHARACTER NOTES

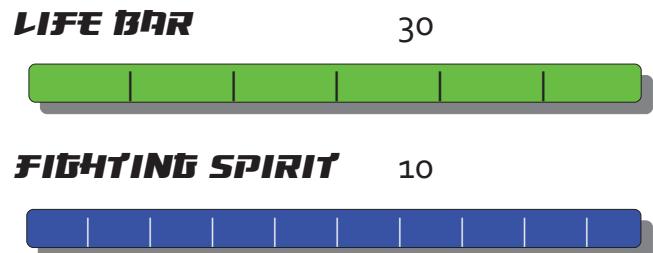
Innocence has the Power of flight because she has giant angelic wings.

DEVELOPMENT GUIDELINES

Innocence needs to improve her default defensive abilities by developing the Defense Skill. She should also make sure that her Tactics Skill remains at the highest level. New Special Moves should focus on mobility and Accuracy. Since she has wings, she should eventually develop a move with the Flight Element, which will further enhance her evasive abilities.

INNOCENCE

POWER LEVEL 1



QUALITIES

Attractive
Beautiful
Power: Flight

QUIRKS

Unworldly

COMBAT SKILLS

Defense	0	Ki	0
Evasion	3	Combo	0
Tactics	3		

NON-COMBAT SKILLS

Agility	2	Reaffirm Purpose	2
Power: Flight	2	Street Society	2
Presence	2	The Fighting World	2
Property Damage	2		

INNOCENCE

SPECIAL MOVES

L3 Halo Burn d, db, b + P

Acc. +0 Dmg. 1d6

Fast Recovery, Hard to Evade, Increased Knockback, Interrupt

A burning white aura erupts around the angelic biker, spreading out an arm's length from her on all sides. Momentarily it winks out of existence.

L3 Righteous Lance d, df, f + P

Acc. +0 Dmg. 1d6

Critical Hit, Increased Damage (2), Mobile: Move 2 Ranges

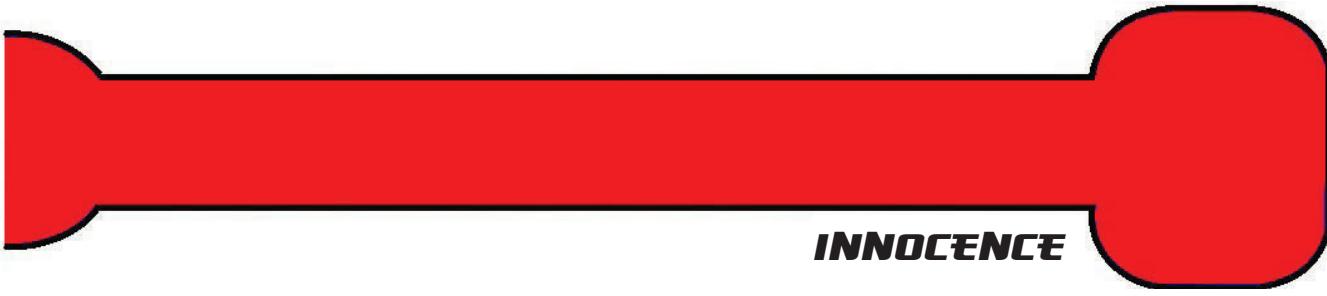
Fist wreathed in white flame, Innocence rushes her opponent, feet just barely touching the floor as she goes.

L4 Heaven-sent Hawk d, db, b + K

Acc. +1 Dmg. 1d6

Aerial, Increased Accuracy (3), Power Up: Control

Shooting straight up into the air with a beat of her wings, Innocence immediately spreads her wings at the apex of her ascent and dives rapidly at her foe, coruscating with holy fire.



INNOCENCE

KAOZAN THE RED TIGER



KAOZAN THE RED TIGER

GENRE: Standard/Extreme

FIGHTING STYLE

Red Tiger Claw

BACKGROUND

The eldest son of the King of Ruushan, Kaozan is completely bored of the life of being a prince and disguises himself as a wandering warrior, off to battle evil and help the common folk. While generally a good-hearted guy, Kaozan is not the brightest and has a weakness for attractive women. These weaknesses often conspire to get him into trouble.

Kaozan is also the elder brother of Amarao, but unlike his younger brother, he has decided to go into the wandering hero role, shunning his birthright. Few people who meet the affable and big hearted fighter suspect that he is also heir to the throne. He is attended by a giant tigress that he befriended during his quest to find a powerful fighting style that matches his strength.

APPEARANCE

HEIGHT: 196 cm
WEIGHT: 102 kg
BLOOD TYPE: B

A large, broad-shouldered man with shocking dark red hair contrasting with his bronzed skin. His square-jawed face sports honest features. He wears red pants and heavy boots, and a vest that shows off the large tiger tattoo that covers his back and arms. He wears gleaming bracers of burnished copper that protect his forearms and the backs of his hands. He is generally accompanied by a large saber-toothed tigress named Shiba.

REASON FOR FIGHTING

Kaozan roams from town to town righting wrongs and fighting those who would oppress the weak.

OPENING POSE

Leaps onto the scene with Shiba next to him, flexes his muscles and laughs. Shiba jumps away.

TRUNK

Kaozan calls and Shiba jumps through the scene before bounding away again.

KAOZAN THE RED TIGER

VICTORY POSES

His tiger pounces on top of him playfully.

He flexes his muscles.

He laughs heartily.

WIN QUOTE 1

"Good fight, my friend!"

STRATEGY GUIDE

Kaozan has limited moves at this point. He can use his Special Moves to throw or knock back his opponent, and then follow up with Tiger Pounce.

CAMPAGN NOTES

Kaozan is part of the Mana Trigger campaign setting. He is the noble-hearted brother of Amarao Azure. Due to his brother's treachery, Kaozan left the royal court to be a roaming do-gooder.

CHARACTER NOTES

Kaozan is well-known as the crown prince of the land, even if he has disavowed his formal connection to the royal family. His Pet Shiba is useful for stealth missions, intimidation, and getting up to difficult to reach places.

DEVELOPMENT GUIDELINES

With such a limited move set at this point, there is plenty of room for Kaozan to develop. His fighting style relies on both position control of his opponent and mobility, so those should remain themes that influence his future Special Moves. His defenses are adequate, but they should be broadened at the earliest opportunity.

WIN QUOTE 2

"I cannot rest while people need my help!"

KHOZAN THE RED TIGER

POWER LEVEL 1



LIFE BAR 30



FIGHTING SPIRIT 10



QUALITIES

Charming
Fame
Pet: Shiba
Tall

QUIRKS

Clueless
Impulsive
Lecherous
Loves Combat

COMBAT SKILLS

Defense	3	Ki	0
Evasion	0	Combo	3
Tactics	0		

NON-COMBAT SKILLS

Agility	3	Endure Great Hardship	3
Animal Handling	3	Thug Thrashing	3
Athletics	3		

KAOZAN THE RED TIGER

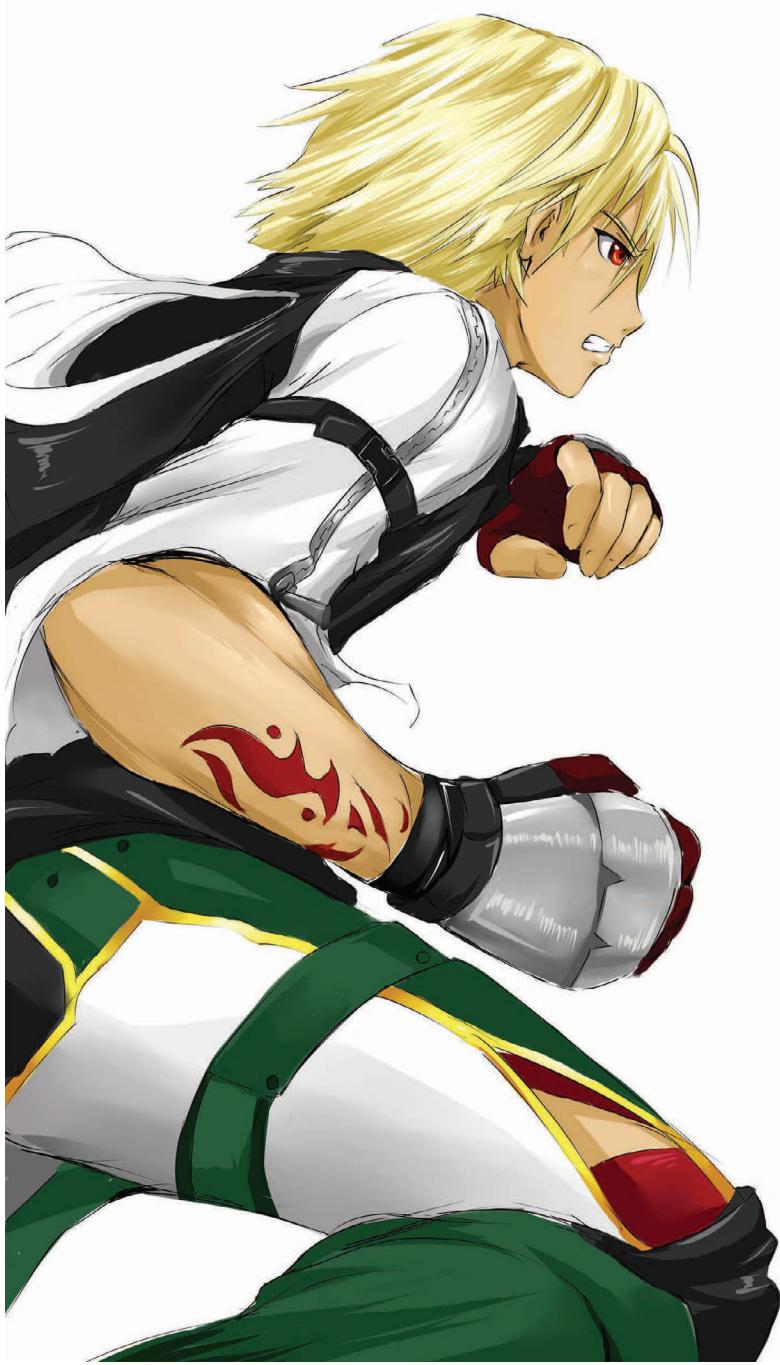
SPECIAL MOVES

L4	Tiger Tail	d, f, df + P (close)	Acc. +1	Dmg. 1d10
Critical Hit, Hurl, Increased Damage (2), Throw (2), Slow Recovery (-1)				
Kaozan grabs his opponent by the arm, swings him around, and then lets go, throwing the foe in an arc.				
L3	Swatting Tiger	d, df, f + P (close)	Acc. +0	Dmg. 1d10
Critical Hit, Increased Damage (2), Increased Knockback, Power Up: Control, Range 0 (-1)				
Growling, Kaozan unleashes a devastating backhand slap.				
L3	Tiger Pounce	d, df, f + K	Acc. +0	Dmg. 1d10
Aerial, Harry, Increased Damage (2), Priority, Limited Movement: Must move forward 1 range (-1)				
With a primal roar, Kaozan launches himself into the air, bringing his large fists down hard on his opponent.				



KHOZAN THE RED TIGER

LEONIDES



LEONIDES

GENRE: Standard

FIGHTING STYLE
Blazing Soul Universal Style

BACKGROUND

Leonides was born with the mark of the blazing soul on his forearms, indicating that he was destined for a life of combat in a quest to burn away all impurity from his warrior soul. From youth he was trained by the greatest masters so that he would be exposed to as many fighting styles as possible. When he was ready, his teachers revealed to him the basics of the Universal Style, teaching him the techniques that would allow him to match the moves of any opponent in the world. Leonides is an enthusiastic student who so far has seen no need for a greater purpose in life. Could circumstances arise that would make him question the simplicity of his quest?

APPEARANCE

HEIGHT: 170 cm
WEIGHT: 84 kg
BLOOD TYPE: A

Leonides wears a white outfit. His shirt is white with a black vest over it. His pants are white with green highlights. They are slightly baggy to allow freedom of movement. He also wears white gloves. He is handsome and has blond hair. He has tattoos of fire on his forearms and his eyes blaze when he is in the heart of combat.

REASON FOR FIGHTING

To master all forms of combat by exploring the full parameters of the Universal Style.

TAUNT

Clasps his arms together and his hands and forearms burst into flames for a moment.

OPENING POSE

Stands in a low horse stance, leaning slightly forward, with his right hand pulled back in a fist. His eyes blaze with fire for a moment.

VICTORY POSE

Cheers with his arms raised high. He is momentarily surrounded by a nimbus of flame.

WIN QUOTE

"My style is more versatile than any style in the world!"

LEONIDES

STRATEGY GUIDE

It is very difficult to give specific strategies for using Leonides, because his abilities are heavily determined by the opponent he is fighting. At the very least, he needs to get close to steal his opponent's moves. If he doesn't have useful moves available from someone else, he should use Freeform Fire Kata and hope to get a good result. Leonides' defenses are adequate, and he can use Tactics with some reliability to add some additional flair to his fighting style.

CAMPAGIN NOTES

Leonides, despite the unusual theme of his Special Moves, is otherwise a fairly traditional fighting game character. He can fit in a variety of settings.

CHARACTER NOTES

Leonides' Obsession is actually an obsession with combat, but not in the same way as the Loves Combat Quirk. Rather, he is obsessed with seeing new techniques, reading about new techniques, and practicing new techniques. He would eagerly watch or participate in any combat that he believed could show him something new.

DEVELOPMENT GUIDELINES

The theme of Leonides' Special Moves is that he must constantly adapt to moves and situations that he has no control over. In addition to the Random Move Element, he should also have moves that have the Critical Hit Element and the Random Element Liability to further develop this theme. He should also develop the Evasion Skill.

LEONIDES

POWER LEVEL 1



LIFE BAR

30



FIGHTING SPIRIT

12



QUALITIES

Attractive
Driven
Weapon Expert

WEAKNESSES

Obsession
Unlucky

QUIRKS

Impulsive
Loves Combat

COMBAT SKILLS

Defense	3
Evasion	0
Tactics	3

Ki	0
Combo	0

NON-COMBAT SKILLS

Acrobatics	2	Realize Potential	1
Athletics	1	Stance Evaluation	3
Endure Great Hardship	1	The Fighting World	2
Fast Reflexes	1	Thug Thrashing	1

LEONIDES

SPECIAL MOVES

L4 Universal Combat Technique #11 b, d, db + P
Copies Moves, Increased Damage (2), Throw (2)

Acc. +1 Dmg. 1d10

Leonides closes with the opponent and grabs him in a head lock. During the lock, he presses his hand against the opponent's temple. A small burst of fire flares, and a new move is entered into Leonides' arsenal.

L3 Freeform Fire Kata – Alternate Stance d, db, b + P
Critical Hit, Increased Damage (2), Priority, Subtle, Random Move (-1)

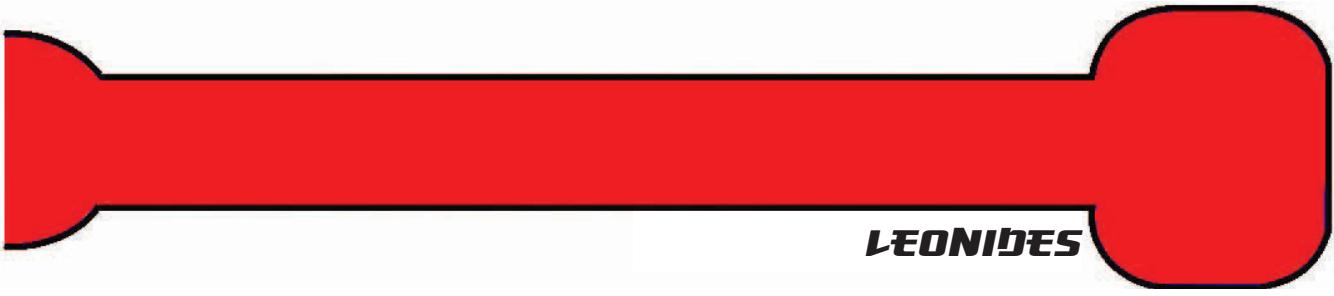
Acc. +0 Dmg. 1d10

Leonides takes a modified horse stance with his clenched fists drawn close to his side. As fire flares around him, one of six different attacks launches out, ranging from powerful punches and kicks to ricocheting fireballs, but Leonides has no control over which attack will be called forth.

L3 Blazing Zeal d, db, b + K
Delayed Onset, Gradual Effect, Increased Damage (2)

Acc. +0 Dmg. 1d10

Leonides' fists ignite with a fiery glow as he reaches out to strike his opponent. After the opponent has been hit, at Leonides' command and with a snap of his fingers, the target bursts into flames.



LEONIDES

MARIE LEGENDRE



MARIE LEGENDRE

GENRE: Historical

BACKGROUND

Marie was born into poverty in Paris in the final decades of the 18th century. Struggling to get by, she watched as the powers of the age confidently abused those beneath them. But the spirit of change was in the air, and Marie became enthusiastically caught up in the hopes and possibilities it suggested. When the Revolution began in earnest, she threw her lot in with the revolutionaries and her unending passion and dedication won her new friends. Marie became a figurehead for the dreams of the enlightened new age, fighting for freedom, equality, and brotherhood among all people. She has become a new Joan of Arc, fighting for the future of France and the world.

APPEARANCE

HEIGHT: 155 cm
WEIGHT: 45 kg
BLOOD TYPE: B

Marie is a shapely blond with long hair and green eyes. She dresses in a flowing white blouse covered by a violet tunic. She also wears a short black skirt with white trim and white thigh high stockings and low boots.

REASON FOR FIGHTING

For victory in the revolution!

TAUNT

Pauses to sing a rousing song of the angry mobs.

OPENING POSE

Marie appears amid a shower of cannon balls and shouts, "To arms, citizens!"

VICTORY POSE

Turns away from the camera and looks over her shoulder, while a breeze ruffles her hair and clothes.

WIN QUOTE

"Liberté! Egalité! Fraternité!"

MARIE LETENDRE

STRATEGY GUIDE

Marie is not an ideal Fighter when compared with traditional fighting game characters. She lacks an easy to use, reliable, offensive Special Move, and she also lacks the Combo Skill to use her Basic Moves to best effect. Her best strategy at this Power Level is to use Liberté, Egalité, Fraternité as often as possible.

CAMPAGN NOTES

Marie is intended for a historical campaign, but her placement in the 18th century French Revolution makes for an exceptionally unusual setting for a fighting game. This could be an invitation to great creativity in setting design, or Marie could be less tied to her background, allowing her to either travel the 18th century world as part of a much bigger story or else to travel through time as a fish out of water for a different setting.

CHARACTER NOTES

Marie's Reputation is mostly because of her unflagging support for the Revolution. Her Style Weakness is because she is actually not an accomplished Fighter in regard to traditional martial arts.

DEVELOPMENT GUIDELINES

As Marie advances in Power Level, her development should be based on whether her campaign is one that requires her to be a traditional Fighter or a more "anime-based," story-driven game that can focus more on her Skills and personality. As a Fighter, she is in desperate need of a few simple, effective moves and an increase in her Combat Skills.

MARIE LEGENDRE

POWER LEVEL 1



LIFE BAR 30



FIGHTING SPIRIT 10



QUALITIES

Attractive
Beautiful
Reputation

WEAKNESSES

Honorable
Style Weakness

QUIRKS

Cooking
Glutton

COMBAT SKILLS

Defense	3	Ki	2
Evasion	3	Combo	0
Tactics	0		

NON-COMBAT SKILLS

Agility	2	Reaffirm Purpose	3
Call Forth Wisdom	1	Smooth Talking	2
Grim Determination	1	Street Society	1
Presence	2	Technological Aptitude	1
Property Damage	2		

MARIE LETENDRE

SPECIAL MOVES

L3 Esprit de Corps d, df, f + P

Acc. N/A Dmg. 1d6

Healing (3), Increased Glory, Only Heal Others (o)

Marie lays her hand on her comrade and speaks words of encouragement, re-energizing him to continue the fight for liberty.

L4 Boulet de Canon f, d, df + P

Acc. -1 Dmg. 1d4+1

Explosive (5), Hard to Evade, Increased Damage, Ranged (2), Decreased Accuracy (-1), No Combo (-1), Reduced Damage Explosive (-1), Self-Prone (-1)

Marie calls out a battle cry and a cannon ball flies into the scene. Regardless of whether or not the attack hits, the impact of the shot shakes the screen and knocks over Marie.

L3 Liberté, Egalité, Fraternité d, db, b + K

Acc. +1 Dmg. 1d8

Bomb, Increased Accuracy (3), Increased Damage (2), No Range (-1), Short Timer (-1)

Marie pulls out a lit black powder bomb and drops it at the feet of her opponent.



MARIE LEGENDRE

MIRA WHITEWITCH



MIRA WHITEWITCH

GENRE: Extreme/Horror

FIGHTING STYLE

Tribal White Magic

BACKGROUND

Mira comes from a small tribe with an ancient tradition in practicing magic. However, because of the hardships involved in the practice of magic, the young people of the tribe started to rely on technology instead of magic. Mira is one of the rare few in her tribe who still practices magic – the only one in her generation, in fact. Mira joined the Evo Crusade for two reasons: first, to prove the power of magic; and second, to provide energy for her increasingly industrialized tribe.

APPEARANCE

HEIGHT: 122 cm
WEIGHT: ?
BLOOD TYPE: O
AGE: 13

Mira is a teenage cat-girl sorceress dressed entirely in white. She is short, appears very young, and has an appearance that is both otherworldly and beautiful. She carries a glowing staff made out of magical energy.

REASON FOR FIGHTING

"To make the world a better place to live."

TRUNK

Washes herself like a cat.

OPENING POSE

Claps her hands together and a staff made of magic energy appears in her hands. She swings the magic staff three times before tapping it on the ground.

VICTORY POSES

Raises her magic staff high above her head and winks.

WIN QUOTE 1

"Be a good child from nyow on, nyokay?"

Releases a gleaming globe of magic energy from her hands, which then explodes into numerous colorful star shapes.

Suddenly changes into a nurse uniform and starts tending to her opponent.

MIRA WHITEWITCH

STRATEGY GUIDE

At Power Level 1, Mira is a character with significant liabilities in combat. Her Defense Skill is low enough to be useful only occasionally, and she lacks any other defensive options. Offensively, she should stay at range, using her adequate Magic Blast. If her opponent closes and she rolls at least four Control, she should use Everything is Cuter with Kittens as a Combo opener.

CAMPAGN NOTES

Mira was originally a secondary character in the Lastborn campaign setting. She was a young representative of a race of cat people that lived in the barren wilds outside the megacities. However, the archetype of the magical cat girl is a common one in anime, so she could be transplanted easily. Her persona and powers would perhaps fit better in a setting that used more Dramatic Combat than the main combat system, and perhaps less combat in general.

CHARACTER NOTES

Mira is actually a teenager, but she looks like a much younger child. She has a few verbal ticks as well. She always speaks in the third person in reference to herself, and she often adds a “nyo” sound to the beginnings of many words (as seen in the above examples). She possesses a Code that requires her to always help those in need. She views combat as a last resort, but probably ends up fighting a lot anyway.

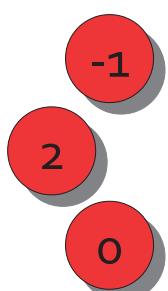
DEVELOPMENT GUIDELINES

At this point in her development, Mira is more of a strong concept than a strong Fighter. She needs to develop her defensive skills and she needs a lot more Special Moves to accomplish basic tasks, such as a close range attack, a Reversal, and perhaps an Interrupt. However, the fact that she is not really constructed as a traditional fighting game character also suggests that priority be given to interesting magical effects that may speak to her powers outside of combat instead.

MIRA WHITEWITCH

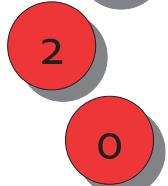
POWER LEVEL 1

STRENGTH



SPEED

(Initiative, Control)



STAMINA



LIFE BAR

30



FIGHTING SPIRIT

10



QUALITIES

Attractive
Beautiful
Cute
Charming
Lucky

Magic

WEAKNESSES

Code: Always helps those in need
Honorable

QUIRKS

Age
Pacifist

COMBAT SKILLS

Defense	2	Ki	1
Evasion	0	Combo	2
Tactics	0		

NON-COMBAT SKILLS

Call Forth Wisdom	1	Meditation	1
Climactic Super Move	1	Perception	1
Cooking	1	Property Damage	1
Danger Sense	1	Realize Potential	1
Draw Ki	1	Sense Ki	1
Grim Determination	1	Smooth Talking	1
Magic	2	Spirituality	1

MIRA WHITEWITCH

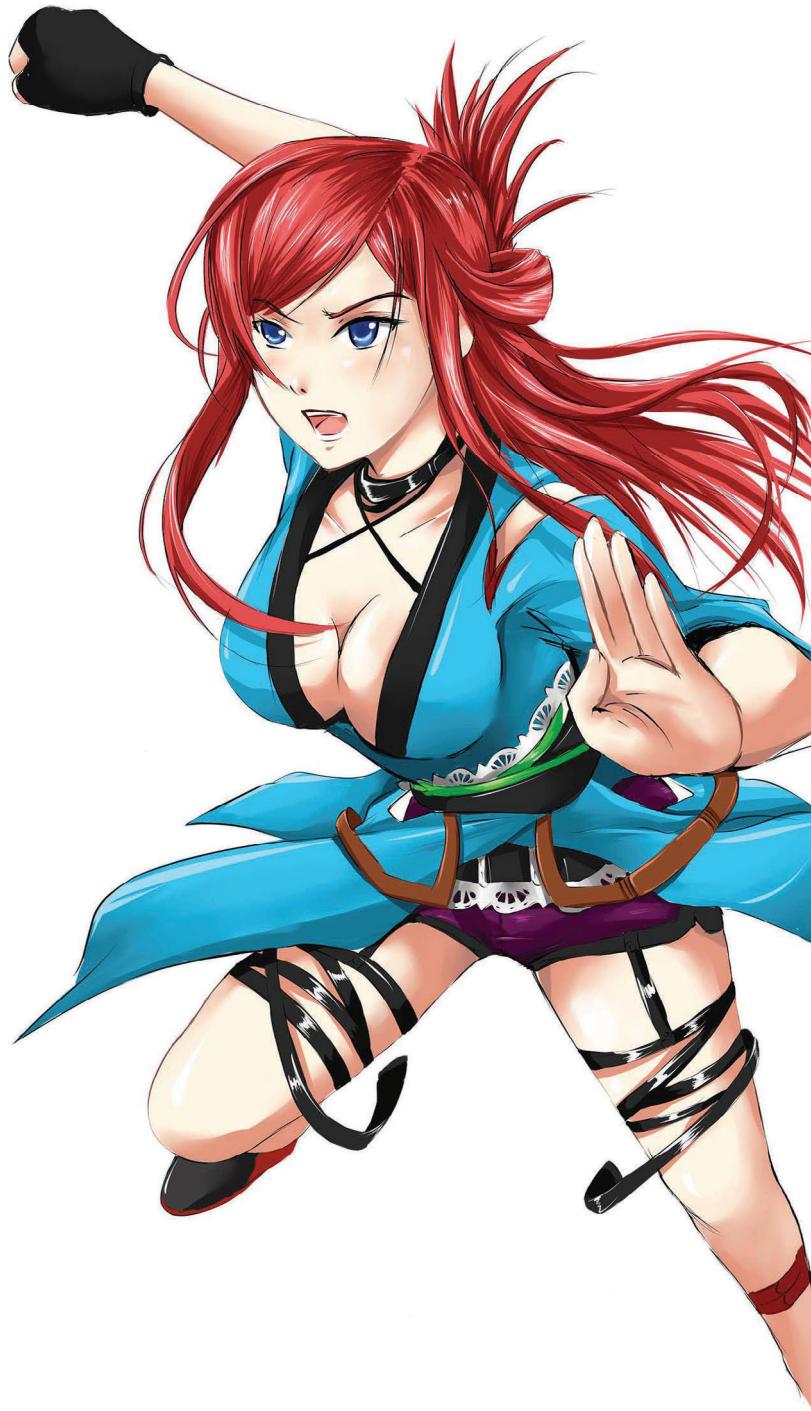
SPECIAL MOVES

L3	Magic Heal	d, df, f + P	Acc.	+0	Dmg.	1d8
Heal Others, Healing (2), Increased Damage (2), Limited Damage: Stun Only (-1)						
Mira touches a friend with her magic staff and with a flash of white light, her friend is healed.						
L3	Magic Blast	d, df, f + K	Acc.	+0	Dmg.	1d4
Accuracy for Damage, No Ranged Response						
Mira releases a blast of magical energy from her staff to strike her opponent.						
L4	Everything is Cuter with Kittens	f, d, df + P	Acc.	+0	Dmg.	1d6+1
Easy to Combo, Increased Damage (3), Increased Glory						
Mira taps her magic staff and summons numerous kittens to claw her opponent.						



MIRA WHITEWITCH

RAFFAELLA RODERICK



RAFAELLA RODERICK

GENRE: Standard

FIGHTING STYLE
Secret Arts of the Court of Stars

BACKGROUND

Rafaella is a changeling, a half-breed faerie child left behind in this world. As she grew older and into greater proficiency with her innate shapeshifting powers, she met more of her kind and formed an informal community that became a family to her. She learned more of her legacy as a part of the ancient Court of Stars, including the secret arts utilizing her powers that would help her survive and thrive. Then the brutal killers of the mysterious Fomorian Initiative found out about them and killed many and scattered the rest. While Rafaella survived, she remains hunted. But she is not one to hide; she plans to take the fight to them.

APPEARANCE

HEIGHT: 163 cm
WEIGHT: 52 kg
BLOOD TYPE: O

Rafaella is an attractive woman with long red hair and blue eyes. She wears a sky blue tunic over purple shorts with black belts and straps around her waist and thighs. She also wears short black boots.

REASON FOR FIGHTING

To get revenge on those who cast her out from her family.

TAUNT

She momentarily takes the appearance of her opponent and laughs.

OPENING POSE

She stands with eyes closed and palms pressed together as she switches through various forms, finally ending back with her own. She then drops into a ready fighting stance.

VICTORY POSE

Stops to look around, then dashes off the screen.

WIN QUOTE

"You can't beat me! I can be anybody!"

RAFAELLA RODERICK

STRATEGY GUIDE

Rafaella's strategy depends entirely on whose identity she can borrow. As such, little more can be said here other than that she needs to steal an identity to gain useful Special Moves. Her Glass Jaw requires her to be vigilant in her defense.

CAMPAGN NOTES

Despite Rafaella's unusual background story and equally unusual combat powers, she can fit into a variety of traditional campaign settings. Her Special Moves and her combat effectiveness are heavily dependent on the other characters in the setting, so this needs to be considered before including her in the roster of Fighters.

CHARACTER NOTES

Rafaella is Hunted by an organization that seeks to eliminate all of her kind. Thus, she keeps her true identity a Secret from most people that she does not know very well. She wants Revenge on the same organization that seeks her out for killing members of her family.

DEVELOPMENT GUIDELINES

Unless she gets rid of her Glass Jaw Weakness, she will always need to make sure her defensive skills are at the maximum, and she should make sure she has a Defense Bonus as well. Otherwise, her development really depends on the campaign she is in; she needs to acquire Special Moves that allow her to borrow the best of every opponent she faces.

RAFAELLA RODERICK

POWER LEVEL 1



LIFE BAR 30



FIGHTING SPIRIT 10



QUALITIES

Attractive
Mobility
Power: Shapeshifting

WEAKNESSES

Glass Jaw
Hunted

QUIRKS

Revenge
Secret

COMBAT SKILLS

Defense	3
Evasion	2
Tactics	0

Ki	1
Combo	2

NON-COMBAT SKILLS

Agility	2
Awareness	1
Danger Sense	2
Lost in the Crowd	3

Power	2
Presence	1
Realize Potential	2
Smooth Talking	2

RAFAELLA RODERICK

SPECIAL MOVES

L3 Borrow Identity #1 d, df, f + K

Acc. +0 Dmg. 1d8

Borrow Identity, Increased Damage (2), Increased Stun, Ki and Strength, Limited Movement: No Movement (-1)

Rafaella glows with a white light while curling her hands into tight fists. As she transforms, the glowing energy punishes her opponent.

L3 Borrow Identity #2 d, db, b + K

Acc. +0 Dmg. 1d6+1

Borrow Identity, Increased Damage, Increased Knockback, Ki and Strength

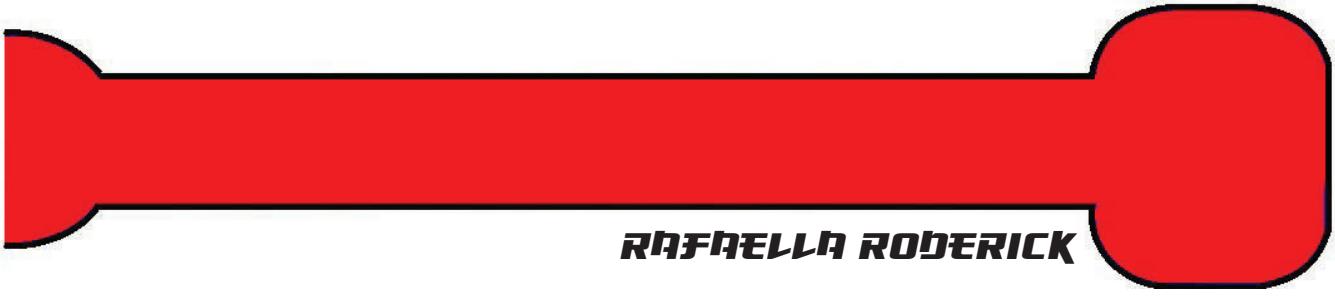
Rafaella glows with a white light while thrusting her hands forward, palms up towards her opponent. As she transforms, her radiant ki energy pushes her opponent back across the screen.

L4 Metamorphifist f, d, df + P

Acc. +0 Dmg. 1d8+1

Borrow Identity Cost, Easy to Combo, Harry, Increased Damage, Mobile: Move 2 Ranges

Rafaella charges forward with her right fist held high, surrounded by a white sphere of glowing energy. As the blow impacts, it staggers her foe and sets her up for a fast transformation.



RAFFELLA ROBERICK

AKIKO SAKAI



AKIKO SAKAI

GENRE: Standard

FIGHTING STYLE

(See Character Notes)

BACKGROUND

A spunky girl born and raised in Osaka, Japan, Akiko is a fiery tomboy who doesn't take any guff from the boys. She's the only girl on Ijima High School's all-boys' soccer team, who only got in because the coach simply couldn't pass up her game-winning Crescent Drive shot. In fact, Akiko isn't the only soccer player in the country whose speed-shots break the sound barrier; many high school soccer teams possess one or more of these superhuman players, and matches between these teams sometimes end up looking like high-powered martial arts fights. Since Akiko joined the Ijima Firebirds, however, their team has been scoring league wins non-stop, and they are well on their way to Regionals.

APPEARANCE

Costume 1: Ijima High School uniform

HEIGHT: 157 cm
WEIGHT: 50 kg
BLOOD TYPE: B

Akiko wears a short-sleeved white school blouse with its collar undone and not tucked in (casually omitting the necktie). The school emblem is emblazoned onto both her left breast pocket and her right sleeve. She wears a short forest-green pleated school skirt, short white socks, black and white soccer cleats with a blue fire streak design, and matching soccer gloves. Her underwear is white.

Costume 2: Ijima Firebirds uniform

Akiko is wearing a short-cropped orange jersey top with yellow and black trim that shows a lot of her midriff (which sometimes shows her red sports bra at the right angle). She wears a pair of matching short jersey shorts cropped high on her thighs, along with ankle-length white socks and matching soccer gloves, kneepads and cleats, each of which has a red Firebird design.

TAUNT

A soccer ball (presumably the one she kicked in Intro 1) falls from the sky, which she bounces and juggles on her instep, knee and head, before kicking it back into the stratosphere. The soccer ball is also an attack that deals no damage on the way up (if it hits her opponent).

AKIKO SAKAI

Costume 3 (Unlockable): Red cheongsam with a short skirt

Akiko is wearing a tight, red, silk Chinese dress with a white lotus pattern and yellow trim. Her hair is tied into a short ponytail, held with an Asian bead hair tie. The dress is tied at the collar, but open near the chest, which reveals a bit of cleavage. The skirt is very short and one can see Akiko's white panties every time she lifts her legs, which are completely bare except for a pair of black velvet Chinese shoes, also with a white lotus pattern. Unlockable only by clearing Story Mode with no continues used, no rounds lost, and every round won using Crescent Drive, which unlocks her hidden ending where she is seen wearing this costume.

Stance:

Akiko maintains a low stance, keeping her hands level and pulled back and keeping her legs bent and ready to sprint.

REASON FOR FIGHTING

As summer approached, the team's training camp was about to begin, but the coach suddenly kicked Akiko off the team! Akiko begged to know why, but the coach said nothing. She later learned from one of her teammates that the coach was being blackmailed by some shady people, and the demand was to get Akiko out of the way for another team! Now she's got the rest of summer to find the dirty scumbag and kick him into a pulp before Regionals, or the Ijima Firebirds are finished!

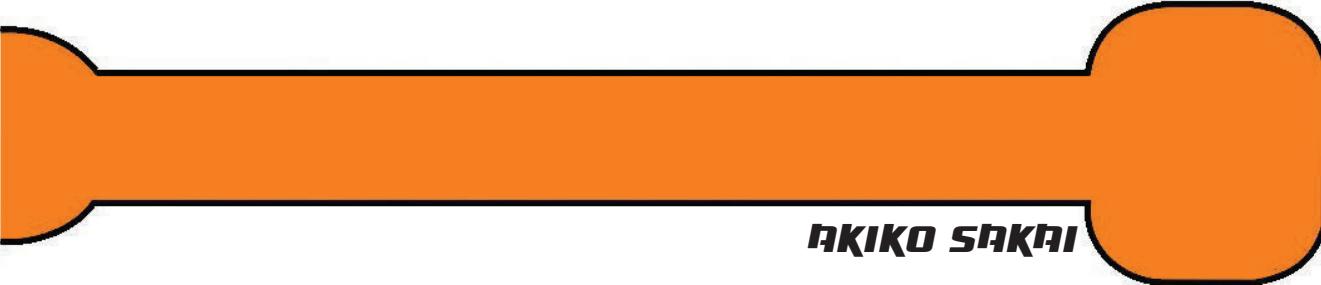
OPENING POSES

A soccer ball is sitting where Akiko should be standing, until she sprints in and kicks it into the stratosphere. She points at her enemy, saying, "I'll be done with you before that ball touches the floor!"

Akiko tightens her shoelaces before limbering up with a few stretches. Then she swings a practice kick into the air, which kicks up dirt and debris around her before she settles into her stance. "Game on!"

WIN QUOTE 1

"Hey, you're pretty good! Who do you play for?"



AKIKO SAKAI

VICTORY POSES

If Intro 1 was used: Akiko stands up straight, wiping her forehead with her arm casually, when the soccer ball from the intro falls onto the defeated opponent. Akiko glances over in mild surprise at the returning soccer ball. "Oh, it's back."

Akiko takes out a water bottle, pops off the cap and splashes some water on her face before wiping down with a towel. "Good game!"



WIN QUOTE 2

"You'll never make it in the Leagues with weak kicks like that!"

STRATEGY GUIDE

In order to use Akiko effectively, she needs to be set up to use her Field Dash over and over. This ideally requires her to keep her distance, charging in for short Combos using her Multi-Part Moves, and then retreating when she Knocks Down her opponent. She can be easily Stunned if she is hit, so she needs to play very aggressively while she can, while running away when she can't seem to get Control. Fighting Spirit spent on Initiative should be a regular occurrence.

CHARACTER NOTES

Akiko fits the traditional role of the female high school student Fighter. She could fill in as a secondary character in a more traditional campaign, or as one of many sports-themed characters in a high school campaign setting.

AKIKO SAKAI

CHARACTER NOTES

Akiko also has an unofficial Quirk called Love-Clumsy. She is a tough girl, but when confronted with romantic feelings, her aggressive attitude melts away and she reverts to a confused, aloof schoolgirl who has no idea how to deal with her feelings. Akiko's father, Masahiro Sakai, owns a small Chinese restaurant where Akiko occasionally helps out. He bought a short-skirted cheongsam for Akiko to wear while waiting tables, hoping that it will improve business, but Akiko has been violently relentless in refusing to wear it.

Akiko isn't a trained fighter, but she has a kick that can smash concrete. What she lacks in technique, she makes up for in sheer strength and speed. Her powerful legs turn soccer balls into bullets, and she can sprint from one goal to the other in less than five seconds. Akiko's specialty soccer techniques work on human bodies just as well as they work on soccer balls. So if you're on the receiving end of Akiko's special Crescent Drive, you'd better pack a lunch, fella, 'cuz you're going on a trip!

She can kick like a freight train and run like a gazelle, but she's still just a 16-year old Japanese girl, and without real formal martial arts training, she can't take a hit very well. She prefers to outmaneuver her enemy and strike them fast and hard while they're off balance.

WIN QUOTE 3

"That was easier than trying to run the 'Firebird Talon' play!"

DEVELOPMENT GUIDELINES

The Crescent Drive move should have a Super version when she hits Power Level 3. As she advances, her defenses should improve, perhaps with an emphasis on Evasion, and she should continue the pattern of Multi-Part Moves to give her move set a distinctive identity.

AKIKO SAKAI

POWER LEVEL 2

STRENGTH

2

SPEED

0

STAMINA

-1

BONUSES

Control +1

LIFE BAR

40

FIGHTING SPIRIT

23

QUALITIES

Attractive
Buxom
Cute
Mobility
Tomboy

QUIRKS

Fan Service
Impulsive
Short-Tempered

COMBAT SKILLS

Defense	2
Evasion	3
Tactics	2

Ki	0
Combo	2

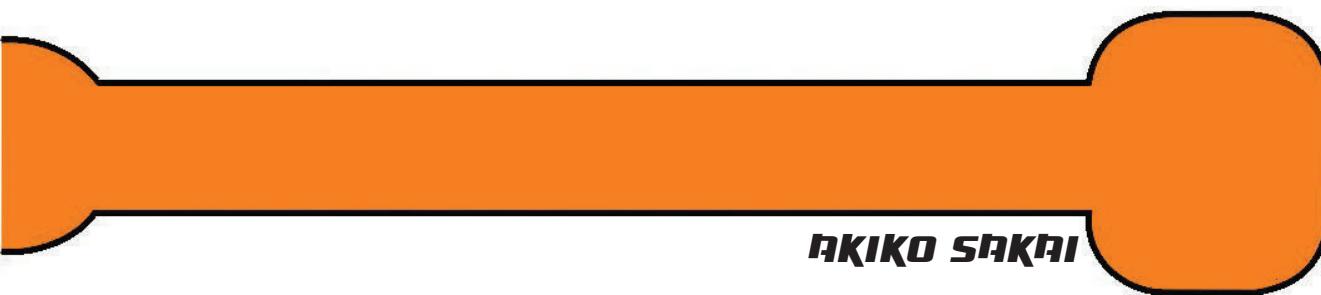
NON-COMBAT SKILLS

Acrobatics	5	Cooking	3
Agility	5	Fast Reflexes	5
Athletics	5	Grim Determination	3

AKIKO SAKAI

SPECIAL MOVES

L2	Field Dash	df + K	Acc.	N/A	Dmg.	N/a
Easy to Combo, Evade Ranged, Mobile: Move 2 Ranges, Moves Low, Priority, No Damage (-2)						
Akiko makes a swift, low dash at high speed towards the enemy.						
L2	Striker Slice	f + K (during Field Dash)	Acc.	+0	Dmg.	1d10
Easy to Combo, Increased Stun, Knocks Down (2), Mobile: Move 2 Ranges, Multi-Part Attack: Field Dash (-2)						
While running, Akiko does a leaping horizontal roundhouse, a kick that would easily launch a soccer ball at supersonic speeds.						
L2	Grass Splitter	d + K (during Field Dash)	Acc.	+0	Dmg.	1d10
Easy to Combo, Hits Low, Knocks Down (2), Mobile: Move 2 Ranges, Multi-Part Attack: Field Dash (-2)						
While running, Akiko ducks down and performs a slide kick that sweeps the feet from underneath even the toughest center-back on the field.						
L2	Skyrocket Kick	uf + K (during Field Dash)	Acc.	+0	Dmg.	1d10
Juggle, Knocks Down (2), Launcher, Mobile: Move 2 Ranges, Multi-Part Attack: Field Dash (-2)						
While running, Akiko launches a fast high-hitting kick that sends her opponent flying high into the air.						
L4	Crescent Drive	b, d, db + K (during Field Dash)	Acc.	+0	Dmg.	1d12
Increased Damage (2), Increased Knockback, Increased Stun, Knocks Down (2), Mobile: Move 2 Ranges, Multi-Part Attack: Field Dash (-2)						
While running, Akiko does a high powered jumping roundhouse aimed at the opponent's head. Her enemy spins head-first into the floor, sliding across the screen until he crashes clumsily into the opposite corner.						



AKIKO SAKAI

CANNON McCABE



CANNON McCABE

GENRE: Standard

FIGHTING STYLE

Sky Raptor Karate

BACKGROUND

Cannon grew up in Japan because his father was employed there. As an African-American living in Japan, he encountered racism and bullying while growing up. In his early teenage years, while on the run from some bullies, he literally ran into his future sensei. The master quickly put Cannon's pursuers to flight and helped the young man up. Looking into his eyes, the teacher could see the goodness in Cannon's heart. He offered to instruct him in order to pass on his own Sky Raptor School of karate.

Years later, Cannon became a master himself. He left Japan to return to America, where he now strives to test his skills against other skilled opponents, or just to practice his skills defeating unenlightened men with injustice in their hearts.

APPEARANCE

HEIGHT: 185 cm

WEIGHT: 93 kg

BLOOD TYPE: A

Cannon is a broad-shouldered, muscular African-American with very close cropped hair and a well-trimmed goatee. He wears round-framed glasses and is often smiling. He wears a tight short-sleeved shirt with a crosshairs design on it, short gloves, and dark pants covering his massive combat boots.

REASON FOR FIGHTING

To perfect his fighting arts and to fight for righteousness.

TAUNT

Punches his open palm a couple times while saying, "C'mon!"

OPENING POSE

Cannon stares at his foe, analyzing both his stance and his disposition. He then drops into his fighting stance.

VICTORY POSE

Stands looking at the sky, fists held down at his sides.

WIN QUOTE 1

"That was too easy. You need to train harder."

CANNON McCABE

STRATEGY GUIDE

Cannon's defenses are adequate but not exceptional. Crouching and aerial blocks help in this regard. His moves are fairly well-rounded and easy to use; using his Ranged attacks while waiting for his opponent to close is a good tactic.

WIN QUOTE 2

"Your heart is as important as your fists."

CHARACTER NOTES

Cannon is an archetypal "hero" figure for any standard campaign. He was originally designed for use in a setting with large, well-publicized worldwide tournaments.

CHARACTER NOTES

Cannon's Connections are due to the fact that he is a well-known, well-liked, and well-respected Fighter on the world tournament circuit. His Sensei serves as a source of wisdom and information for him on his adventures. This support character doesn't have a name or personality described here, so he can better fit into the tone of your campaign.

WIN QUOTE 3

"I'm sure you meant to be better than that."

DEVELOPMENT GUIDELINES

Cannon is designed to be a fairly straightforward character. He probably does not need any more Ranged attacks, though it would be worthwhile to increase his Ki Skill. After adding a couple more close attacks, he could spend his Move Points on a few odd tricks, or else close his Move List at a low level and spend those points on Skills or Fighting Spirit.

CANNON McCABE

POWER LEVEL 2

STRENGTH

0

SPEED

(Initiative)

1

STAMINA

1

BONUSES

Defense +1

LIFE BAR

40



FIGHTING SPIRIT

22



QUALITIES

Attractive
Connections

Driven
Sensei

COMBAT SKILLS

Defense	2
Evasion	2
Tactics	2

Ki	1
Combo	2

NON-COMBAT SKILLS

Agility	1	Shadowing	2
Athletics	3	Smooth Talking	1
Danger Sense	1	Stance Evaluation	3
Perception	3	Street Society	1
Property Damage	2	The Fighting World	2
Realize Potential	2	Thug Thrashing	2
Receive Wisdom	2		

CANNON McCABE

SPECIAL MOVES

L2	Shoulder Hurl	f + P (Close)	Acc.	+1	Dmg.	1d6
		Hurl, Throw (2)				
Cannon grabs his opponent and hurls him over his shoulder.						
L3	Overdrive Burst	d, df, f + P	Acc.	+0	Dmg.	1d6
		Increased Damage (2), Ranged (2)				
Cannon summons a perfect sphere of red ki energy that he launches at his opponent.						
L3	Eagle Axe Kick	d, db, b + K	Acc.	+0	Dmg.	1d6
		Evade Ranged, Knocks Down (2), Mobile: Move 2 Ranges				
Cannon leaps forward impressively, flipping forward in mid-air, landing with a straight leg axe kick down on his opponent's head.						
L4	Ascendant Aggression	f, d, df + P	Acc.	+0	Dmg.	1d6+1
		Anti-Air, Increased Damage, Increased Glory, Knocks Down (2)				
Cannon launches a rising uppercut, hitting his opponent multiple times on the way up.						
L5	Blue Overdrive Burst	f, df, d, db, b + P	Acc.	+0	Dmg.	1d6
		Hurl, Throw (2)				
Cannon summons a perfect sphere of high-powered blue ki energy that he launches at his opponent.						



CANNON McCABE

HOSS



HOSS

GENRE: 3-D

FIGHTING STYLE

Boxing

BACKGROUND

Harry Daniels used to be a member of the Thunder City Boxing Academy. Everyone swore that he was a cinch for Golden Gloves, possibly even the Olympic team. His relentless style when in the ring led to more than one sparring partner quitting. However, the only man who could motivate Harry to get into the ring was his Uncle Charlie, a Golden Gloves champion from an older generation. So when Charlie passed away, Harry started to lose interest in the hours and hours he need to spend at the gym. Instead, he wanted to just hang out with his friends. Finally, the owner of the Academy gave Hoss a choice: straighten up, fly right, and put the hard work in, or else stop coming. Daniels shrugged. He was looking for a reason to quit, anyway.

A year later, Daniels was hanging out in a bar, making innocent conversation with a girl who was taken by his size and muscles, when the girl's boyfriend took umbrage and introduced himself to Daniels...by hitting him over the head with a chair. The bartender started to call the police to report an assault, or possibly a murder, when Daniels casually stood up, dusted himself off, and told the guy that that was his one free shot, and that if he still wanted to dance, to step outside.

The jealous boyfriend was apparently hopped up on something and spent the next few minutes pounding on Daniels, while Daniels just got used to the feeling of fighting again, feeling that same urge fill him up again. Finally, the man tired and just looked at Daniels. He in turn shrugged and threw one punch. The big left hand (which Daniels called Ol' Lefty) knocked the would-be fighter out cold.

That night, someone stopped him and asked if he didn't mind making a living doing the kind of work that he had done earlier that night. "That was a lot of damage you took there, Hoss. A man like you can go far with the right backing." Harry Daniels became Hoss Daniels that night. He usually does the heavy lifting for the Thunderball crime syndicate. If someone threatens to welch on a debt or a bet, Hoss gets sent to pay them a visit. He's never had to visit someone twice. He's a bit of an honorable leg breaker: He doesn't do more than lay a beating on whomever he gets told to do so.

HOSS

However, he's beginning to grow up, and he's realizing the chance he lost. He still has to do what he's told to do, but if he wins the King of the City tournament, his request will be that the syndicate finds him a camp where he can get back into the sport of boxing. Who knows? Maybe one day Hoss Daniels will be the world champion that his talent indicated he could be.

APPEARANCE

HEIGHT: 180 cm
WEIGHT: 98 kg
BLOOD TYPE: O

Hoss is an enormous, light-skinned African-American. He wears boxing trunks and a T-shirt with the sleeves removed.

REASON FOR FIGHTING

To reclaim the glory that he lost through the choices he made in his life.

TRUNK

Waves his opponent forward with his hands and yells, "Come on, come on!"

OPENING POSE

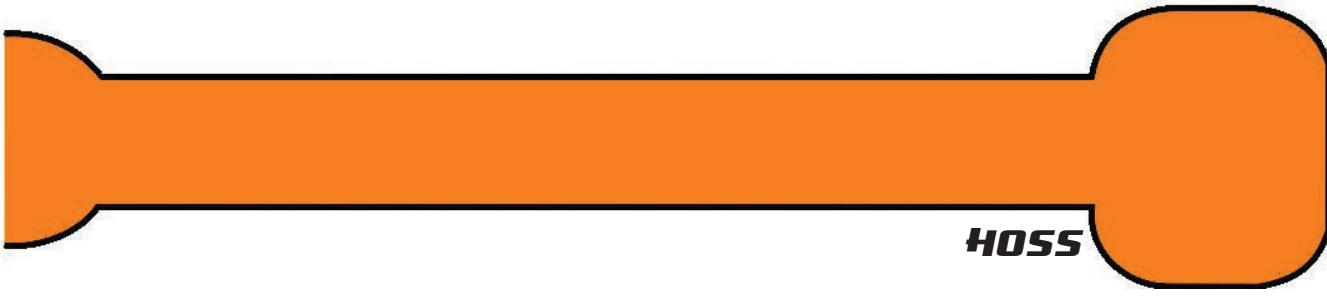
Bounces in place, tapping his fists together, and then takes up a boxing stance.

VICTORY POSE

Raises one fist to the sky, head bowed.

WIN QUOTE

"Yeah! That's why I'm the best!"



HOSS

STRATEGY GUIDE

Because Hoss is designed to use the rules for Attack Strings, his low Control is a liability. Even with a good Control roll, his strings are not very long. Thus, he has to compensate by hitting hard and consistently. His size gives him both an offensive and defensive advantage. He should ideally stay between Ranges 1 and 2 and occasionally take a hit if Hit Stun will still allow him to throw a Basic Move in response.

CAMPAGIN NOTES

The King of the City setting Hoss came from is a dark, urban environment, overrun with crime and decay. He was originally created as an opponent for the main characters of that setting, though his desperate situation could be motivation to make him more of a hero.

CHARACTER NOTES

Hoss' Followers are the friends and sycophants who are riding his star back up the ladder of power in the city. They are more than willing to help him out in any way that they can, even though that might often involve illegal activity.

DEVELOPMENT GUIDELINES

While it would be worthwhile for Hoss to develop a few more distinctive attacks, his priority in development should be improving his Control Bonus, Combo, and Attack Strings. Then he could maximize his damage output with additional Damage Bonuses.



TIME OUT

"Aw, man. I was just getting warmed up!"

HOSS

POWER LEVEL 2

STRENGTH

0

SPEED

(Control)

-1

STAMINA

2

BONUSES

Damage +1

LIFE BAR

40



FIGHTING SPIRIT

24



QUALITIES

Big
Followers: His friends
Intimidating
Tall

QUIRKS

Suspicious

COMBAT SKILLS

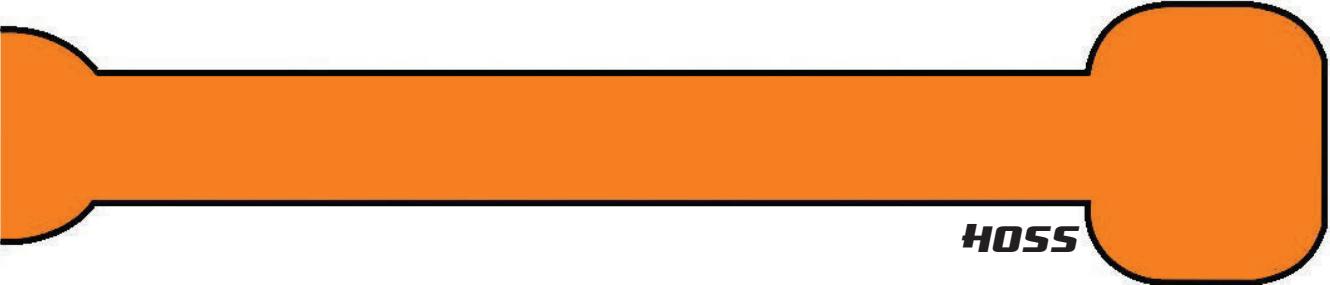
Defense	2
Evasion	0
Tactics	2

Ki	0
Combo	2
Attack String	2

NON-COMBAT SKILLS

Grim Determination	4
Intimidation	6
Presence	4

Property Damage	5
Stance Evaluation	4
Thug Thrashing	2



HOSS

SPECIAL MOVES

L3	Bull Rush	d, df, f + P	Acc.	+0	Dmg.	1d6+1
Critical Hit, Harry, Increased Damage, Increased Stun, No Combo (-1)						
Hoss rushes forward and hits his opponent with his shoulder.						
L3	Ol' Lefty	Hold b, f + P	Acc.	+0	Dmg.	1d8
Charge Back, Increased Damage (2), Increased Knockback						
Hoss waves his right hand around as if faking a punch to distract his opponent and then throws a huge left hook.						
L3	Golden Gloves	Press P repeatedly	Acc.	+0	Dmg.	1d6
Critical Hit, Easy to Combo, Fast Recovery, Priority						
Hoss quickly throws a classic boxing combo.						

Kaiba Carson



Kaida Carson

GENRE: Standard

BACKGROUND

Kaida was a successful member of her martial arts club in high school. She had studied the Typhoon Seraph style practiced by her grandfather since she was a child and defeated everyone she encountered at tournaments.

At one tournament, however, she was defeated badly by a student from another school, who fought with a style she had never seen before. This competitor not only won, but seriously injured Kaida and mocked her soundly in defeat. Kaida ceased fighting after she recovered.

Eventually, her grandfather was able to convince her to continue training when he revealed that the Typhoon Seraph could be enhanced by combining it with the Lightning Devil style, which Kaida had also never heard of before. She took to her renewed training with vigor.

When she finished school, she decided to try her hand in underground fighting circuits, especially after hearing a rumor that the same student who had defeated her so badly had done likewise. They have yet to meet again. Another mystery has presented itself to Kaida also: wherever she goes, she encounters stories that there is a secret behind her two styles, perhaps going back to the beginning of the world. She intends to find both answers and mastery in both styles.

APPEARANCE

HEIGHT: 160 cm
WEIGHT: 50 kg
BLOOD TYPE: A

Kaida is a young, attractive girl around 20 years old. She dresses in a white dress shirt, brown vest, red tie, and jeans. She has long, straight brown hair.

REASON FOR FIGHTING

To master her two styles and prove herself better than all contenders.

Kaida Carson

TAUNT

Stops fighting, crosses her arms, and lets out a bored sigh.

OPENING POSE

Does a short kata, and then a wind blows her hair and she is struck by a lightning bolt.

VICTORY POSE

Turns her back to her opponent and looks disparagingly over her shoulder.

WIN QUOTE 1

"I look like an angel and fight like a demon."

STRATEGY GUIDE

At Power Level 2, Kaida is limited but also easier to use. Her Typhoon Seraph style is intended to be more mobile, allowing her to move herself or her opponents around. This would get the best results in fights that have Environmental Hazards. Her Lightning Devil style is intended for fast, dangerous Combos.

CAMPAGIN NOTES

Kaida is a traditional Fighter with a distinctive mechanic for her Special Moves. Her concept and background allow her to fit easily into most traditional campaign settings.

WIN QUOTE 2

"You lost. I'm not surprised."

CHARACTER NOTES

Her Fragile Self-Image is related to a critical defeat in her past that she has yet to get past. Her Bumbling Friend is one of her female friends who is usually terrified by the situations in which Kaida finds herself.

DEVELOPMENT GUIDELINES

Kaida is in need of a lot of development. Her concept is framed around the significant differences between her two styles, yet at this point, neither one is especially well-represented. Thus, based on the guidelines described in her Strategy Guide, Kaida should build up a robust move set for each of her styles.

Kaiba Carson

POWER LEVEL 2

STRENGTH

1

SPEED

(Control)

1

STAMINA

0

BONUSES

Accuracy +1

LIFE BAR

40

FIGHTING SPIRIT

23

QUALITIES

Attractive
Driven
Intimidating
Mobility

WEAKNESSES

Fragile Self-Image

COMBAT SKILLS

Defense	3
Evasion	3
Tactics	0

QUIRKS

Attitude
Bumbling Friend

Ki	0
Combo	3

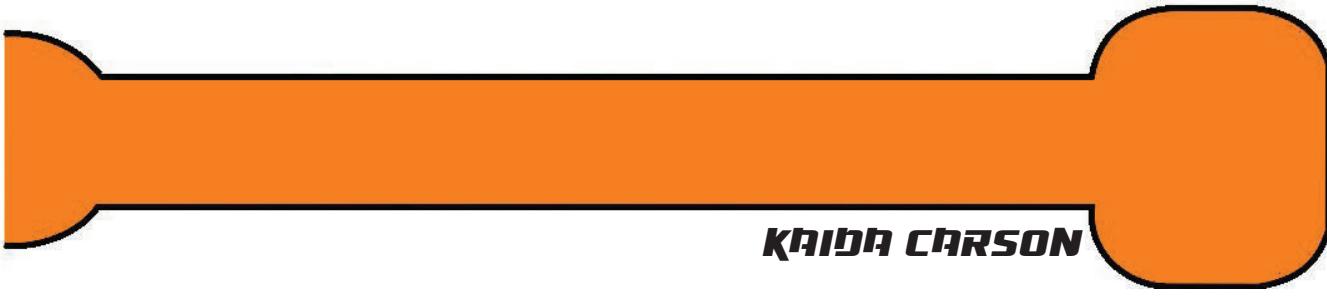
NON-COMBAT SKILLS

Agility	2	Realize Potential	3
Athletics	3	Street Society	3
Climactic Super Move	2	Thug Thrashing	4
Endure Great Hardship	2	Zen State	2
Intimidation	4		

Kaida Carson

SPECIAL MOVES

L2	Typhoon Seraph Style: Crash Zephyr	b + P	Acc.	+0	Dmg.	N/A
Counter, Increased Knockback, Invincible Counter (2), Knocks Down (2), Limited Damage: Knock Back Only (-1), Style Change (-2)						
With a swift twirling of her hands, Kaida suddenly pushes her palm forward and taps her foe, sending them sprawling.						
L3	Lightning Devil Style: Damnation Nexus	d, db, b + P	Acc.	+0	Dmg.	1d8
Easy to Combo, Element Addition: Easy to Combo, Harry, Increased Glory, Taunt, Non-Finisher (-1)						
Kaida reaches forward with a lightning swift slap to her opponent's face, disorienting him and opening him up for a longer Combo.						
L3	Typhoon Seraph/Lightning Devil Stance	d, db, b + K	Acc.	N/A	Dmg.	N/A
Easy to Combo, Increased Glory (2), Mobile: Move 2 Ranges, Reversal, Style Change, No Damage (-2)						
When Kaida shifts into Typhoon Seraph style, a tornado billows into existence around her and there is a soft glow as of wings behind her. When she shifts into Lightning Devil style, she crackles with electricity as an image of horns appears on her head for an instant.						
L4	Lightning Devil Style: Doom Herald	f, d, df + K	Acc.	+0	Dmg.	1d10
Critical Hit, Easy to Combo, Increased Damage (2), Knocks Down (2), Random Element: Knocks Down (-1)						
Kaida spins around to deliver a powerful spinning roundhouse. She continues spinning into a second kick, which knocks down the opponent if it hits.						
L3	Typhoon Seraph Style: Slipstream Drill	d, d + K	Acc.	+0	Dmg.	1d10+1
Hard to Evade, Increased Damage, Increased Stun, Position Shift, Style Change (-2)						
Kaida sidesteps her opponent and jabs a fast, powerful fist to the side of her opponent's head.						
L3	Typhoon Seraph Style: Blue Streak Blast	f, f + P	Acc.	+0	Dmg.	1d10
Easy to Combo, Fast Recovery, Increased Damage (2), Subtle, Pass Through, Style Change (-2)						
Kaida steps forward, gliding past her opponent with careful footwork, then delivers a short kick to the opponent's back.						



KAIWA CARSON

KILLER QUEEN



KILLER QUEEN

GENRE: Extreme

FIGHTING STYLE

(See Character Notes)

BACKGROUND

She is the Queen of Spades in Wonderland, a being of pure fantasy.

She is the sexiest creature in all of Wonderland, and all kinds of men travel from all corners of the land to meet her. But she is also a single woman, with no man as her king, because no one is sophisticated and brave enough to deserve the honor. She enjoys making tourneys in order to find the perfect knight or warrior, but in the end, the winner always seems to have a flaw, a defect. She also likes to test men by making them go on quests, but then she quickly loses interest in the matter. When the poor knight returns, she ignores him and makes him go on another quest.

She is known for her short-temper; she doesn't take disrespect well, and if this occurs in front of her court or her guests, she can show her dark side (as all creatures of Wonderland have a dark nature). On these occasions, she becomes a hurricane of destructive magic until the object of her distress is destroyed or in a faraway place. There is a story of a brave and persistent knight that completed twenty quests for her (including bringing the crown of the Red Queen as a gift) and after being ignored so many times, he dared to insult her. The Killer Queen made him explode with such strength that he flew to the sky and never came back again.

She has a varied court, with multiple creatures serving her, but she always calls for little cartoonish spades that appear out of nowhere that execute her orders quickly and efficiently. She is and always will be the enemy of the Red Queen, the Queen of Hearts. If they have a reason for their enmity, they have forgotten it because they always make a new one to justify their actions against each other. They wage war for insignificant pieces of land or for legendary artifacts that in the end are forgotten in old vaults. They meet at polite and pompous dinners and try to make fun of each other or engage in endless arguments. They hate one another, but they need each other in order to not die of boredom.

KILLER QUEEN

Recently, something strange has happened to the Killer Queen: she has appeared in the physical world. She doesn't remember how it came to be, nor does she remember how to return to her land. Her magic is weaker here. She is a bit confused and is looking for the one responsible for this outrage. Was it the Red Queen? Killer Queen reasoned that she is not powerful enough, so she must have allied with a powerful being to do it, or maybe she was tricked by another creature from outside of Wonderland. In her view, all the humans here are weak, but there are some called "Fighters" that are strong as powerful Wonderland creatures. Perhaps looking for them in this strange world is the answer to the riddle; maybe defeating the most powerful creature on this plane will give her access to Wonderland again. In the meantime, she is being hunted by some fantastic creatures that she has never seen before.

APPEARANCE

HEIGHT: 177 cm
WEIGHT: 60 kg
BLOOD TYPE: O

She is a very sexy woman, dressed up like a 19th century noble. Her hair is pale blond, almost white. Her body is delicate and she has very big breasts. She uses different and very expensive dresses that show off her ample cleavage. She always carries a rich fan and a little handbag (for her makeup). Her makeup is often dark (she is the queen of spades after all), which provides a good contrast with her pale skin. Her shoes always have high heels, and she wears fine gloves to protect her hands.

She never wears the same dress twice, as she has virtually unlimited options to choose from for an upcoming fight. All her dresses have spades on them and they are usually white or light colors. Her hairstyle is always different too, and sometimes she uses a tiara, but never a crown (as she thinks that a crown must be used for special occasions only).

REASON FOR FIGHTING

She fights to find her way back to Wonderland. In the meantime, she wishes to remember and unlock her full magic potential.

KILLER QUEEN

OPENING POSE

A very fancy and delicate carriage enters the scene. The driver stops the horses and opens the doors. "Her majesty, the Queen of Spades, has arrived." The queen steps out of the vehicle slowly. "Excuse me; I was almost late." The carriage then departs in a hurry.

Lots of Queen of Spades cards appear in rapid succession, each one showing the Killer Queen in a different pose, with a different hairstyle and dress. Finally she appears in a whirlwind of cards. "Ummm... do you like my new deck? I think it is time to play a little," and then she winks at the enemy.

VICTORY POSES

She looks at her dress in horror. "This is a mess and... outdated too." She claps her hands and a huge Queen of Spades card appears. She enters the card and then returns wearing a brand new dress. "Much better."

A group of spades appears on scene yelling, "Long live the Queen!" Frowning, she crosses her arms and says, "Return to work, NOW." All the servants stop suddenly. "Y-yes, my queen..." Then she makes them disappear in a puff of smoke.

WIN QUOTE 1

[To women] "Jealous, darling?"

[To men] "How dare you? You should be ashamed."

STRATEGY GUIDE

The Queen has limited defensive options. They are adequate for most purposes, but her lack of Tactics and low Evasion limit her choices. Her Special Moves are very flavorful, but lack a unifying tactical theme. She has a healing move for sustaining power that also does decent damage.

TAUNT

She grabs an umbrella, opens it, and twirls it as it rests on her shoulder. She then looks at her fingernails and yawns. "I'm bored..."

WIN QUOTE 2

[To women] "You don't seem to have an eye for fashion; maybe I could give you a tip or two."

[To men] "No man can resist my charm."

KILLER QUEEN

CAMPAGIN NOTES

Killer Queen was originally a part of the Lord of Battle tournament. She was perhaps the most unusual combatant in that “open-genre” competition. Her unique concept and distinctive personality require an equally distinctive campaign setting to make her fit well.

CHARACTER NOTES

The Queen is an Immortal Being from a very strange alternate dimension. She is Hunted by equally strange beings who are her rivals and enemies from the same place. Her Dark Side is a representation of her mercurial personality, by which she can turn on her allies on a whim. Finally, her Amnesia specifically refers to her presence in “this” world (whatever that may mean for your campaign), as she has no idea who she is.

Her fighting style is not really a “style” at all. She is always charming, polite, and tidy, so she doesn’t run, duck, jump, or even kick or punch (that’s very rude for a lady like her, plus she cannot sweat or else it will ruin her makeup). Instead of running or jumping, she is taken quickly in her throne by two servants; instead of ducking, she rests on a delicate couch in a sexy lounging pose; instead of kicking or punching, her basic attacks are subtle movements like snapping her fingers, fanning herself or yawning, while at the same time a Spade (i.e., a playing card) cuts the air or dynamite explodes near her. She blocks attacks by making a big Ace of Spades appear in front of her, laughing as she covers her mouth at the same time.

In fact, she cannot be damaged because she is a fantasy character, but her appearance is so important to her that she can be defeated by ruining her clothes, her makeup, or her hair. So, the Life Bar in the game represents how presentable she is at the moment. When she is Stunned, she is looking at her clothes and then looking at herself in a hand mirror, and when she is Knocked Down, she is on her couch putting new shoes on.

DEVELOPMENT GUIDELINES

Killer Queen should address her defensive liabilities, but otherwise concentrate on flavorful moves that define the uniqueness of the character, rather than focusing on a consistent strategy. This approach also suggests that her Combat Bonuses should be fairly balanced among all four.

KILLER QUEEN

POWER LEVEL 2

STRENGTH

1

SPEED

(Control)

1

STAMINA

0

BONUSES

Damage +1

LIFE BAR

40

FIGHTING SPIRIT

20

QUALITIES

Attractive
Buxom
Charming
Immortal Being
Magic
Sexy

WEAKNESSES

Amnesia
Dark Side
Hunted

COMBAT SKILLS

Defense	3
Evasion	2
Tactics	0

QUIRKS

Arrogant	Short-Tempered
Rivalry: Red Queen	

Ki	2
Combo	3

NON-COMBAT SKILLS

Climactic Super Move	2	Meditation	2
Danger Sense	2	Presence	4
Draw Ki	2	Property Damage	2
Grim Determination	2	Sense Ki	2
High Society	4	Spirituality	2
Magic	4		

KILLER QUEEN

SPECIAL MOVES

L2 Wonder-Step b + K

Easy to Combo, Teleportation (2)

Acc. +0 Dmg. 1d8

She does a quick step to the side and a big card flips around, making her disappear and re-appear in another place, laughing with an explosion of spades.

L3 Dangerous Makeup d, db, b + K

Healing (2), Knocks Down (2), Priority, Limited Move: Only heals if it hits (-1)

Acc. +0 Dmg. 1d8

She turns her back on her foe while taking out her mirror and looking at herself in it. If the opponent is near her, a green laser shoots out from the mirror. The enemy is momentarily paralyzed and dynamite explodes at the enemy's feet. If the attack hits, she retouches her face and hair (healing herself) and then smiles at the enemy at her feet. If the attack misses, she puts the mirror in her handbag again without getting healed.

L4 Blow Your Mind f, d, df + P

Area Effect (2), Critical Hit, Entangle (2), Increased Damage, Taunt, Limited Movement: No Movement (-1), Slow Recovery (-1)

Acc. +0 Dmg. 1d8+1

She throws a kiss to her enemy and then she starts fanning her breasts, saying, "Oh! So hot..." Suddenly, she erupts in an explosion, sending her foes upwards and making them unable to think clearly for a short time.

L4 Puppet Theater d, db, b + P (close)

Increased Damage (4), Throw (2), Non-Finisher (-1)

Acc. +1 Dmg. 1d12

L3 The Big Hug b, f + P (close)

Increased Damage, Sustained Hold (2), Throw (2), Multi-Part Throw: Puppet Theater (-1)

Acc. +1 Dmg. 1d8+1

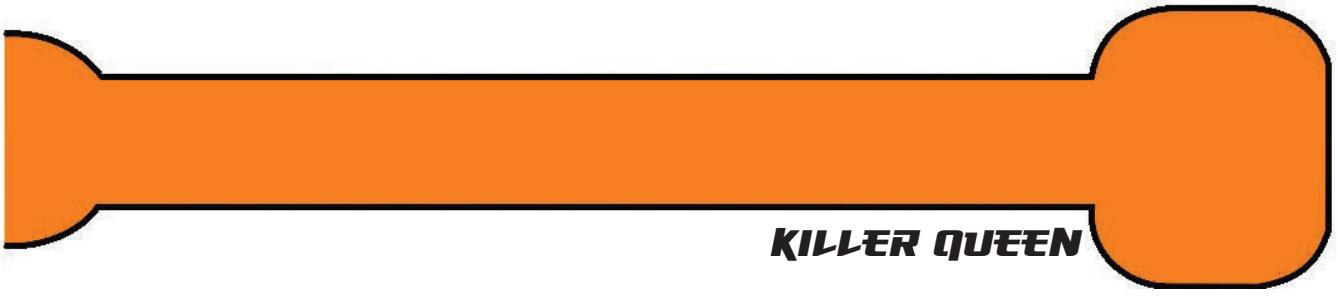
As the puppet show ends, the Queen claps her hands and the theater vanishes in a cloud of smoke, revealing the victim now back to his former size, but leaving the two small spades hanging from his neck in a choke hold.

L3 Jack of Spades d, df, f + P

Knocks Down (2), Power Up: Control, Ranged (2), Limited Movement: No Movement (-1)

Acc. +0 Dmg. 1d4

She throws a handkerchief into the air, then a Jack of Spades made of paper grabs the handkerchief while charging the opponent with his sword, shouting, "For the queen!"



KILLER QUEEN

MATEO DE CÓRDOBA (RAWRK RUMIMAKI)



MATEO DE CÓRDOBA (RAWRAK RUMIMAKI)

GENRE: Historical

BACKGROUND

Mateo was born of a Spanish father and a Native American mother in the town of Córdoba in the year 1600. His father, Alfonso de Córdoba, was the master smith in the garrison of Córdoba and his mother, Aukasisa, was a servant in his father's house. Alfonso accepted his bastard son as his own and gave him his name, taking him as an apprentice smith, but his mother always called him by a quechua name, Rawrak Rumimaki, that means "Burning Stone-Hand."

Mateo learned quickly, and enjoyed making weapons and using them, mastering all of them like a disciplined soldier. He became the embodiment of the smiths from Alfonso's ancestry and the native warriors from his mother's blood (Aukasisa means "Warrior Flower" in quechua). Although he was young, he was respected by smiths and soldiers alike. When he was 16, his mother gave birth to his brother Kunturkanki, who was not accepted by Alfonso as his own. That same year, a malón of natives ransacked the town, kidnapping the newborn child among other children. Aukasisa fell sick, and Mateo gathered a group of volunteers to rescue the lost children and to get revenge for what had happened to his mother. His father told him not to go on such a dangerous mission but he refused. The group tracked the natives for weeks before finally being ambushed by them in the wilds. Mateo was the only survivor of the attack because he fought with bravery to the limits of his own strength, but the enemies were many.

He was taken to the shaman of the tribe so that his fate could be decided. The shaman saw his hidden strength, the fire and stone of his ancestors, the spirit waiting to awaken. "This man bears our blood and our spirit," the old man spoke. "He also bears a legacy from the invaders. He is a kind of warrior never seen in our land, but his will must be to receive our wisdom." Mateo was speechless, but he understood their language because of his mother's teachings. "Tell me, young one, what were you and the other hunters doing in our tribe's land?" the old man asked. "My name is Rawrak Rumimaki. I am the first son of Aukasisa; I am looking for my brother Kunturkanki, who was kidnapped by raiders."

FIGHTING STYLE

Although he is a master of weapons, he fights barehanded using his upper body. He channels his powerful ki into blasts of heat and rock or as quick waves of embers. He looks stiff and slow but often surprises his enemies with unexpected fast attacks. He maintains a relaxed position with an open guard and his fist closed with heat pulsing inside.

MATEO DE CÓRDOBA (RAWRAK RUMIMAKI)

The shaman looked at him grimly. "So, you have a little brother, who shares your blood and your ancestry. He is not here; we do not raid the invader's towns. But I can guess where he is." Mateo looked at him in silence. "I can teach you, Rawrak Rumimaki, to be as your mother named you, to honor our ancestors and our Pachamama. Then, with your strength awakened and your spirit strong, you can search for your brother." Mateo's face registered a renewed hope. "I accept, wise man. Teach me."

The life of Mateo changed forever. He learned to connect with Mother Earth, to feel her and to draw strength from her. Through years of training and the severe rituals that he endured, he gained the hardness of stone, the heart of burning magma, and the strength of an earthquake. His body was changed and his mind was at peace. His mentor spoke to him once again. "Now, you live up to your name. You are Rawrak Rumimaki: a Burning Stone-Fist warrior. The legacy of your mother lives in you. Aukasisa is a warrior flower; she fights, and also nurtures the earth. You are ready to look for your brother, and he will be your responsibility. You should care for him and train him."

Long was the journey that Rawrak Rumimaki took to find his brother. He traveled from one tribe to another and faced dangerous warriors, learning about himself and his ancestors. Finally, he found Kunturkanki and claimed rights over him in a ritual fight against the chief of the tribe. At that time, the child was 10 years old and Rawrak was 26. Both brothers recognized each other instantly, and Kunturkanki started to follow Rawrak willingly so as to know more of his true blood and his ancestors and to become as strong as his brother.

Mateo took his brother to Córdoba, for he thought that the child needed to know his mother and father. When they reached the borders of the town, even though Mateo only wanted to talk, the soldiers attacked them on sight. Rawrak protected his little brother and defeated the soldiers. The clamor of the fight attracted an even larger unit of soldiers with their captain. The young man cried, "I'm Mateo de Córdoba. I'm not here to fight!" The captain answered, "Mateo de Córdoba died a long time ago; you are a savage." Mateo looked at him for a moment and then spoke again. "You are Enrique García, son of Don Mario García. You are good with the sword, and you still have the sword that I forged for you.

MATEO DE CÓRDOBA (RAWRAK RUMIMAKI)

Good steel. I'm glad that you are a captain now. How is your sister Sofía?" The soldiers were annoyed by these comments, while the young captain moved closer to the two brothers. "Now I can see you, Mateo. You are... different. All those years we thought that you and your brother were dead. Things have changed here. You better leave now. If you are looking for your parents, this is not the right place. Some think that they are dead, but I'm not sure. He hates your family for some reason, and now that all these soldiers heard these words from your mouth, he will know that you are alive. You are not safe here. This is not your town anymore. I recommend you to take the road to Buenos Aires; if your parents are still alive, maybe they are there..." Mateo was confident that Enrique spoke the truth. "I will depart; thanks, my friend. But who is 'He'?" The captain responded, "I feel that you will know soon. Goodbye."

Mateo left Córdoba. Now he needs to find out both what happened to his family and the identity of the person that Enrique feared to name. Also, he needs to train and protect his brother from whatever danger that his destiny may bring.

APPEARANCE

HEIGHT:	197 cm
WEIGHT:	155 kg
BLOOD TYPE:	B

A tall, muscular, and broad man, his skin is tanned and covered with scars. His hair is dark brown and shoulder length; his beard is dense but not long. His face shows both Native American and Spanish features. In particular, his nose and eyes demonstrate that he is a Native American warrior. He wears his old smith pants, but nothing on his upper body or on his feet. When he fights or is enraged, an ember-like glow can be seen through his scars, especially on his forearms and fists. When he tries to frighten someone (or when he is really angry), his eyes become like a flow of lava and his breath is like steam.

REASON FOR FIGHTING

He fights to honor his ancestors and to know himself better. Each fight makes him discover new parts of a big picture which is the bond with Pachamama, Mother Earth. He also fights to protect her, because with every step, he has more empathy and connection with her than before.

MATEO DE CÓRDOBA (RAWRAK RUMIMAKI)

OPENING POSES

Standing in the middle of the screen, head down, eyes closed, with his little brother looking at the opponent. "Step back, brother. Watch and learn." The child runs off the screen and Mateo changes to his fighting stance.

TAUNT

Puts both of his fists down and breathes loudly, giving off some steam from his nose and mouth, while his eyes burn like magma.

Mateo is in meditation. He then stands up slowly, opening his arms and legs, while clenching his fists. All his scars blaze with the sound of the earth moving. Heat visibly pours from his body, especially from his eyes, mouth and nose. His skin becomes darker for a moment, making his inner fire all the more visible, and the screen shakes.

VICTORY POSES

He hammers both of his fists against one another. Then he relaxes and looks at his defeated enemy.

Mateo breathes deeply, all his scars glowing with strength. When he exhales, the fire seems to extinguish, and he looks like a mere human again. His little brother gets close to him and asks, "Is it over?"

WIN QUOTE 1

"Don't forget to follow the spirit and the path of your ancestors."

STRATEGY GUIDE

Mateo may have only a modest Combo Skill, but his Special Moves are well-suited to frequent Combos. In particular, Unstoppable Avalanche to Heart of Stone is a good choice, averaging nine damage, while also allowing two Ranges of movement, Increased Stun, and Increased Knockback, all for only two Control.

CAMPAGN NOTES

Mateo is another historical character from a time and place that are not typical choices for traditional fighting game stories. However, his origin and his powers could easily be tied to much bigger events, forcing him outside the environment of his background.

MATEO DE CÓRDOBA (RAWRAK RUMIMAKI)

CHARACTER NOTES

Mateo has powers that allow him to manipulate magma and earth; whether this is at the level of minor magical effects or full superheroic powers should be dependent on the campaign. The importance of his little brother should be evident from his background. In order for Mateo to maintain his powers, he must perform a brief ritual in contact with the bare earth after every fight. If he fails to do this, he should be limited in what Special Moves he can access in his next combat.

WIN QUOTE 2

"Next time, try to understand the Pachamama."

DEVELOPMENT GUIDELINES

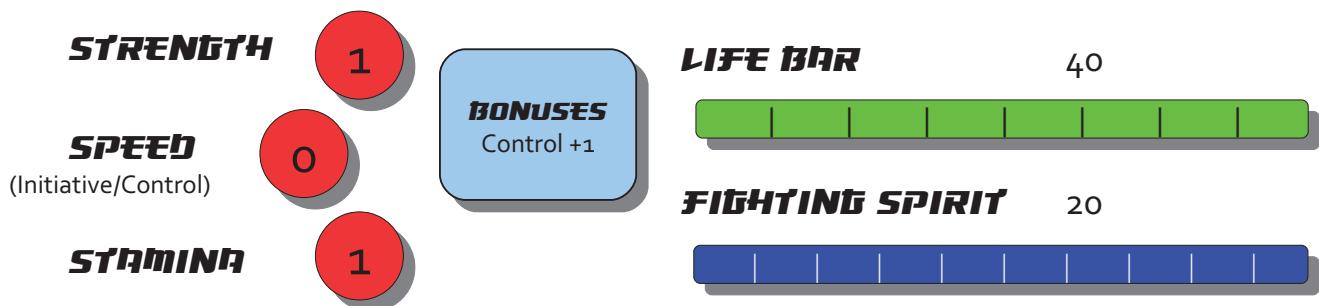
As noted above, Mateo's move set is well-suited to Combos, yet he lacks a decent Combo Skill. This would be a good choice for improvement. Increasing his Ki Skill could be justified if he also developed more Ranged Special Moves or moves with the Ki and Strength Element. His concept suggests that a Damage Bonus would also be a thematically appropriate choice.

WIN QUOTE 3

"You cannot stop the pulse of the earth."

MATÉO DE CÓRDOBA (RAWRAK RUMIMAKI)

POWER LEVEL 2



QUALITIES

Driven
Intimidating
Power: Magma and Earth Manipulation
Weapon Expert

WEAKNESSES

Honorable
Ritual: Meditate in contact with the earth
Significant Other: Little brother

COMBAT SKILLS

Defense	3	Ki	2
Evasion	0	Combo	3
Tactics	3		

QUIRKS

Dead Serious
Scarred Short-Tempered

NON-COMBAT SKILLS

Athletics	3	Meditation	2
Draw Ki	2	Occupation: Smith	4
Endure Great Hardship	4	Power: Magma and Earth Manipulation	3
Intimidation	4	Property Damage	4
Knowledge: Geology	3	Sense Ki	2

100

MATEO DE CÓRDOBA (RAWRAK RUMIMAKI)

SPECIAL MOVES

L2	Magma Repentino (Sudden Magma)	b + P	Acc. +0	Dmg. 1d6
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Fast Recovery, Harry, Increased Glory, Invincible Counter (2), Decreased Damage (-1), Non-Finisher (-1)

Rawrak launches a flurry of punches at lightning speed while his right fist blazes and fills the air with burning embers. The move hits several times and it is very fast and flashy. When he finishes the move and is ready for another, the embers and the heat wave continue to roll over his foe.

L3	Gancho Ardiente (Burning Uppercut)	d, df, f + P	Acc. +0	Dmg. 1d8
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Juggle, Knocks Down (2), Reach, Reversal, Limited Movement: No Movement (-1)

He stands firmly and aligns his spirit to the Pachamama, then launches a powerful uppercut that makes pillars of burning rock suddenly emerge in front of him. This move generates such a force that anyone hit by it is launched upwards.

L4	Erupción (Eruption)	f, d, df + P	Acc. +0	Dmg. 1d10+1
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Increased Damage (3), Juggle, Knocks Down (2), Launcher, Power Up: Control, Limited Movement: Must move at least 1 Range (-1), Limited Use (-2)

Rawrak jumps forward, sinking his two fists into the ground, making the surroundings and his body heat up and glow orange-red. Then a powerful stream of rock and lava explodes upwards. Aside from the heavy damage, the victims of this attack are launched even higher than with Gancho Ardiente. This Special Move consumes a lot of Ki and weakens the bond with the Pachamama, so it can only be done a few times per fight. Mateo must meditate over the ground to regain the connection with the Mother Earth to use this move again.

L2	Avalancha Imparable (Unstoppable Avalanche)	f + P	Acc. +0	Dmg. 1d8+1
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Easy to Combo, Increased Damage, Increased Stun, Mobile: Move 2 Ranges Only (o), Subtle, Slow Recovery (-1)

Mateo launches forward at blinding speed, hitting his enemy with his closed fist. The earth cracks while he is moving, and waves of debris follow his punch.

L2	Corazón de Piedra (Heart of Stone)	f + K	Acc. -3	Dmg. 1d12+1
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Easy to Combo, Increased Damage (5), Increased Knockback, Limited Movement: No Movement (-1), Decreased Accuracy (-3)

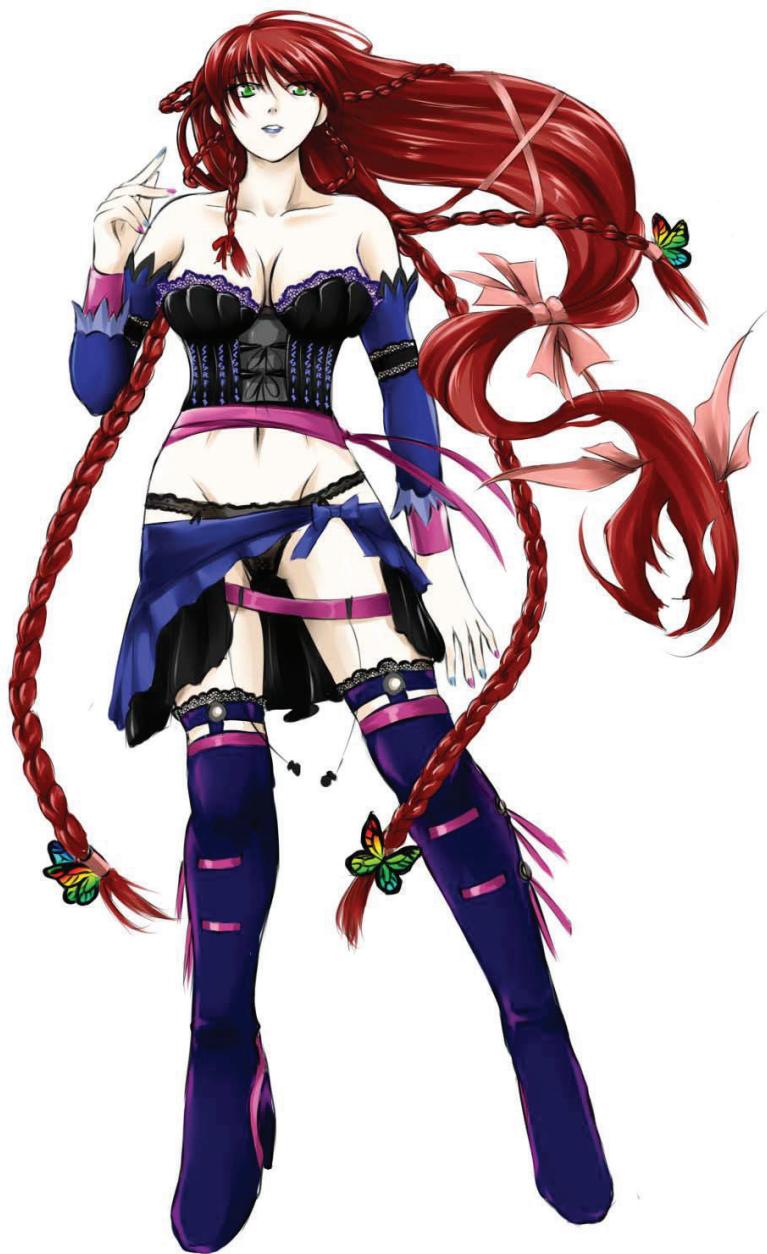
With both arms held open, an orange-red glow filling his scars, Mateo shouts and claps with such force in front of him that a wave of burning crystallized rock pushes his opponent backwards.

L4	Agarre de la Pachamama (Pachamama's Grasp)	b, d, db + K	Acc. +0	Dmg. 1d4+1
----	--	--------------	---------	------------

Entangle (2), Increased Damage, No Ranged Response, Ranged (2), Limited Move: Jinking Response can be used against it (-1)

Mateo kneels down and touches the ground with an open hand. He intones, "Madre" ("Mother"), while a bright orange light can be seen under both him and his foe. Suddenly, crystallized volcanic rock starts covering the opponent's lower body, pinning him in place.

SKYRINA WOURLDE



SKYRINA WOURLDE

GENRE: Horror/Extreme

BACKGROUND

Skyrina Wourlde is a practitioner of the dark arts - a witch. Her charms, both magical and otherwise, make her a deadly opponent.

FIGHTING STYLE
Transanguinary Hair Magick

Skyrina's childhood was a gauntlet of horrid abuse from both her parents and others. These horrible acts of debauchery left Skyrina a scarred young woman whose only thoughts were of escape.

During her 15th year, Skyrina's strong will and patience allowed her to escape into a sewer where she lived for an entire year, feeding off whatever garbage and rodents she could find. It is here that she encountered an old book describing black magic. Never having known power nor authority, Skyrina began to obsessively study its strongest and most complicated spell until she mastered it.

It took Skyrina but one month to learn the spell and only a week after that to set the ritual up. She then made a pact with a demon. In exchange for her soul, she asked for nothing but the power to exact revenge and protect herself. The creature known as Azariuth, a perverse and spiteful demon, cursed her beauty to be her weapon. The demon purged her body of filth, disease and imperfection before investing her immensely long black hair with dark power. Azariuth's gift enabled Skyrina to control her hair in every aspect... its color, shape, texture, strength, mass and weight. Through experimentation, Skyrina has found that she is capable of forming weapons as deadly as anything made of metal.

APPEARANCE

HEIGHT: 185 cm
WEIGHT: 78 kg
BLOOD TYPE: O

Skyrina has very pale skin, bright green eyes, and long eyelashes. Her body has been modified by Azariuth to maximize her sexual charms, granting her an exaggerated curvaceous figure and a beautiful face. She has many intricate braids with pink and red ribbons weaved throughout. Each braid is tipped with a rainbow butterfly. Her long hair, reaching down to her thighs, tends to flow behind her when she moves, demonstrating its nearly sentient nature.

SKYRINA WOURLDE

Costume 1: Demon Witch

Midnight blue lipstick. Skin-tight black leather corset, adorned with witch-runic pressings that are difficult to see unless one is up close. The corset has an open midriff in front and cuts low in back. Her black underwear is covered by a skirt made of frilly material. Midnight blue silk sleeves cover her forearms and biceps but keep her shoulders and hands exposed. Her fingernails are alternately polished neon blue and neon pink. She wears pink and blue stiletto-heeled knee-high boots.

Costume 2: Lustblade

A skintight body suit, with color that shifts between black and midnight blue. Bladed protrusions form out of it from time to time. How much of Skyrina's body is covered varies as the outfit itself is also constantly shifting. However, as Skyrina is injured more and more, the bodysuit covers less and less.

REASON FOR FIGHTING

There are many reasons: to quench her hair's thirst for actual blood, to defeat anyone that would subject the weak to abuse, especially if they are women, and to find a way to keep her powers and release herself from Azariuth's curse.

OPENING POSE

Skyrina casually glances up at her opponent before allowing her hair to loosely wrap about her body. A half smile can be seen on her face but no other signs of emotions are present.

THUNT

Skyrina's hair forms an identical head, and then both her and the "hair-head" give a creepy laugh.

Victory Pose

Depends on the circumstances. Sometimes, Skyrina's hair thrusts itself violently into the fallen opponent, drinking his or her blood. Other times, her hair returns to a more normal form before she turns her eyes away from her opponent.

WIN QUOTE

Strange demonic voice: "Never will this blood be enough!"
Skyrina: "O, what have I wrought and will it ever end...?"

SKYRINA WOURLDE

STRATEGY GUIDE

Skyrina is a bit fragile, so she needs to be conscientious in her defense or else she could get Stunned. Unfortunately, her ideal defenses, even at Power Level 2, rely heavily on aerial blocks and crouching blocks, which cost her Fighting Spirit. To help with these liabilities, almost all of her attacks have range or Reach, and her mobility is good as well. Thus, she needs to stay away from her foe and use her speed to launch persistent attacks.

CAMPAGIN NOTES

Skyrina was one of the original competitors in the Lord of Battle tournament. Such a scenario was not a good fit for this character design. She is better suited for a campaign with a more unusual setting where her dark background and unusual Special Moves would find a better fit.

CHARACTER NOTES

As noted below, Skyrina is Cursed to have her hair drink the blood of her fallen enemies. If she fails to do this, the hair eventually becomes gray and brittle and she should start losing access to some of her Special Moves.

DEVELOPMENT GUIDELINES

Simply developing her defenses to higher levels will go a long way toward extending Skyrina's ability in combat. At the moment, she only has one Special Move that is Ranged. As she increases in Power Level, she should decide to either acquire more Ranged Special Moves, and thus increase her Ki Skill, or else she should develop moves that don't require her to spend Combat Skill Points on Ki.

SKYRINH WOURLDE

POWER LEVEL 2

STRENGTH

0

SPEED

(Initiative/Control)

2

STAMINA

-1

BONUSES

Defense +1

LIFE BAR

40



FIGHTING SPIRIT

24



QUALITIES

Attractive
Buxom
Intelligent
Intimidating
Mobility
Sexy

WEAKNESSES

Curse: Her hair drinks the blood of her enemies;
without blood, it grows gray and weak

QUIRKS

Lecherous: She never feels normal without sex

COMBAT SKILLS

Defense	2
Evasion	2
Tactics	0

Ki	2
Combo	2

NON-COMBAT SKILLS

Acrobatics	3
Agility	3
Athletics	2
Awareness	3

Intimidation	4
Presence	4
Shadowing	3
Stealth	3

SKYRINA WOURLDE

SPECIAL MOVES

L2 Blossom of One Million Edges

f + P

Acc. +0

Dmg. 1d6+1

Reach, Easy to Combo, Increased Damage

Skyrina drives a pillar of hair forward that is no bigger than a person's arm. Each strand of hair then becomes blade-like and expands outward as the entire pillar retracts.

L3 Rain of Bloody Petals

(In air) b + P

Acc. +0

Dmg. 1d6+1

Hard to Evade, Mobile: Move 2 Ranges, Aerial, Increased Damage

Skyrina whirls into the air with her hair swinging wildly. As soon as Skyrina hits the peak of her whirling jump, she launches the tips of her hair, transformed into serrated daggers, down below her.

L4 Summon Dragon's Jaws

d, db, b + KK

Acc. +1

Dmg. 1d6+1

Limited Movement: No Movement (-1), Ranged (2), Increased Accuracy (3), Increased Damage

A quick ritual rune is drawn upon the ground by hundreds of Skyrina's hair strands. The area goes dark as the magic drinks in the sunlight and then the gleaming of massive teeth can be seen momentarily before the opponent is chomped on.

L2 Revenge of the Abused

PP (close)

Acc. +1

Dmg. 1d6

Throw (2), Hurl

Skyrina's hair wraps up her opponent in a painful, binding hold before unleashing the opponent far away with a vicious throw.

L3 Feast of the Blood Rose

Reach, Increased Stun, Increased Damage (2)

Acc. +0

Dmg. 1d8

Skyrina's thrusting hair reaches out and impales her opponent, draining him or her of blood. Oftentimes, the opponent is left reeling in pain from the encounter.

THERESE RUSH



THERESE RUSH

GENRE: Standard

FIGHTING STYLE

Ninjutsu and Aikido

BACKGROUND

From a very young age, Therese knew she was called to serve God as a nun. So when she was 17 years old, she entered the convent of Our Lady of Perpetual Help. She found joy in the quiet contemplation of her new life, until the convent was invaded by evil men. Brutal men. Therese escaped with her life, but not her innocence, and she was still more fortunate than the rest of the women. Confused about what to do with her life, she began studying the martial arts to find focus and purpose once again, while never abandoning her life of prayer. In time, her will was set: to seek after justice for all and for the answers as to why her dream was destroyed.

APPEARANCE

HEIGHT: 165 cm
WEIGHT: 53 kg
BLOOD TYPE: O

Therese is a serious young woman. She has short hair and gray eyes. She wears aikido pants, a sleeveless fitted top, and traditional Japanese sandals. She always has a cross visible on her person.

REASON FOR FIGHTING

To find those responsible for what happened to her and to seek justice for those who are oppressed by the powerful.

OPENING POSE

Solemnly makes the sign of the cross and then stands in a relaxed, ready stance.

TRUNK

Offers a blessing over her opponent.

VICTORY POSE

Kneels down with head bowed and offers a silent prayer.

WIN QUOTE

"Virtue triumphs again. Thanks be to God."

THERÈSE RUSH

STRATEGY GUIDE

Therese still has a limited move set, though her attacks are fairly accurate. Her Defense Skill is her best choice for blocking attacks, as it allows her to use Vengeance Rising, but this means she should try to stay at Range 0 as often as possible. Shadow Memory is a good way for her to close and begin short Combos.

CAMPAGN NOTES

Therese is a pretty low-key character design that should fit easily in any more-grounded campaign setting.

CHARACTER NOTES

Therese's Great Destiny is deliberately undefined to better fit her into a campaign setting, especially as a hero. She is obsessed with finding out what happened to her convent and trying to right the wrongs that had been committed there. Her Ritual actually encompasses a number of small rituals, as she has decided to continue to live out the life of daily prayer from her time as a nun.

DEVELOPMENT GUIDELINES

Therese's style of mystical stealth mixed with grappling techniques offers ample room for creative development. By improving her Tactics, she can improve her abilities with more Throws and Interrupts. Her Combo Skill is still low; increasing this would give her attack options when she cannot maintain an ideal range for combat.

THERÈSE RUSH

POWER LEVEL 2

STRENGTH

0

SPEED

(Initiative)

1

STAMINA

1

BONUSES

Defense +1

LIFE BAR

40

FIGHTING SPIRIT

20

QUALITIES

Attractive
Driven
Great Destiny
Intelligent
Luck

Psychic

WEAKNESSES

Obsession
Ritual

QUIRKS

Scarred

COMBAT SKILLS

Defense	3
Evasion	3
Tactics	0

Ki	1
Combo	2

NON-COMBAT SKILLS

Athletics	2	Property Damage	1
Awareness	1	Psychic	2
Danger Sense	1	Reaffirm Purpose	3
Grim Determination	1	Sense Ki	1
Lost in the Crowd	2	Spirituality	3
Meditation	2	Stealth	1
Occupation: Ninja	2	Zen State	2
Perception	1		

THERESE RUSH

SPECIAL MOVES

L3 Kiss of Destiny	d, db, b + K	Acc. +0	Dmg. 1d6
Hard to Evade, Hits Low, Knocks Down (2)			
Therese spins fast and low, sweeping her opponent off of his feet.			
L3 Phoenix Revenge	(In air) d + P	Acc. +0	Dmg. 1d6+1
Aerial, Hard to Evade, Increased Damage, Mobile: Move 2 Ranges			
Therese leaps into the air and brings both elbows down on her opponent's head.			
L3 Justice Spear	f, f + P	Acc. +1	Dmg. 1d6
Increased Accuracy (3), Increased Glory			
Therese lets off a rapid barrage of forward spear hands, hitting her opponent multiple times.			
L4 Chain Breaker	b, b + K (Close)	Acc. +1	Dmg. 1d6+1
Harry, Increased Damage, Throw (2)			
Therese closes with her opponent and breaks her opponent's arm.			
L4 Vengeance Rising	f, d, df + P	Acc. +1	Dmg. 1d6
Counter, Increased Accuracy (3), Increased Knockback, Knocks Down (2), Mobile: Move 2 Ranges, Limited Move: No Stun Damage (-1), Range 0 (-1), Slow Recovery (-1)			
Therese charges forward and grabs her opponent. At lightning speed, she uses a limb lock that transfers her momentum to her opponent and sends him flying.			
L3 Shadow Memory	d, d + Button (Depending on distance and direction)	Acc. +0	Dmg. 1d6
Easy to Combo, Fast Recovery, Teleportation (2)			
Using secret ninja techniques, Therese teleports near her opponent and launches a short, powerful punch to her opponent.			



THERÈSE RUSH

CHASTITY



CHASTITY

GENRE: Standard

BACKGROUND

The young woman now known as Chastity was once a spoiled little rich girl, her father's pride and joy...on those very rare occasions when he actually had time for her. As she entered her teen years, he sent her away to a private boarding school where she quickly earned a reputation as an unrepentant party girl. Deemed a disciplinary problem, she was sent by the school to a special "rehabilitation camp," which was, in truth, little more than a cruel exercise in mental humiliation and physical conditioning. She came out of the experience changed, and she became a freelance operator as a young adult, taking on dangerous jobs around the world.

It was on one of these jobs in Central America where she had an experience that again changed her life forever. While fighting another mercenary force in the middle of the jungle near some sort of abandoned temple, she awakened the Inferno Force, an ancient elemental spirit that fused with her, firing up her spirit and restoring some of the personality of her youth. She emerged from the mission a changed woman, and she left her employer to find a new way in the world. Eventually, she came into the circle of the powerful arms dealer Aphrodite Ambrosia. When the international criminal learned of her powers, she made Chastity part of her personal bodyguard.

APPEARANCE

HEIGHT: 165 cm
WEIGHT: 52 kg
BLOOD TYPE: B

Chastity is blond and wears her hair in pig tails. In combat, she only wears a pink babydoll with frilly panties and ridiculously high heels.

REASON FOR FIGHTING

To protect Aphrodite Ambrosia and all of her interests.

THWINT

Leans forward, summons a small flame over her palm, and blows her opponent a fiery kiss.

OPENING POSE

Twirls around in a circle as flames fan around her and then she winks at her opponent.

CHASTITY

VICTORY POSE

Giggles for a moment and then explodes into small wisps of flame flying away in all directions.

WIN QUOTE

"You got too close to the fire so now you know what it means to burn."

STRATEGY GUIDE

Chastity has a few tricky moves that are important parts of her strategy. Flash Fire serves to move her away from her opponent so that she can continue to use Fire Force (which can be enhanced for extra damage). Most of her defensive choices should involve Bright Lights because of its bonus to Tactics. Between moving away with ease and controlling her opponent's Initiative and Control with Flash Fire, she should be able to continue throwing Ranged attacks with ease.

CAMPAGN NOTES

Chastity is one of the two bodyguards of an eccentric and powerful arms dealer named Aphrodite Ambrosia. Ambrosia lives on her own private island, which is one part fortress and one part pleasure palace, filled with well-trained and inappropriately dressed female soldiers. This was part of the Twin Strike campaign setting.

CHARACTER NOTES

As mentioned in the core rules, how "suggestive" Chastity's attire is should be dependent on the campaign and the sensibilities of the players. She is Duty-Bound to serve Aphrodite Ambrosia, which is a Dangerous Job, as Ambrosia is one of the most notorious arms dealers in the world. Sometimes Chastity and Modesty are sent out into the world on missions on Ambrosia's behalf.

DEVELOPMENT GUIDELINES

Chastity's move set is already built as a well-functioning system. She probably does not need many additional moves, but those she acquires should continue to focus on the fire theme and continue to make her tricky to fight against.

CHASTITY

POWER LEVEL 3

STRENGTH

0

SPEED

(Control)

1

STAMINA

1

BONUSES

Accuracy +1
Control +1

LIFE BAR

50



FIGHTING SPIRIT

32



QUALITIES

Attractive
Cute
Sexy
Suggestive Attire

WEAKNESSES

Dangerous Job
Duty Bound

QUIRKS

Fan Service
Impulsive

COMBAT SKILLS

Defense	3
Evasion	3
Tactics	3

Ki	4
Combo	2

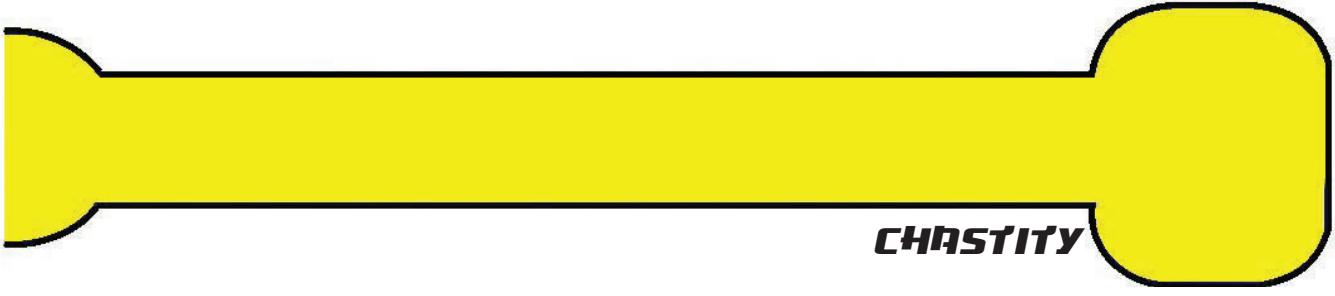
NON-COMBAT SKILLS

Acrobatics	3	Presence	2
Agility	2	Property Damage	5
Athletics	2	Reaffirm Purpose	3
Climactic Super Move	5	Sense Ki	2
Cooking	3	Smooth Talking	2
Draw Ki	4	Thug Thrashing	2

CHASTITY

SPECIAL MOVES

L3 Fire Force	d, df, f + P	Acc. +0	Dmg. 1d8
Increased Damage (2), Ranged (2)			
Chastity shoots a ball of fire at her opponent.			
L3 Flash Fire	d, d + P (close)	Acc. N/A	Dmg. N/A
Invisibility: -2 Initiative, -2 Control (4), Teleportation (2), No Damage (-2)			
Chastity transforms into a small wisp of flame and disappears. She re-appears as a flame some distance away, only re-forming when she attacks her opponent.			
L4 Aggressive Eruption	d, f, df + P	Acc. +0	Dmg. 1d6+1
Anti-Air, Increased Damage, Knocks Down (2), Reversal			
Crouching down, Chastity twirls upwards with a burst of flame, throwing an uppercut into her opponent.			
L2 Cremation	f + P (close)	Acc. +1	Dmg. 1d6+1
Increased Damage, Throw (2)			
Chastity wraps her arms around her opponent's neck and gives him a kiss on the cheek while pressed against his body. The opponent bursts into flames.			
L2 Fire Up	b + K (P to release)	Acc. N/A	Dmg. N/A
Delayed Onset, Easy to Combo, Power Enhancer: Fire Force (Can be used 3 times) (3), No Damage (-2)			
Smiling, Chastity spins around. When she completes her revolution, she is on fire. Each time she does this, the fire glows brighter until she chooses to unleash the flames with Fire Force.			
L3 Bright Lights	d, db, b + P	Acc. +0	Dmg. 1d6
Illusionary Doubles: Offensive (1 Range, +2 Tactics) (4), Interrupt, Slow Recovery (-1)			
Chastity explodes into a collection of wisps of flame before re-forming someplace nearby.			
L6 Super Meltdown	d, f, df + PPP (close)	Acc. +0	Dmg. 1d12
Accuracy for Damage, Breakthrough (3), Increased Damage (4), Invincibility, Ranged (2), Very Fast			
Summoning gouts of flame seemingly out of thin air, Chastity gathers a huge fireball and projects it at lightning fast speed towards her opponent.			



CHASTITY

GABRIELLA ALVAREZ



GABRIELLA ALVAREZ

GENRE: Standard

FIGHTING STYLE

A composite of grappling techniques drawn from many styles.

BACKGROUND

Gabriella was born an only child in Cuba. Her family managed to get her to the United States, where she distinguished herself in math and science. She attracted very little attention, even with her brilliance and her burgeoning attractiveness (of which she was completely unaware) because of her reserved nature. She ended up with a decent job working in a featureless cubicle doing IT work for a huge corporation.

Eventually, loneliness and boredom drew her to pursue a new life. She started attending martial arts classes to do something different, and she discovered she had an affinity for it. She also realized that she could spend her nights robbing from the same company she worked for without anyone ever realizing it. It started as a larcenous hobby, but eventually she discovered the depths of corruption lying hidden in the actions of her employer. One night, she conducted one of her runs against the company from inside her cubicle when she encountered Hugo, who was robbing the place in a more conventional manner. They struck up an odd conversation that led to a partnership. Gabriella left her job the very next day.

APPEARANCE

HEIGHT: 159 cm

WEIGHT: 48 kg

BLOOD TYPE: A

Gabriella is an attractive Latina with long, straight dark hair. She always wears bright lipstick. She dresses in a short party dress with a thin chain as a belt and high heels.

REASON FOR FIGHTING

To further her larcenous interests against megacorporations around the world.

OPENING POSE

Gabriella walks forward slowly and stretches her arms over her head and inhales deeply.

TRUNK

Takes our her smart phone and checks her messages.

GABRIELLA ALVAREZ

VICTORY POSE

Tosses her hair and turns away from her opponent dismissively. "Humph."

WIN QUOTE 1

"Hot, smart, and rich. I'm the complete package."

STRATEGY GUIDE

Gabriella is a grappling character, so she needs to stay close to her opponent. Fortunately, some of her moves are usable at Range 1 also. Defensively, she should use Tactics whenever possible in order to possibly score additional hits with Throws or Denial of Service. Her Accuracy is very high, allowing her to save more Fighting Spirit for mobility and defense.

CAMPAGN NOTES

Gabriella is the partner of Hugo Herrera in the Twin Strike campaign setting. The two of them are "thieves with hearts of gold," in that they target evil megacorporations, such as the one running the tournament. As such, they may be allied with the heroes, but they are motivated primarily by greed, so they are not above turning on former friends. Gabriella is the quieter of the pair.

CHARACTER NOTES

Gabriella has an Obsession with robbing from huge corporations, so this drives her actions when the opportunity presents itself. She is also In Love with Hugo Herrera, and has been for some time, but she is very subtle about this. Hugo is not too blind to notice this, but the way he acts with her makes establishing the nature of their relationship difficult.

DEVELOPMENT GUIDELINES

Even though a grappling character suffers a persistent liability in combat with her need to remain very close, Gabriella would do well to stay thematically consistent by acquiring more unusual Throws. Her overall ability could be improved with more Interrupts and maybe a couple traditional strikes.

GABRIELLA ALVAREZ

POWER LEVEL 3

STRENGTH

1

SPEED

(Initiative)

1

STAMINA

0

BONUSES

Accuracy +2

LIFE BAR

50



FIGHTING SPIRIT

35



QUALITIES

Attractive
Genius
Intelligent
Sexy

WEAKNESSES

Obsession: Robbing Megacorporations

QUIRKS

In Love: Hugo Herrera

Attitude
Greedy

COMBAT SKILLS

Defense	3
Evasion	3
Tactics	3

Ki	0
Combo	4

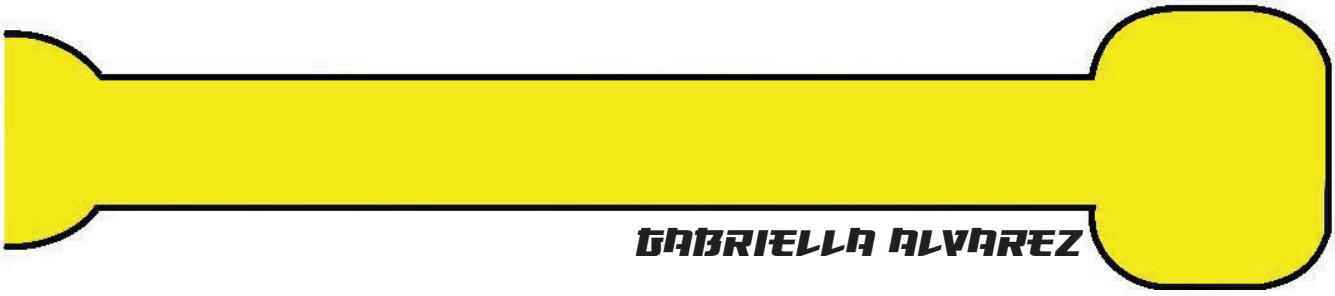
NON-COMBAT SKILLS

Agility	1	Receive Wisdom	1
Athletics	1	Shadowing	1
Awareness	2	Sleight of Hand	1
Deduction	3	Smooth Talking	2
High Society	1	Specialization: Hacking	4
Knowledge: Computers	5	Street Society	3
Lost in the Crowd	2	Technological Aptitude	4
Presence	1	Zen State	1
Reaffirm Purpose	2		

GABRIELLA ALVAREZ

SPECIAL MOVES

L4 Crack the Code	d, f, df + P	Acc. +1	Dmg. 1d8
Increased Accuracy (3), Increased Stun, Knocks Down (2), Position Shift, Range 0 (-1), Slow Recovery (-1)			
Gabriella leaps forward, pushing her opponent down. On the way down, she hooks and drags her opponent's leg and snaps it back painfully. She then tumbles over, standing up behind the opponent.			
L3 Fly Phishing	f, f + P (close)	Acc. +1	Dmg. 1d8+1
Hurl, Increased Damage, Throw (2)			
Gabriella grabs her opponent's arm, spins him around, and throws him over her shoulder.			
L3 Denial of Service	b, b + K	Acc. +0	Dmg. 1d8+1
Harry, Increased Damage, Interrupt Only (0), Knocks Down (2)			
Gabriella grabs the opponent's attack and does a painful joint lock that spins the opponent around as he crashes to the ground.			
L2 Hacker Hammer	f + K	Acc. +0	Dmg. 1d8
Sustained Hold (2), Throw (2), Decreased Accuracy (-1)			
Gabriella binds up the opponent's attacking limb and delivers several punishing knees to the groin.			
L3 Queen Bitch	d, db, b + P	Acc. +0	Dmg. 1d10
Easy to Combo, Increased Damage (2), Knocks Down: End of Combo Only			
With a hefty wind-up, Gabriella slaps her opponent so hard that she spins him to the ground.			
L3 Provocative Maintenance	d, d + K (close)	Acc. +1	Dmg. 1d8
Sustained Hold (2), Throw (2)			
Gabriella turns around and steps back toward the opponent. Once pressed against him, she wrist locks him to the ground and twists the arm.			
L6 Super System Crash	d, f, df + PPP (close)	Acc. +1	Dmg. 1d12+1
Breakthrough (2), Increased Accuracy (3), Increased Damage (4), Invincibility (4), Position Shift, Range 0 (-1), Slow Recovery (-1)			
The super version of Crack the Code, but Gabriella takes her opponent with her for one full roll over on the ground and then cracks the same leg again before getting up.			



GABRIELLA ALVAREZ

HUGO HERRERA



HUGO HERRERA

GENRE: Standard

FIGHTING STYLE
Predator-Style Kickboxing

BACKGROUND

Hugo was born into poverty in Mexico City. He learned a life of larceny at a young age, but unfortunately, his large size grew faster than his skills, and he was often on the run. As a teenager, he decided to leave the city to find himself in the wild. While living in the rain forests, he studied the movement and fighting styles of predatory animals, especially large cats. In this way, he learned to manage his huge size.

He returned to civilization with new confidence and new skills and became an accomplished thief throughout the Americas. In his pursuits, he came to realize that large corporations perpetuated the problems of poverty, so he made it his specific mission to target them.

On one run, he ran into a beautiful young woman working late. Taken with each other, they talked for far too long, discussing the ways of the world. By the end of it, Gabriella Alvarez left her company that night and became Hugo's partner.

APPEARANCE

HEIGHT: 193 cm
WEIGHT: 146 kg
BLOOD TYPE: O

Hugo is a huge Latino of impressive width, with his long, straight hair pulled back into a tight ponytail. He wears a tight, sleeveless top with loose black pants and soft shoes.

REASON FOR FIGHTING

Only to deal with problems that get in the way of the next big score.

THUNT

Hops up and down in place for a moment. "Come on! You gotta have more in you than that!"

OPENING POSE

He waves his opponent towards him with both hands while smiling. He then settles into a low kickboxing stance.

HUGO HERRERA

VICTORY POSE

Climbs up the side of the screen and disappears through the top corner.

WIN QUOTE

"Thanks for the throwdown. Now, if you'll excuse me, I have other plans."

STRATEGY GUIDE

Hugo can dish out lots of damage but he is not fast. His moves do not allow him exceptional mobility either, so he needs Fighting Spirit for Initiative to launch ideal attacks for his position. He does have attacks that are well-suited against Evasion and Tactics, so he has some versatility in that regard. When he can't take the Initiative, he can use his Big Quality and Control Bonus to make Basic Attacks after being hit.

CAMPAGN NOTES

Hugo is the partner of Gabriella Alvarez in the Twin Strike campaign setting. The two of them are "thieves with hearts of gold," in that they target evil megacorporations, such as the one running the tournament. As such, they may be allied with the heroes, but they are motivated primarily by greed, so they are not above turning on former friends. Hugo is the outgoing spokesman for the pair.

CHARACTER NOTES

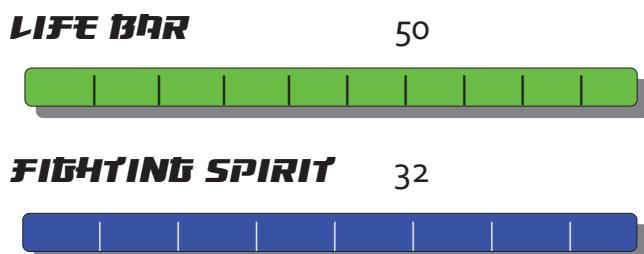
Hugo's Connections are within the criminal underworld, specifically among thieves and those who work with them, such as brokers, money launderers, and fences.

DEVELOPMENT GUIDELINES

Hugo should improve his offensive ability by developing some Special Moves with greater mobility. He should also continue to improve his Accuracy Bonus and his arsenal of moves that are Hard to Evade or Subtle.

HUGO HERRERA

POWER LEVEL 3



QUALITIES

Big
Charming
Connections

QUIRKS

Distinctive Appearance
Greedy

COMBAT SKILLS

Defense	3	Combo	5
Evasion	3	Ki	0
Tactics	3		

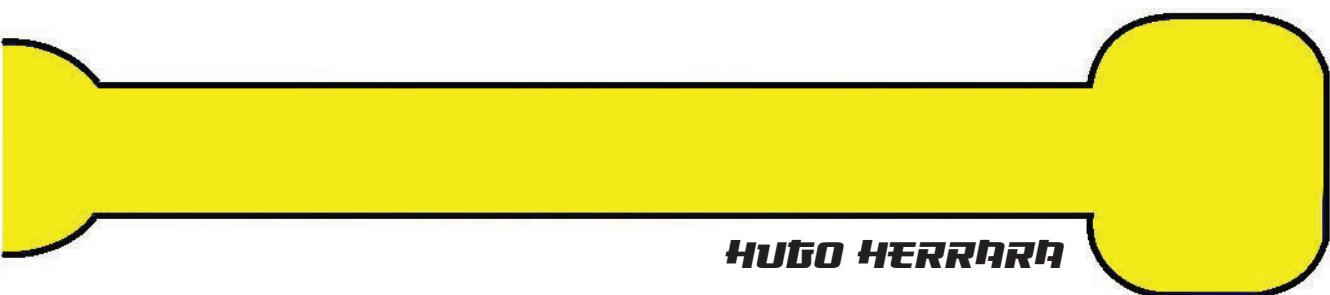
NON-COMBAT SKILLS

Agility	1	Perception	3
Athletics	4	Property Damage	2
Awareness	1	Sleight of Hand	2
Danger Sense	3	Stance Evaluation	1
Endure Great Hardship	2	Stealth	4
Fast Reflexes	1	Street Society	2
High Society	1	The Fighting World	1
Lockpicking	3	Thug Thrashing	2
Occupation: Cat Burglar	5		

HUGO HERRERA

SPECIAL MOVES

L4 Jaguar Dance	d, f, df + K	Acc. +1	Dmg. 1d10+1
Increased Accuracy (3), Hard to Evade, Increased Damage			
Hugo hops forward quickly, and then launches three quick standing kicks.			
L3 Iron Panther	d, db, b + K	Acc. +0	Dmg. 1d12
Knocks Down (2), Increased Damage (2), Increased Knockback, Always Does Damage, Slow Recovery (-1), Limited Movement: No Movement (-1)			
Hugo braces himself before launching a fiercely powerful roundhouse kick that sends his opponent flying.			
L3 Tiger Melee	d, d + K	Acc. +0	Dmg. 1d12
Power Up: Extra Control, Subtle, Increased Damage (2)			
Hugo charges up, surrounded by his ki force, and then he unleashes a flurry of kicks and knee strikes.			
L2 Predator Pounce	f + P (close)	Acc. +1	Dmg. 1d10+1
Throw (2), Increased Damage			
Hugo leaps onto his opponent, dislocates his opponent's arm, and then Hugo rolls off.			
L4 Lion Raid	db, d, b + P	Acc. +0	Dmg. 1d10
Aerial, Mobile: Move 2 Ranges, Hard to Evade, Knocks Down (2)			
Hugo leaps high into the air and descends fists first into his opponent.			
L3 Ocelot Ambush	u, u + K	Acc. +1	Dmg. 1d10
Reversal Only (0), Increased Accuracy (3), Knockback Advance			
While on the ground, Hugo leaps up with a fast knee to his opponent.			
L5 Super Invincible Predator	b, db, d, df, f + K	Acc. +1	Dmg. 1d12+2
Increased Accuracy (3), Hard to Evade, Increased Damage (4), Increased Knockback, Always Does Damage, Breakthrough, Invincibility, Slow Recovery (-1), Limited Movement: No Movement (-1)			
Hugo lifts his leg and delivers a series of quick kicks. He then braces a moment, glowing with power, before unleashing a massive roundhouse.			



HUGO HERRERA

modesty



modesty

GENRE: Standard

BACKGROUND

The woman known as Modesty has been an ice witch in temperament long before she ever received her powers. While much of her background remains shrouded in mystery, it is known that she was born into a Russian crime syndicate. Her upbringing in this man's world was harsh and she quickly learned how to both fight and use her feminine wiles to gain an advantage. In time, she worked her way up to a respectable position in the organization, known for her craftiness and capacity for violence.

FIGHTING STYLE
Spec Ops military training and
Ice Witch elemental mastery

Her life changed on the day that she was part of a deal to sell some sort of strange antiquity to an equally strange party who wanted it for unknown purposes. The artifact was a large blue gem known as the Tomb of the Ice Witch, oddly cold to the touch. The deal went terribly wrong when a third party invaded the proceedings. A firefight broke out and a bullet shattered the Tomb while it was still in Modesty's hands. A blue light exploded forth and surrounded her and fierce new powers arose in her soul. She made fast work of her enemies and walked away from her former life. She found her way to Aphrodite Ambrosia's employ and has served as her bodyguard ever since.

APPEARANCE

HEIGHT: 175 cm
WEIGHT: 61 kg
BLOOD TYPE: AB

Modesty is a brunette with long, wild hair. She wears a tight, dark corset, tiny panties, and ridiculously high heels. She is vampy and buxom.

REASON FOR FIGHTING

To protect Aphrodite Ambrosia and all of her interests.

TAUNT

Folds her arms and snorts derisively.

OPENING POSE

Walks slowly onto the screen, snow and ice falling behind her as walks.

modesty

VICTORY POSE

Creates a large ice sculpture of her boss.

WIN QUOTE

"The cold-hearted can achieve victory in any circumstance."

STRATEGY GUIDE

Modesty has decent Initiative, but only modest Control and a low Combo Skill. Thus, most of her attacks will be single attacks, mostly at range. She has several moves that allow her to control Initiative with less use of Fighting Spirit: attacks that Knock Down, Entangle, or have Fast Recovery.

CAMPAGN NOTES

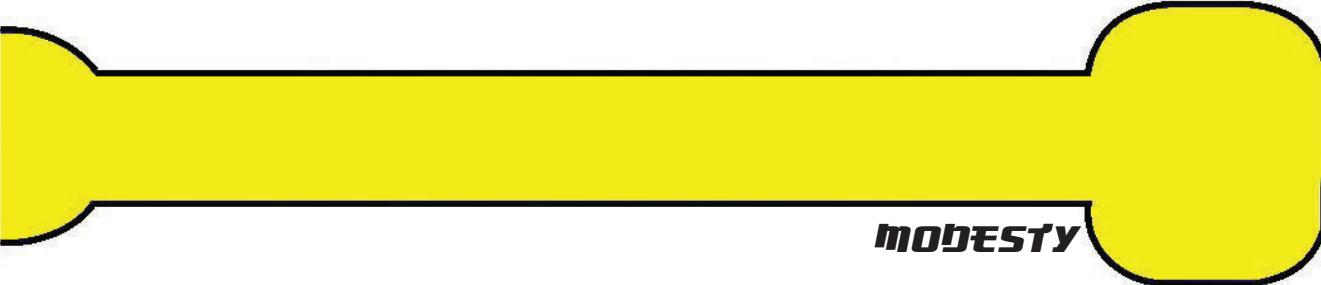
Modesty is from the Twin Strike campaign setting. She is one of the two bodyguards of an eccentric and powerful arms dealer named Aphrodite Ambrosia. Ambrosia lives on her own private island, which is one part fortress and one part pleasure palace, filled with well-trained and inappropriately dressed female soldiers.

CHARACTER NOTES

As mentioned in the core rules, how "suggestive" Modesty's attire is should be dependent on the campaign and the sensibilities of the players (her artwork in this book is actually more modest than her character description). She is Duty-Bound to serve Aphrodite Ambrosia, which is a Dangerous Job, as Ambrosia is one of the most notorious arms dealers in the world. Sometimes Chastity and Modesty are sent out into the world on missions on Ambrosia's behalf.

DEVELOPMENT GUIDELINES

Modesty should continue to focus on controlling Initiative. She should then add an increased Combo Skill and more high damage moves to punish her opponents while she maintains control. Maxing out her Ki Skill will also serve to increase her damage output. Her ice theme may suggest a few more esoteric Special Moves as well for flavor.



modesty

POWER LEVEL 3

STRENGTH

1

SPEED

(Initiative)

1

STAMINA

0

BONUSES

Damage +1
Defense +1

LIFE BAR

50



FIGHTING SPIRIT

32



QUALITIES

Attractive
Buxom
Sexy
Suggestive Attire

WEAKNESSES

Dangerous Job
Duty Bound

QUIRKS

Fan Service
Suspicious

COMBAT SKILLS

Defense	3
Evasion	3
Tactics	3

Ki	4
Combo	2

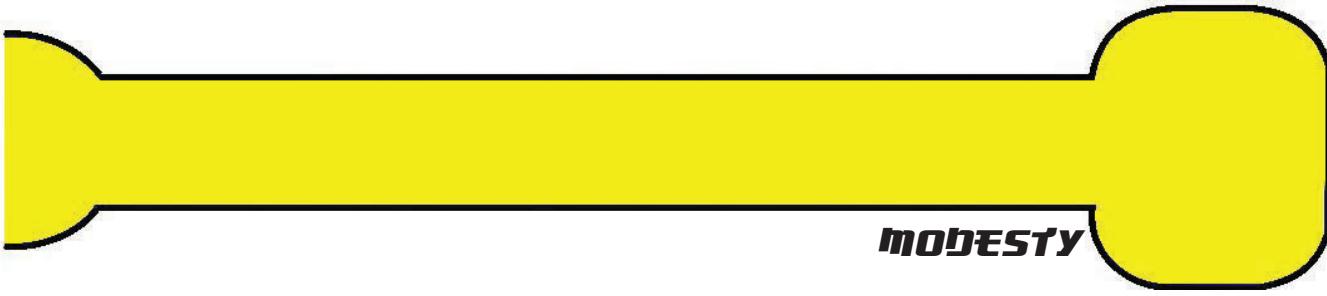
NON-COMBAT SKILLS

Agility	3	Property Damage	4
Athletics	3	Reaffirm Purpose	4
Climactic Super Move	4	Sense Ki	3
Draw Ki	5	Smooth Talking	2
Presence	3	Thug Thrashing	4

modesty

SPECIAL MOVES

L3 Ice Storm	d, df, f + K	Acc. +0	Dmg. 1d8+1
Aerial, Increased Damage, Knocks Down (2)			
Modesty leaps powerfully into the air, swinging her legs forward, bringing them both down separately onto her opponent's head and shoulders.			
L3 Frigid Witch	d, df, f + P	Acc. +0	Dmg. 1d8+1
Increased Damage (3), Ranged (2), Very Slow (-1)			
Holding her hands closely together, Modesty exhales a breath of cold air before launching a slow-moving, pulsing ball of blue energy.			
L4 Frozen Image	f, d, df + P (close)	Acc. +1	Dmg. 1d8
Entangle (2), Fast Recovery, Increased Accuracy (3), Range 0 (-1)			
While standing close to her opponent, Modesty snaps her fingers and blows a kiss at her opponent, temporarily encasing him in ice.			
L2 Black Ice	d + P (close)	Acc. +1	Dmg. 1d8+1
Hits Low, Increased Damage, Throw (2), Slow Recovery (-1)			
Modesty drops low and swings her legs around, sweeping her opponent's feet out from under him.			
L3 Blizzard Blitz	d, db, b + K	Acc. +0	Dmg. 1d8+1
Evade Ranged, Increased Damage, Mobile: Move 2 Ranges, Reversal			
Modesty spins forward, twirling on a path of ice, slamming into her opponent with outstretched fists.			
L4 Icicle Impale	d, db, b + PP	Acc. +0	Dmg. 1d6
Hard to Evade, Knocks Down (2), Ranged (2)			
Modesty brings forth heavy icicles from the ceiling that drop down painfully on her opponent.			
L5 Super Cold Snap	f, df, d, db, b + K	Acc. +0	Dmg. 1d12
Aerial, Breakthrough (2), Evade Ranged, Increased Damage (2), Invincibility (2), Mobile: Moves 2 Ranges, Reversal			
Modesty spins towards her opponent along icy ground. As the attack hits, she leaps and flips in the air, bringing her legs down in two separate axe kicks.			



modesty

RED MAGNUM (ROWING OWLATZ)



RED MAGNUM (ROWIND OWLATZ)

GENRE: Standard/Extreme

BACKGROUND

Rowind worked in a steel mill on a planet far from the center of the galactic empire. One day, a fiery red comet hit the mill and nearly killed him. The comet turned out to be the Red Magnum, who happened to be fighting the Blue Mallet. Rowind watched the pitched battle in amazement, and then he saw both of them defeat one another simultaneously. With his dying breath, the Red Magnum made Rowind the new bearer and passed the power of Justice down to him.

FIGHTING STYLE

Combination of rough 'n' tumble street fighting and an "in-fighting" style of Boxing

APPEARANCE

HEIGHT: 190 cm
WEIGHT: 98 kg
BLOOD TYPE: AB
AGE: 26

Rowind is a tall man. He has blue eyes and black hair with a shock of white running through it. Most notably, he has a mechanism known as the Red Magnum attached to his body. Metal rails line his body, which allow many of the Red Magnum's pieces to shift position across his frame. From the magazines affixed to his lower back, the Red Magnum transfers bullets to barrels that extend out from his wrists to slightly past his clenched fists. There are four barrels around each fist that revolve after being shot. The blast that emanates from these barrels is small but powerful and is usually useful only in melee combat.

REASON FOR FIGHTING

To achieve the ultimate justice and then step down as the bearer of the Red Magnum.

OPENING POSE

Red Magnum flexes and fires off a few shots before grinning at his opponent and saying, "Good luck to you!"

THWUNK

Red Magnum puts his hands on his hips and says, "For great Justice!"

VICTORY POSE

Brushing back the hair in his face, he winks and points before saying, "The Red Magnum follows the path of Justice and Justice never strays!"

RED MAGNUM (ROWIND OWLATZ)

STRATEGY GUIDE

Red Magnum has a lot of Special Moves that are conducive to setting up powerful Combos (Revolver Fist and Land Mine) and then remaining close to his opponent to repeat the process (Crimson Barrel and Booster Blaster). His attacks are moderately high damage also, so as long as he can press the offensive, he will do well.

CAMPAGN NOTES

Red Magnum was originally intended for a somewhat futuristic setting on an alternate planet. He could be changed to a more generic "superhero" character in an Earth-based campaign, though his powers are a little unusual for a traditional martial arts-based campaign.

CHARACTER NOTES

Red Magnum's Reputation and Code both stem from the fact that he is essentially a superhero. He does the right thing because it's the right thing to do, even when it's difficult. This is also the reason why he has a Dangerous Job, as he is constantly battling evildoers. He is Duty Bound to the role and reputation of the Red Magnum. His Curse is more distinctly an aspect of Rowind's life, as he seems fated to always be at the center of unusual events.

DEVELOPMENT GUIDELINES

In order to press the offensive with a Speed o, a Control Bonus can help, as this may allow him to attack even if he suffers Hit Stun. He should also focus on Damage Bonus and high damage attacks. Many of his Special Moves have limited uses, so he needs to focus on defeating opponents as quickly as possible.

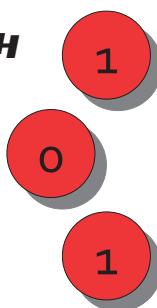
WIN QUOTE

"Remember, Justice allows you to survive in order to learn. Don't make me teach you again!"

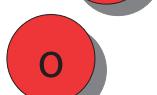
RED MAGNUM (ROWING OWLATZ)

POWER LEVEL 3

STRENGTH



SPEED



STAMINA



BONUSES

Control +1
Damage +1

LIFE BAR

50



FIGHTING SPIRIT

32



QUALITIES

Driven
Gun Expert
Intimidating
Reputation
Weapon Expert

WEAKNESSES

Code
Curse
Dangerous Job
Duty Bound

QUIRKS

Arrogant
Reckless
Immature

COMBAT SKILLS

Defense	3	Ki	3
Evasion	3	Combo	4
Tactics	3		

NON-COMBAT SKILLS

Acrobatics	3	Perception	2
Agility	2	Property Damage	3
Athletics	3	Reaffirm Purpose	1
Awareness	2	Realize Potential	1
Climactic Super Move	2	Sense Ki	3
Danger Sense	3	Stance Evaluation	2
Draw Ki	3	Thug Thrashing	2
Fast Reflexes	3		
Intimidation	3		

RED MAGNUM (ROWING OWLATZ)

SPECIAL MOVES

L2 Revolver Fist f + P

Acc. +1 Dmg. 1d8

Easy to Combo, Increased Accuracy (3), Limited Use: Reload (-1)

While stepping forward, the Red Magnum emits a low hum and glows for a moment. During this time, his "fist barrels" begin spinning. He delivers a quick, short range uppercut with his left hand and fires the barrels.

L2 Crimson Barrel b + P

Acc. +0 Dmg. 1d10

Increased Damage (2), Increased Knockback, Increased Stun, Knockback Advance, Multi-Part Attack: Revolver Fist (-2)

Upon completing Revolver Fist, the Red Magnum throws a powerful straight punch with his right, while the barrels continue firing. Depending on the situation, he can follow his adversary's flight backwards by snapping his fists downward and firing to create momentary propulsion.

L3 Land Mine b + P

Acc. +0 Dmg. 1d8

Juggle, Knocks Down (2), Launcher

With a flick of his wrist, the Red Magnum tosses a black discus-like land mine at the feet of his opponent directly in front of him. A precise explosion rockets the opponent into the air.

L3 Magnum Cannon d, df, f + P

Acc. +0 Dmg. 1d12

Increased Damage (4), Reach, Limited Use: Reload (-1)

The Red Magnum throws three punches, left-right-left, while the apparatus glows, hums, and then fires, creating an orange sphere of power. With a powerful right straight punch as he cries out, he shoots the sphere forward as a fiery burst.

L3 Mortar d, df, f + K

Acc. +0 Dmg. 1d4+1

Anti-Air, Hard to Evade, Increased Damage, No Ranged Response, Ranged (2), Limited Use (-2)

He sticks his arms straight out and crosses his barrels. With a mighty yell, the barrels fire and produce an arcing blast.

L4 Booster Blaster f, d, df + P

Acc. +0 Dmg. 1d10

Increased Damage (2), Mobile: Move 2 Ranges, Priority, Reach, Temporary Invulnerability (3), Limited Use (-2), Slow Recovery (-1)

The Red Magnum transforms slightly, causing the "fist barrels" to slide down to his hips before blasting off. He then rockets forward as he winds up and finally delivers a straight right punch. Red Magnum has a lot of control during this move and he can often dodge attacks or nullify them completely.

L6 Super Ultimate Magnum Cannon b, db, d, df, f + P

Acc. +0 Dmg. 1d12+2

Breakthrough (4), Increased Damage (5), Invincibility (4), Reach, Limited Movement: Must move forward 1 Range (-1), Limited Use: Reload (-1)

As Magnum Cannon, only the Red Magnum also throws a left straight punch that doubles the blast's width.



RED MAGNUM (ROWING OVALTZ)

VESTA ANGELBORN



VESTA ANGELBORN

GENRE: Standard

BACKGROUND

Vesta's blindness at birth was the confirmation that she was born to be a prophetess of her people. And this turned out to be true. Her people had long lived apart from the world, vigilant for any threats from places "beyond" that would bring about the end of all that was. As a prophetess, Vesta found that she had exchanged her normal sight to live in the world of the primal spirits that served as guardians of the ways into our reality. These spirits lived with and through Vesta, and her intimacy with them allowed her access to strange and wondrous powers.

FIGHTING STYLE

Primal Arcana

While the world at large remained ignorant of the danger, Vesta learned that she would need to use these powers often as she grew into adulthood. Now she has decided to travel beyond the borders of her own community, to remain vigilant in the wider world, seeing things that this world cannot see, and stopping nightmares before they happen.

APPEARANCE

HEIGHT: 160 cm

WEIGHT: 50 kg

BLOOD TYPE: A

Vesta has long, straight black hair and piercing blue eyes. She dresses in a simple brown sleeveless vest with a high collar and gray pants with low shoes. She wears a long glove on her right arm.

REASON FOR FIGHTING

To safeguard the world from threats from beyond.

OPENING POSE

Stands straight with eyes closed and arms at her side as rain falls down on her face.

VICTORY POSE

Places hand on heart as she looks to the sky.

THUNT

Surrounds her foe with a glowing magic circle with runes around the edge.

VESTA ANGELBORN

STRATEGY GUIDE

What makes Vesta tricky to use is the fact that many of her Special Moves are unusual. She should use her Primal Shield against Ranged opponents, Spirit Form to move away, and Thunderball to set up traps. Her Victorious Transformation is very easy to use considering how powerful it is, so she should take advantage of it to incapacitate her opponent. With Spirit Power Collect, she can have multiple opportunities to hit with this Super Move or use it against multiple opponents at the same time.

CAMPAGN NOTES

In the world of fighting game characters, Vesta is not especially unusual. However, her nature-based magical background will be a better fit for some campaigns where it will seem more appropriate than, say, a setting about urban decay and back-alley brawls.

CHARACTER NOTES

Vesta's Connections are to both her people (if that remains relevant to the campaign setting) and also to the primal spirits that empower her. She has a Reputation among both her people and those same primal spirits. She is a Fanatic about defending the natural world from anyone who would threaten its balance. She is blind, which is her Physical Handicap.

DEVELOPMENT GUIDELINES

Based on her background, any number of new unusual attacks would be appropriate for Vesta. However, a solid strategy can be developed based on what is already here. Increased Combo Skill would allow her to add more damage to her other attacks and additional Super Moves (perhaps also Unique) could be buttressed with new Super Move Enhancers.

VESTA ANGELBORN

POWER LEVEL 3

STRENGTH



SPEED

(Control)



STAMINA



BONUSES

Control +1
Defense +1

LIFE BAR

50



FIGHTING SPIRIT

30



QUALITIES

Attractive
Connections
Intelligent
Magic
Reputation

WEAKNESSES

Duty Bound
Fanatic
Physical Handicap

QUIRKS

Dead Serious

COMBAT SKILLS

Defense	3
Evasion	3
Tactics	3

Ki	4
Combo	2

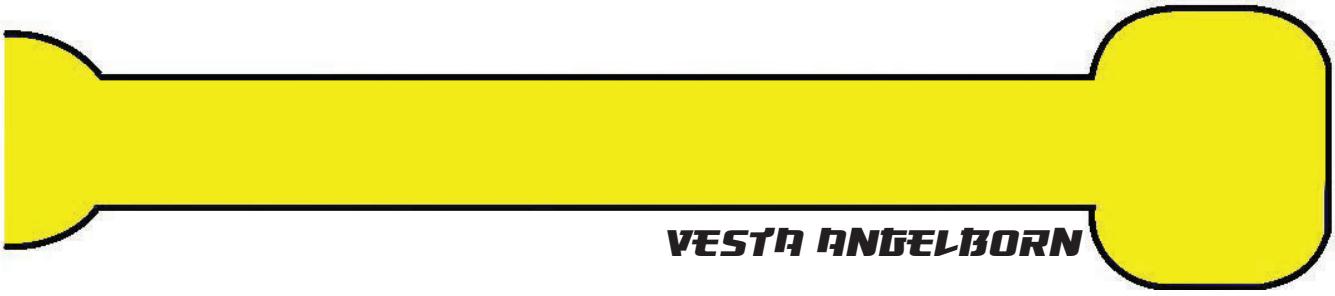
NON-COMBAT SKILLS

Awareness	1	Magic	6
Call Forth Wisdom	2	Meditation	3
Climactic Super Move	3	Property Damage	3
Danger Sense	3	Reaffirm Purpose	2
Draw Ki	3	Sense Ki	3
Grim Determination	3	Spirituality	3

VESTA ANGELBORN

SPECIAL MOVES

L4 Great Beast Form	d, f, df + P	Acc. +0	Dmg. 1d12
Increased Damage (4), Increased Stun, Knocks Down (2), Self-Damage: Stuns Attacker (-2)			
Vesta temporarily transforms into a great beast, looking like something like a cross between a bear and a great cat. As she transforms, she lunges at her opponent and bites.			
L2 Primal Shield	b + K	Acc. N/A	Dmg. N/a
Absorb and Use Ranged, Increased Glory (2), Interrupt, Invincible Interrupt, No Damage (-2)			
A glowing circle of energy appears in front of Vesta, with magical glowing runes contained within. It absorbs incoming ranged attacks.			
L2 Rolling Throw	f + K	Acc. +1	Dmg. 1d8
Hurl, Throw (2)			
Vesta grabs her opponent by the shoulders, rolls backwards on the ground while holding her foe, and throws him away from her.			
L3 Thunderball	d, db, b + P	Acc. +0	Dmg. 1d6+1
Always Does Damage, Bomb, Increased Damage, Knocks Down (2), Moveable Bomb (-1)			
A glowing blue ball of electricity appears between Vesta's hands. She lets go of it and it floats in the air for a short time before exploding.			
L3 Predator Claws	d, df, f + P	Acc. +0	Dmg. 1d8
Increased Damage (2), Ranged (2)			
Vesta slashes her hands through the air and claws shoot out towards her opponent.			
L2 Spirit Form	d + K	Acc. +0	Dmg. 1d8
Entangle (2), Free Movement (2), Slow Recovery (-1)			
Vesta reaches and touches her opponent's chest, draining life as she turns into a ghostly form. She then floats around the screen for a short time before re-materializing.			
L3 Spirit Power Collect	d, db b + K	Acc. N/A	Dmg. N/A
Priority, Reversal, Super Move Enhancer: Not Stunned (4), No Damage (-2)			
Vesta puts her hands together in a reverent gesture and closes her eyes in prayer. She glows for a moment and is then suffused with spiritual power.			
L5 Super Victorious Transformation	b, db, d, df, f + P	Acc. +0	Dmg. N/A
Decreased Super Energy Cost, Extended Duration, Invincibility, Suppression: Suppress Special Moves, Super Moves, and Movement (6), Unique Super Move			
A beam of light shines down on Vesta and tiny motes of light float around her. She then reaches and touches her opponent and drains his fighting ability from him.			



VESTA ANGELBORN

COLT FREEBORN



150

COLT FREEBORN

GENRE: Standard

FIGHTING STYLE

Devil Pistol Dueling

BACKGROUND

Colt Freeborn wasn't always a priest. In his old line of work, he never had much cause to believe in a higher power. As a bounty hunter, justice was a paycheck, not some kind of universal value. He'd track people through the darkest corners of the Mega Cities, or occasionally into the Badlands, and he'd make sure they paid for their crimes in the here and now rather than in some kind of afterlife. He wasn't a nice guy; most of his bounties were turned in dead, and it made him plenty of enemies - enemies who, after he killed them too, he could often collect a bounty on as well. The life of scum didn't mean anything to him, but the money did.

His sister had a rare genetic defect that impeded her neuromuscular system. Her body would alternate between spasms and paralysis, and while the Shori Corporation had developed a treatment, it was expensive and only reduced symptoms rather than curing the disease. Thus, Colt was chained to an endless cycle of blood money and smiling lies to his sister. He knew it couldn't persist forever; eventually one of his enemies discovered his comparatively defenseless relation, and the predictable outcome occurred.

Colt was despondent for a long time, and it came to a head when he found himself standing on the edge of the defensive wall that protected his home city from the predations of the gigantic monsters that wandered the countryside. As he stood there contemplating the jump, wind whipping through his hair, he had a vision. He heard the voice of Prima, and when it comforted him rather than condemned him, he fell to his knees and wept. When even he didn't believe he deserved it, he had been forgiven. So it was that he joined the Church of the Reborn.

THWINT

Crosses himself with the barrel of his right gun, a trail of gun smoke allowing the symbol to linger visibly in the air.

COLT FREEBORN

He tried to put his guns behind him. He threw himself into a life of charity, of caring, of trying to atone for the sins of his previous life. His dedication led him to not only join the Church, but to spread its word as a member of the clergy. It wasn't always easy; not everyone wanted to listen to someone tell them their way of life was killing the planet. Many had closed minds, and more than a few resorted to violence when their worldview was challenged. He endured until one night when he had another vision: A lush valley, filled with green. A sparkling blue waterfall falling from an opening in a mountain side. Birds and animals, not mutated monstrosities, filled the wilderness. Then he heard a scream that grabbed hold of his heart and nearly pulled it clean out of his chest - the scream he'd heard when he'd been too late to save his sister. All around him, the green turned to brown, the birds fell from the trees, he felt dizzy as the air became thin, and the waterfall dwindled to a trickle. There was a weight in his hands, and when he looked down, he was gripping the familiar shape of his hand cannons. When he looked up again, a tremendous metal monstrosity belched toxic smoke in his face...and he drew up his hand cannon to fell the thing.

The symbolism was pretty straightforward to Colt. It had been years since he'd even touched them, but Colt Freeborn now took up his guns once again. Prima needed his help, needed his guns, and he resolved that he would not fail it like he had failed his sister. Embarking on a pilgrimage, he entered into the lifeless wastes, trusting in Prima to guide his footfalls ever forward to where he needed to be.

APPEARANCE

HEIGHT: 198 cm
WEIGHT: 90 kg
BLOOD TYPE: A

Colt doesn't exactly fit the image most people conjure up when they think of a priest. He's tall and well built. He keeps his black hair long and a little unruly, and one of his clear blue eyes has a ragged scar over it from a knife fight long ago. Most of the time, he also has a few days of accumulated stubble on his chin, making him look somewhat unkempt.

Despite this, he does wear the vestments of a traveling priest. A long, white coat and mantle traced with gold thread imitate the robes worn by more urban clergy. His collar, mantle, and chest are also overlaid with a white cross. He wears white silk gloves with holy sutras inscribed on them. Under the coat, he wears black slacks and black leather jack boots.

COLT FREEBORN

Unlike most clergy, however, Colt also carries a pair of black hand cannons with golden accouterments bolted onto the side. Whenever he is asked how he hides these massive weapons up his coat sleeves, he only gives a knowing smile and responds, "Small miracles."

REASON FOR FIGHTING

Colt is on a pilgrimage, seeking to reconcile with his old way of life.

OPENING POSE

Taking a moment to cross himself, he throws his hands wide, his hand cannons (impossibly) slide out of his sleeves and into his hands.

VICTORY POSE

With a flick of his wrists, the cannons slide back into his sleeves and he clasps his hands in front of him. "Prima protects."

WIN QUOTE

"Don't worry - I swore these guns would never take another life."

STRATEGY GUIDE

Colt has a well-rounded move set. He has a few options to use at range, good mobility overall, and a high Combo Skill. Playing Colt relies mostly on an assessment of the best opener to use at his current Range, followed by consistent moderate length Combos. He is slightly better further away from his opponent, where he can also use his height to his advantage.

CAMPAGN NOTES

Colt was a secondary character in the Lastborn campaign setting. He was a priest for a church whose purpose was to protect the life force, known as Prima, of a world being drained of its resources by an unscrupulous megacorporation called Shori.

COLT FREEBORN

CHARACTER NOTES

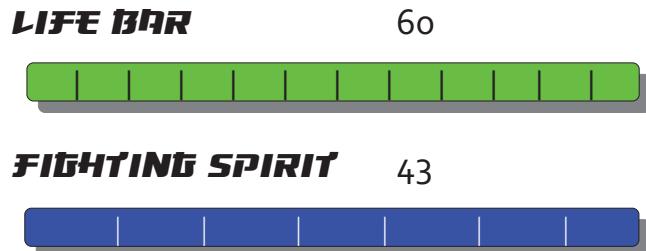
As an ordained priest of the Church of the Reborn, Colt has Influence among its members. His Vow as a priest can be understood in a general sense as a real-world Catholic priest: he is celibate and has a vocation to serve those in need, especially the members of his church. His past as a bounty hunter would be scandalous to some members of the church if it were widely known.

DEVELOPMENT GUIDELINES

Colt should continue to develop both his Combo Skill and moves that can take advantage of it. Likewise, learning to control the battle at Range 2 seems like a good choice for him. Thematically, he should develop more Special Moves that incorporate his guns in interesting ways.

COLT FREEBORN

POWER LEVEL 4



QUALITIES

Gun Expert
Influence: Church of the Reborn
Mobility
Tall

WEAKNESSES

Vow: Priest of the Church of the Reborn

QUIRKS

Scarred: Over left eye with various others all over his body
Secret: Ex-Bounty Hunter

COMBAT SKILLS

Defense	3	Ki	6
Evasion	3	Combo	5
Tactics	3		

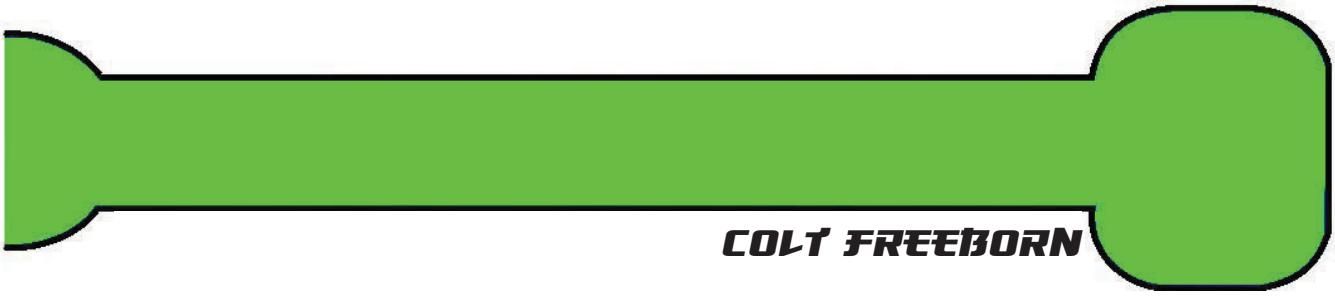
NON-COMBAT SKILLS

Agility	5	Receive Wisdom	6
Call Forth Wisdom	3	Shadowing	4
Lost in the Crowd	3	Spirituality	6
Occupation: Bounty Hunter	2	Street Society	2
Occupation: Priest	4	The Fighting World	3
Reaffirm Purpose	3	Thug Thrashing	4

COLT FREEBORN

SPECIAL MOVES

L2 Punishing Barrage f + P	Acc. +0	Dmg. 1d8
Sustained Hold (2), Throw (2), Reduced Accuracy (-1)		
Colt steps past the opponent and drives an elbow into the back of their neck, dropping them to the floor. Pinning them in place with a foot, he fires a series of shots down into them.		
L3 Cross Fire d, df, f + P	Acc. +0	Dmg. 1d8
Increased Damage (2), Ranged (2)		
Colt draws both guns up, crosses his arms over each other, and fires a brief barrage at his opponent.		
L3 Rolling Crack Kick d, df, f + K	Acc. +0	Dmg. 1d8+1
Anti-Air, Hard to Evade, Increased Damage, Mobility: Move 2 Ranges		
Colt jumps into a forward somersault, extending his leg as he reaches the apex of the jump and dropping his heel onto the target's shoulder.		
L4 Raptor Kick (In air) d, df, f + K	Acc. +0	Dmg. 1d8+1
Aerial, Hard to Evade, Increased Damage, Knocks Down (2)		
After jumping into the air, Colt kicks downward, slicing directly towards the target. His momentum knocks his opponent to the ground as he kicks past him.		
L3 Resurrection Lance d, db, b + K	Acc. +0	Dmg. 1d8
Hits Low, Reversal, Subtle		
Colt rolls forward and leaps up with a powerful upward punch.		
L4 Righteous Hammer d, b, db + P	Acc. +0	Dmg. 1d6+1
Easy to Combo, Increased Damage, Increased Knockback, Ranged (2)		
Colt holds up his guns, spins around, and shoots behind his back.		
L3 Devil Grenade d, db, b + P	Acc. +0	Dmg. 1d10
Bomb, Increased Damage (2), Increased Stun		
Colt reaches into his vestments and drops a grenade at the feet of his opponent.		
L5 Super Cruciform Mystery d, df, f, d, df, f + P	Acc. +0	Dmg. 1d12
Breakthrough (2), Increased Damage (4), Invincibility (2), Ranged (2)		
Colt holds his guns aloft in prayer, then crosses his arms and fires.		



COLT FREEBORN

DR. SILVER MAXWELL



DR. SILVER MAXWELL

GENRE: Future/Extreme

FIGHTING STYLE

Protean Improvisation

BACKGROUND

Doctor Silver Edison Maxwell didn't want to be especially famous. However, his interactions with science thrust fame upon him - as well as many other things he could do without.

Dr. Maxwell was not a particularly distinguished scientist outside of his high marks in school. But he reached a career high point when he was contacted by a research group that called itself the Society of Theoretical Metallurgy. Jumping at the promise of interesting – or at least, interesting sounding – work, he immediately went to work for them. His first project was contracted out to the Society by the European Dominion. The project was something that was filed under the name of "command metal," designed to make an alloy that could take on solid and liquid states at the same temperature and react to external stimuli on command. The first thing that made Dr. Maxwell suspicious was that a good bit of the research had actually been done and had actually put forth some fairly promising results. It was his job to sort it all out and do all of the relevant testing before it could be deemed practical or not. His own work would have proceeded just as smoothly, were it not for the rather unexplored nature of the science he was getting into.

If Dr. Maxwell had had a choice, he would've preferred the explosion caused by the accident to be somewhat more spectacular, but even he had to admit that having his consciousness merge with one of the larger samples of the command metal was quite a career-maker. That is, once he was no longer out of sorts. He sat there as a literal lump for weeks, until the Society devised something to remedy his predicament. They developed a powerful anti-psychotic from his rather unique physiology, something that allowed his human mind to reconcile with the fact that his consciousness was now embedded in an entirely inhuman form. His whole body was now command metal, fit to shape and mimic as he pleased. Without this drug, he is susceptible to any number of "episodes," with effects ranging from total catatonia to violent, murderous rage. His new body has given him a high measure of fame, not the least of which resulted from his ability to perform experiments too dangerous for creatures of mere flesh and bone to withstand. Of course, this has also attracted a good deal of unwanted attention, as well: other concerns have certainly wanted a piece or, in this case, a whole of him, but Dr. Maxwell's current state makes him an exceedingly dangerous foe, even if his methods of fighting with his bizarre "anatomy" fall rather heavily towards improvisation rather than any recognizable technique.

DR. SILVER MAXWELL

APPEARANCE

HEIGHT:	178 cm (Normally)
WEIGHT:	Unmeasured; probably 150-200 kg or more
BLOOD TYPE:	N/A (used to be AB)
AGE:	29 (in his original body), now two years older

Costume 1

A lanky guy wearing a white lab coat over a white shirt with blue vest and tie. He has steel-grey hair and eyes, and he wears rectangular glasses. He wears blue dress pants and black dress shoes. His lab coat has a phenomenal number of pockets, as well as a name tag that simply has the word "Science!" written on it.

Costume 2

As above, but with black vest and pants and a red tie.

REASON FOR FIGHTING

Self defense, mainly. The challenge of defeating a man made of metal is too much for more philosophically-minded fighters to resist, and that's even above and beyond those who may have received no small amount of cash to try to bring the good doctor in for study by less ethics-minded men of science. While he doesn't yet fight to kill, it may become a matter of necessity, if things get hairy enough.

OPENING POSE

Forms into himself by rising up out of the floor.

TRUNK

Pushes glasses up onto his nose, a glint of light shining on the lenses.

VICTORY POSE

Shudders and grows some vicious spikes from his back, but then pops a couple of pills and goes back to normal.

Transforms into a monument of himself in a classical heroic pose.

WIN QUOTE 1

"Another triumph for science!"

DR. SILVER MAXWELL

STRATEGY GUIDE

Silver is a slow fighter, so he needs to use Fighting Spirit to compensate for this. Most of his attacks hit hard, so he can also work around his slow Initiative with Stunning hits and Knock Downs. When his opponent is Stunned, he should use his high Combo Skill and Cutting Analysis to deliver high damage Combos that always do damage. When damaged, Re-Forged Man can safely be used to recover Life Bar.

WIN QUOTE 2

"Truly, this victory was due to...PILLS I need PILLS!"

CAMPAGIN NOTES

Dr. Silver is intended for a more futuristic campaign setting. He could be played seriously as a victim of an experiment now trying to maintain his freedom or as a more comedic character with an odd personality and weird manifestations of his powers (or, in true anime fashion, both approaches could be valid in the same campaign).

WIN QUOTE 3

"How does it feel to have been defeated by a lab accident?"

CHARACTER NOTES

The Society of Theoretical Metallurgy is both the organization that created him and the one who holds the reins over his freedom (by controlling his meds). Still, he is a brilliant member of the organization, so he can call on them for assistance if it suits their purposes. His Influence is within the scientific community as a whole. The specific details about what happens to him if he is deprived of his pills are up to you to decide. Likewise, "the lovely girl at the patent office" is undefined here, but she should definitely be revealed as playing a significant part in the good Doctor's story at some point.

DEVELOPMENT GUIDELINES

Silver's move set is adequate as is, though he could benefit with a Reversal move. Since he can't get any permanent bonus to Initiative, he should select a Control Bonus. This increases his chance to act even after suffering from Hit Stun.

WIN QUOTE 4

"Take a good look: this is the man of steel you'll have to live with!"

DR. SILVER MAXWELL

POWER LEVEL 4

STRENGTH

0

SPEED

-1

STAMINA

2

BONUSES

Damage +2
Defense +1

LIFE BAR

60



FIGHTING SPIRIT

40



QUALITIES

Attractive

Connections: Society of Theoretical Metallurgy

Fame

Genius

Influence

Intelligent

Sharp Dressed

WEAKNESSES

Dependence: "PILLS! Where are my PILLS!"

QUIRKS

Impulsive

In Love: That lovely girl at the patent office

COMBAT SKILLS

Defense	3
Evasion	3
Tactics	3

Ki	0
Combo	5

NON-COMBAT SKILLS

Endure Great Hardship	9	Property Damage	5
Knowledge: Science!	8	Stealth	5
Lockpicking	6	Technological Aptitude	8
Occupation: Scientist	7		

DR. SILVER MAXWELL

SPECIAL MOVES

L3 Cutting Analysis	d, df, f + P	Acc. +0	Dmg. 1d6
Always Does Damage, Easy to Combo, Knocks Down (2)			
One of the doctor's arms becomes a thicker, wider blade than normal, and slices down from overhead. It is faster than it looks.			
L3 Piercing Examination	d, df, f + K	Acc. +0	Dmg. 1d6+1
Hard to Evade, Increased Damage, Increased Knockback, Reach			
The doctor transforms one of his arms into a long, steel spike which extends with such swiftness and force that a struck opponent is hurled back.			
L3 Steel Sky	d, db, b + K	Acc. +0	Dmg. 1d8
Anti-Air, Critical Hit, Increased Damage (2)			
The doctor creates a long, curved blade out of one of his arms that sweeps upwards and strikes any opponent that tries to attack from above.			
L3 Watch My Step	d, db, b + P	Acc. +0	Dmg. 1d6+1
Increased Damage, Knocks Down (2), Mobile: Move 2 Ranges, Moves Low, Slow Recovery (-1)			
The doctor becomes a metal blob that slides swiftly across the floor, forcing unprepared opponents to be tripped and fall from contact with his own slick body.			
L4 Vivisection	f, d, df + P	Acc. +0	Dmg. 1d8
Always Does Damage, Gradual Effect, Increased Damage (2), Increased Glory			
The doctor's arm becomes a huge scalpel. If the swing hits, the opponent is transfixed as the doctor draws the blade slowly across the opponent's body. Casting the target aside afterwards, the struck foe bleeds out slowly.			
L4 Re-Forged Man	b, db, d + PP	Acc. N/A	Dmg. (1d6+1)
Healing (3), Increased Damage, Temporary Invulnerability (3), No Damage (-2)			
The doctor dissolves into a puddle, then reforms himself, smoothing out irregularities and impurities.			
L4 Molten Diver	b, d, db + P	Acc. +0	Dmg. 1d8
Aerial, Hard to Evade, Increased Damage (2), Mobility: Move 2 Ranges			
The doctor becomes a compact, dense blob of liquid metal, which flings itself full force in an arc at the opponent.			
L5 Chains of Ignorance	f, df, d, db, b + K	Acc. +0	Dmg. 1d8
Entangle (2), Increased Damage (2), Increased Stun, Subtle			
The doctor strikes his opponent with one of his arms. When it hits, however, he constricts the opponent with chains made from the metal of his own body. Then he leaves the opponent bound up to receive further attacks.			

DR. SILVER MAXWELL

L5 Super Pre-Mortem Autopsy d, df, f, df, d + P

Acc. +0 Dmg. 1d12+1

Breakthrough (2), Increased Damage (5), Invincibility, Mobility: Move 2 Ranges, Unique Super Move

The doctor dashes forward. When he contacts an opponent or reaches the end of the dash, he breaks out into a murderous assault, lashing out with limbs formed into facsimiles of sharp scientific and surgical implements, and then ending with a massive spike thrusting out of his chest that impales the victim before receding.

L6 Super Molten Meteor d, df, f, d, df, f + P (in air)

Acc. +0 Dmg. 1d12+1

Aerial, Breakthrough, Hard to Evade, Increased Damage (5), Invincibility (2), Knockback Advance, Unique Super Move

The doctor compresses his body into a dense, perfect metal sphere, which superheats and rockets downward to crush his opponent, knocking them over and then bouncing back up into striking distance to further press the assault.



DR. SILVER MAXWELL

HANNAH ST. GERMAINE



HANNAH ST. GERMAINE

GENRE: Standard

FIGHTING STYLE

Spy Training

BACKGROUND

Hannah was recruited to be a spy while she was in college. Her agency, the World Security Consulate, is a worldwide covert ops group whose existence is unknown to the world at large. Initially, she was trained for undercover work. Her missions usually involved her getting close to a potential asset in order to recruit them to the side of the angels, or else to go into deep cover, infiltrating dangerous organizations in order to bring them down from within. She still does this, but an increasingly long list of burned enemies has encouraged her to make her fighting skills a greater priority.

APPEARANCE

HEIGHT: 168 cm
WEIGHT: 53 kg
BLOOD TYPE: O
AGE: 25

Hannah is a sexy secret agent. She has long dark hair, is moderately tall, and in her mid-20s. She wears a skintight cat suit that is usually silver, steel grey, or urban camo in color with lots of pouches and zippered pockets. Her handgun is always at the ready when she is on the job.

REASON FOR FIGHTING

To defend the world against all threats to its security.

TRUNK

Closes one eye as if aiming and points her handgun at her opponent's head without pulling the trigger.

OPENING POSE

Hannah is lowered down from the top of the screen on a rappelling rig like one would see in a spy movie. She lands on her feet and pulls out her gun and holds it in a ready position facing upwards.

VICTORY POSE

Pulls out her cell phone, calls for extraction, and is picked up by a helicopter.

WIN QUOTE

"I deal with people like you so the rest of the world can sleep easy at night."

HANNAH ST. GERMAINE

STRATEGY GUIDE

Hannah is built around one particular Combo. She should try to stay at range and use the pattern of Head Shot, Double Tap, and Three Round Burst as often as possible. This Combo only requires 5 Control and does an average of 13 damage. Aside from this, the rest of her moves are grappling moves, requiring her to be very close to her opponent. Range 2 is best for Hannah; she is probably most limited at Range 1.

CAMPAGN NOTES

In the Twin Strike setting, Hannah and her partner (another secret agent named Eddie Kaine) work for the World Security Consulate, a worldwide espionage agency dedicated to protecting the world. The two of them get involved in the events of the tournament to find out what's really going on behind the scenes.

CHARACTER NOTES

Hannah has ample Connections because she works for a powerful worldwide espionage agency; theoretically, any accessible data should be available to her, given enough time. This also means she has a Duty to do any mission she is asked to do, which are always full of dangerous situations and dangerous opponents.

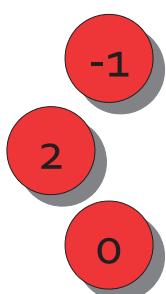
DEVELOPMENT GUIDELINES

One possible choice for development for Hannah would be to re-create her primary three moves without the Limited Use Liability. She should also pick up some more typical Special Moves to use at Range 1. Increasing her Ki Skill will easily and dramatically increase the damage of her most important moves.

HANNAH ST. GERMAINE

POWER LEVEL 4

STRENGTH



SPEED

(Initiative/Control)

2

STAMINA

0

BONUSES

Accuracy +1
Damage +1
Defense +1

LIFE BAR

60



FIGHTING SPIRIT

40



QUALITIES

Attractive
Connections
Gadgeteering

Gun Expert
Sexy

WEAKNESSES

Dangerous Job
Duty

COMBAT SKILLS

Defense	3
Evasion	3
Tactics	2

Ki	6
Combo	3

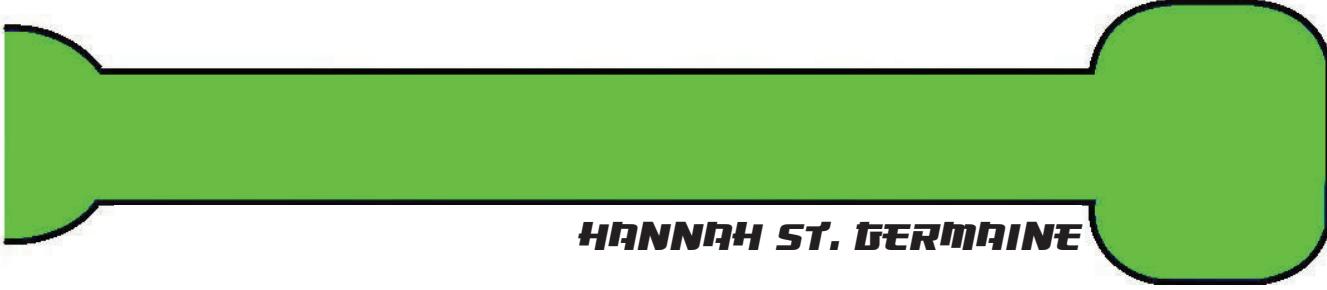
NON-COMBAT SKILLS

Acrobatics	2	Gadgeteering	3	Reaffirm Purpose	3
Agility	2	Grim Determination	2	Shadowing	3
Athletics	3	High Society	3	Smooth Talking	4
Awareness	2	Lost in the Crowd	2	Stealth	3
Climactic Super Move	1	Occupation: Covert Agent	5	Street Society	2
Danger Sense	2	Perception	2	The Fighting World	2
Deduction	3	Performance	2	Thug Thrashing	1
Endure Great Hardship	1	Presence	2		
Fast Reflexes	2	Property Damage	2		

HANNAH ST. GERMAINE

SPECIAL MOVES

L3 Head Shot	d, df, f + P	Acc. +0	Dmg. 1d8+1
Increased Damage (3), Ranged (2), Very Fast, Limited Use: Reload (-1), Limited Movement: No Movement (-1)			
Hannah holds her handgun with arm outstretched and legs spread for stability and squeezes off one perfect shot to the head.			
L2 Double Tap	b + P (after Head Shot)	Acc. +0	Dmg. 1d10+1
Easy to Combo, Increased Damage (5), Ranged (2), Limited Move: Combo Only (-1), Limited Use (-2), Multi-Part Attack: Head Shot (-2)			
Hannah squeezes the trigger again, adding another shot to the same attack.			
L2 Three Round Burst	f + P (after Double Tap)	Acc. +0	Dmg. 1d10+1
Easy to Combo, Increased Damage (5), Increased Stun, Ranged (2), Limited Move: Combo Only (-1), Limited Use (-2), Multi-Part Attack: Double Tap (-2)			
Hannah squeezes the trigger one last time, completing her three-round burst.			
L2 Spinning Sweep	d + K (Close)	Acc. +1	Dmg. 1d4
Increased Accuracy (3), Knocks Down (2), Range 0 (-1), Slow Recovery (-1)			
Hannah gets in close to use her unarmed combat training and spins down into a lightning-fast sweep of her opponent's legs.			
L2 Hip Toss	f + P (Close)	Acc. +1	Dmg. 1d4+1
Increased Damage, Throw (2)			
Hannah grabs her opponent and flips them to the ground with a twist of her hips.			
L3 Commando Lock	f + K (Close)	Acc. +1	Dmg. 1d6
Increased Damage (2), Throw (2)			
Hannah closes with her opponent and puts his arm into a painful joint lock.			
L3 Arm Break	d, db, b + K (after Commando Lock)	Acc. +1	Dmg. 1d6+1
Increased Damage (3), Throw (2), Multi-Part Throw: Commando Lock (-1)			
After locking her opponent's arm, Hannah breaks it, dropping her opponent to the ground in pain.			
L5 Super One Shot, One Kill	b, db, d, df, f + P	Acc. +0	Dmg. 1d10+1
Breakthrough (2), Increased Damage (3), Invincibility (4), Ranged (2), Very Fast, Limited Movement: No Movement (-1), Limited Use: Reload (-1)			
Training all of her skill into a single bullet, Hannah shines with power and focus as she unleashes a Head Shot.			



HANNAH ST. GERMAINE

JINSOKUNA KITSUNE (JIN)



JINSOKUNA KITSUNE (JIN)

GENRE: Standard/Extreme

FIGHTING STYLE
Hagane no daitai Ninjutsu

BACKGROUND

Jin was born and raised in the ninja clan Hagane no daitai, a powerful and ancient organization who was one of the founders of the Cult of Apollyon. In a secret temple hidden in the wastelands, this group trains the most efficient assassins and spies. Educated there, Jin became the youngest fully-trained ninja in the clan's history. At the end of his training and at the beginning of his life as a ninja, he lost his former name and took on a new name: "Jinsokuna Kitsune" (Quick Fox). He became a soldier of the Hagane no daitai, with no family and no past beyond that day.

As he is only an eight-year old child, it is difficult for him to stop thinking of his grandfather, the head of the clan, as just "Grandpa." He is struggling with his new role, leaving childhood at such an early age, and he is trying to understand the real intention of his clan in the coming Crusade.

APPEARANCE

HEIGHT: 120 cm

WEIGHT: 17 kg

BLOOD TYPE: A

A small Japanese child dressed as a brown fox with a long tail and a ninja mask covering is mouth. He carries a backpack full of ninja weapons and traps.

REASON FOR FIGHTING

Proving to his clan that he is worthy of the title "ninja"

TAUNT

Assumes a meditative position.
He says, "This is boring..."

OPENING POSES

He appears at the top of the screen, hanging from his fox tail, then he jumps down, flipping in the air and landing silently as he mutters, "Be ready."

He falls from the top of the screen, dusts himself off, checks his tail, and then assumes a combat position. He says, "I'm ready."

JINSOKUNA KITSUNE (JIN)

VICTORY POSES

For a perfect or nearly perfect win, he stands and says, "My speed is unmatched!"

If he wins with low Life Bar, he hits himself in his forehead and says, "Focus, focus, focus!"

For other wins, he says, "For the clan, this is done!" He then vanishes into the dark.

If he loses due to a time ending, he closes his eyes and breathes deeply. He mutters, "Grandpa will be pissed off..."

WIN QUOTE 1

"Smart and quick like a fox!"

STRATEGY GUIDE

Jin is a very complicated character to use. If he uses his tricks correctly, he can run a fight in which he is never even touched. However, in contrast, one good hit against him and he may never recover. Jin's tactics have two foundations. The offensive foundation is based on Kage No Kitsune, which turns him invisible and allows him to launch long Combos against his foes. He needs to do this, as his attacks do very little damage. The defensive foundation is based on Evasion and Tactics. His size gives him an important bonus to Evasion, while his Fake move allows him a sizable bonus to Tactics. Anyone wishing to use Jin should make sure they review his Special Moves carefully.

WIN QUOTE 2

"Don't mess with my clan"

JINSOKUNA KITSUNE (JIN)

CAMPAGN NOTES

Jin was a part of the Lastborn campaign setting. Originally, he was a member of the villainous Cult of Apollyon, a group interested in destroying the world. As he developed, he was intended to take on a more heroic bent. Despite his very young age, he was never intended as a comedic character.

CHARACTER NOTES

Jin has Connections because he is a member of both a ninja clan and a larger worldwide apocalyptic cult. As such, he can get assistance on missions compatible with the goals of one or both of those groups. He is Duty Bound to serve his ninja masters, which may become problematic should he develop into a more heroic character.

DEVELOPMENT GUIDELINES

There are three principles that should define Jin's development. The first is Evasion and mobility. Moves that allow him to ideally position himself are important. The second is moves that are good additions to Combos. The third are moves that are full of elusive ninja flavor. A Damage Bonus will go a long way towards compensating for one of his significant deficiencies.

WIN QUOTE 3
"I am a ninja!"

JINSOKUNA KITSUNE (JIN)

POWER LEVEL 4

STRENGTH



SPEED

(Initiative/Control)



STAMINA



BONUSES

Accuracy +1
Defense +2

LIFE BAR

60



FIGHTING SPIRIT

44



QUALITIES

Connections
Light
Short

WEAKNESSES

Duty Bound
Hunted

QUIRKS

Age
Attitude
Reckless

COMBAT SKILLS

Defense	3
Evasion	3
Tactics	3

Ki	6
Combo	4

NON-COMBAT SKILLS

Acrobatics	7	Grim Determination	5
Agility	6	Occupation: Ninja	6
Athletics	5	Realize Potential	5
Awareness	4	Stance Evaluation	1
Fast Reflexes	4	Thug Thrashing	5

JINSOKUNA KITSUNE (JIN)

SPECIAL MOVES

L2 Kyōryokuna Kage No Sutoraiki	b + K or f + K	Acc. +o	Dmg. 1d4+1
Increased Damage, Increased Knockback, Knocks Down: End of Combo Only, Mobility: Full movement after attack, Limited Movement: Must move forward 1 Range (-1)			
Jin jumps forwards or backwards yelling, "Iaaahh!" while throwing a powerful kick aimed to his opponent's throat.			
L3 Mugen No Kurushimi No Gekido O	d, db, b + P (press Punch repeatedly to power up the move, maintain pressed Punch to cancel the move)	Acc. +o	Dmg. 1d4+1
Aerial, Increased Damage, Mobility: Move 2 Ranges, Power Up: Control, Reach, Slow Recovery (-1)			
Jin jumps forward with blazing speed, then flips his body, whipping his tail at his opponent as a distraction for a hidden strike with the metal weight linked to his chain.			
L3 Mugen No Kurushimi No Gekido O (Fake)	d, db, b + P (maintain Punch pressed)	Acc. N/A	Dmg. N/A
Fake: +3 to Tactics (4)			
Jin starts the jump for "Mugen no Kurushimi no Gekido o", but he teleports to the ground with subtlety, leaving an after-illusion of his fake attack that confuses his opponent.			
L4 Kage No Kitsune	f, b, f + P	Acc. N/A	Dmg. N/A
Increased Glory (2), Invisibility: -1 Initiative, -2 Control (Maintain Effect) (6), Taunt, Limited Use: Reload (-1), Limited Movement: No Movement (-1), No Damage (-2)			
This is Jin's signature move. Beginning with some sentai-like poses, Jin focuses his Ninpo into sheer speed. Jin cries a challenge against his foe: "Playtime has ended!" The move makes Jin look like a shadow. While it is active, Jin is so quick that his opponents can barely react to his attacks. He leaves after-images as he moves and attacks. If the enemy hits him, Jin loses his concentration and the move ends.			
L3 Hantā No Hansha	d, df, f + P	Acc. +o	Dmg. N/A
Draw Closer, Entangle (2), Fast Recovery, Increased Knockback, Priority, Ranged (2), Reversal, Limited Move: Cannot be used as a Ranged Defensive Response (-1), Limited Movement: No Movement (-1), No Damage (-2), Very Slow (-1)			
In an almost unseen motion of hands, Jin throws a couple of poison capsules at his enemy's face while the blunt end of the kusarigama entangles his arms and torso. While the enemy is intoxicated by the poison cloud, the ninja uses the momentum of a jump and applies a twist with the hip to drag the opponent closer.			
L2 Watashi Wa Kurayami No Nakada	(In the air) P + K	Acc. N/A	Dmg. N/A
Easy to Combo, Increased Glory, Teleportation (Ends in Mid-Air) (3), No Damage (-2)			
Jin starts a normal jump, but when he is moving upwards, he says, "Nin!" and disappears, reappearing far away in the direction of the jump.			

JINSOKUNA KITSUNE (JIN)

L3	Tamashī No Shīru	f, b + P	Acc. +0	Dmg. 1d4
<p>Gradual Effect, Illusionary Doubles: Offensive (1 Range, +1 Tactics) (3), Interrupt (Invincible Interrupt) (Interrupt Only) (1), Ranged (2), Limited Move: Cannot be used as a Ranged, Defensive Response (-1), Reduced Damage (-1), Very Slow (-1)</p>				
<p>Jin extends both arms and starts to draw a kanji in the air (文). While he is moving his fingers and whispering, "Anata ga kurushimu unmei ni aru" ("You are condemned to suffer"), several copies of him doing the exact prayer appear, covering the whole battleground. At the same time, his opponent hits an illusionary Jin while the real Jin finishes the kanji, which now shines red on his foe's chest. The kanji will continue to glow, doing damage to his foe for a short time.</p>				
L3	Unmei No Kata	d, df, f + K (Maintaining Kick pressed makes the move	Acc. +1	Dmg. 1d6
	Baku Tēru	slower and with less reach, but increases damage. When Kick is released, the attack launches; at that point, Kick can be pressed quickly in order to increase the number of hits.)		
<p>Accuracy for Damage, Increased Accuracy (3), Power Up: Control, Ranged (2), Very Fast, Limited Move: Cannot be used as a Ranged Defensive Response (-1), Limited Movement: Must move forward 1 Range (-1), Non-Finisher (-1), Slow Recovery (-1)</p>				
<p>Jin moves forward, surrounded by a dark aura (changing his appearance to be more fox-like). With a sudden spin of his body covering the distance to his opponent, a burst of kama blades, kicks, and fox tails lash out at his enemy.</p>				
L2	Unmei No Hasai Ashi	K + P (Maintaining K + P pressed makes the move slower with less reach, but increases damage)	Acc. -3	Dmg. 1d12
<p>Accuracy for Damage, Easy to Combo, Increased Stun, Increased Damage (6), Ranged (2), Decreased Accuracy (-3), Limited Move: Cannot be used as a Ranged Defensive Response (-1), Limited Movement: No Movement (-1), Multi-Part Attack (Unmei No Kata Baku Teru) (-2), Very Slow (-1)</p>				
<p>Jin's right arm extends in a blurring motion; a dark paw like a crushing wave formed of nинpo punches his enemy while chains engulf him.</p>				
L7	Super Sen Chēn Wa Himitsu Kōgeki	f, df, d, db, b, f, df, d + P	Acc. +0	Dmg. 1d12+1
<p>Breakthrough (3), Increased Damage (8), Invincibility (2), Reach, Unique Super Move, Slow Recovery (-1)</p>				
<p>Jin does a short jump forward, throwing four kunai in a wide arc aiming towards the ground.</p>				
<p>If the kunai are blocked or evaded (but the Super Move still hits because of the Breakthrough Element), Jin starts to move his arms in a blurry frenzy and dozens of weighted chains and kunai storm the enemy while Jin screams, "Shine shine shineeee!" Suddenly, while there are still chains and kunai falling, he teleports to his initial position, and tries to calm down his anger by saying, "Focus."</p>				
<p>If the kunai hits, the enemy is pinned in place and time freezes on the screen. With a single hand motion, Jin throws four chains that surround the target. Four different "Jins" run over the chains; each Jin hits the enemy with a different technique: a flying kick, a knuckle fist, an elbow strike, and a palm strike. Finally, all images vanish and Jin appears over the head of his foe and makes a quick vertical slash with his kusarigama, ending on the floor in a crouched position. He stands up, raising his clenched fist. With eyes closed, he says, "Watashi o kashō hyōka shinaide kudasai" ("Don't underestimate me").</p>				

JINSOKUNA KITSUNE (JIN)

L5 Super Hagane Daitai No Ishi	P, K, f + P + K (Repeat the same command to get more healing)	Acc. N/A	Dmg. (1d12+1)
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Healing (3), Increased Damage (5), Invincibility, Power Up: Control, Reversal, Unique Super Move, No Damage (-2)

Remembering his grandfather's teaching, Jin focuses, and the willpower of a true Hagane no Daitai warrior allows him to ignore the pain to continue fighting. He says, "I won't be defeated." If he was lying prone, he is likely to teleport himself to a standing position to get back into the fight.

TEN



GENRE: Standard/Extreme**BACKGROUND**

Maggie Sims is the daughter of a wealthy Prima tycoon and one of his ex-wives (he is on his fifth now). Fighting under the name "Ten," Maggie has made a name for herself on the combat arena reality shows. She attributes her success to her discovery of an ancient scroll of techniques. She acquired the name Ten after her first appearance, in which she broke the show's record by defeating ten opponents in a single episode, but sometimes she tells a different story about her scroll containing 10 secret techniques that she has mastered. Despite the split between her parents, she is still on relatively good terms with her father, though their relationship is not known by her fan base. Ten accepted the offer to fight in the Evo Crusade on behalf of both her father (to secure rights to the new Prima source) and also to bolster her own name.

APPEARANCE

HEIGHT: 168 cm
WEIGHT: 64 kg
BLOOD TYPE: O
AGE: 17

Ten is an attractive teenage girl dressed in a yellow cut-off T-shirt and black Capri pants. She wears a short black jacket and flat black shoes. She has dark hair and blue eyes.

REASON FOR FIGHTING

Personal glory and to support the family business.

TRUNK 1

"Scurry away, little mouse."

OPENING POSE

Beginning from an upright position, Ten shifts fluidly into a low, wide stance. The outer sections of her staff are held like clubs near the chain, one pointed straight out, with the other held up and at an angle.

Victory Pose

Returns to standing upright, staff folded and held behind her back with one hand.

TEN

STRATEGY GUIDE

Ten has a wide and varied move set that is useful enough to cover many situations. What she lacks is a unified set of moves that suggest a clear pattern for her attacks. Her Combo Skill is good and she has several moves that take advantage of it. Her Kiss of the Ethereal Adder is a good move to use if she needs space and time to Re-Focus.

TAUNT 2

"I'll grind you into dust!"

CAMPAGIN NOTES

Ten was a main character in the Lastborn campaign setting. Her father was a highly placed executive with the sinister Shori corporation. She played on the side of the angels for most of the setting, but never abandoned her family connection. As such, she moved to the more villainous side of things as the campaign moved on.

CHARACTER NOTES

Despite her youth, Ten is one of the most famous competitors in the arena violence reality television shows of the campaign setting. She also has a Duty to serve her father's interests in the Shori Corporation, even though her father generally wants little to do with her.

WIN QUOTE 2

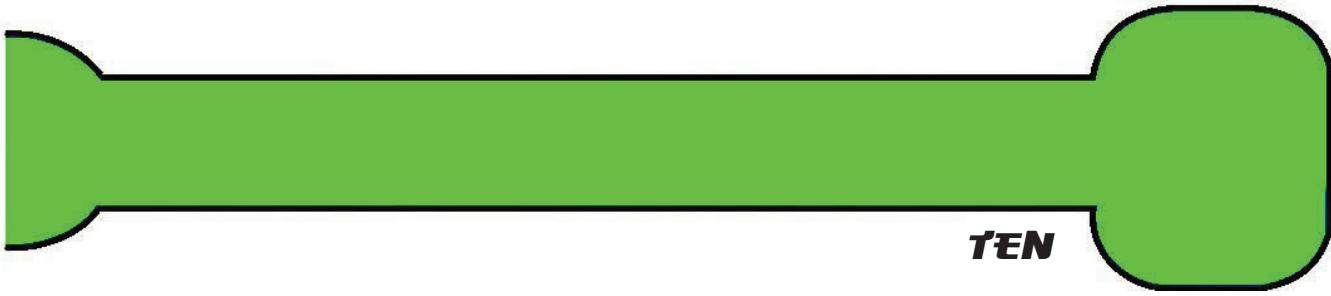
"And the crowd goes wild!"

DEVELOPMENT GUIDELINES

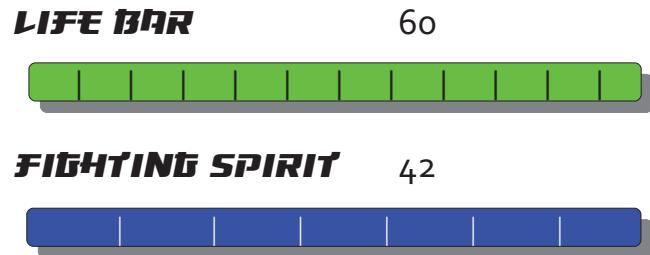
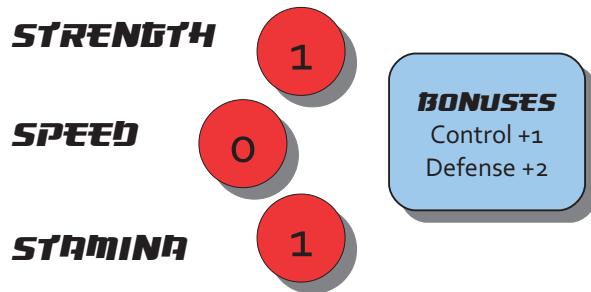
Further development for Ten depends in part on whether or not one thinks her lack of a strongly unified theme is a problem. She could develop her weapon-based moves, focusing on Reach and Hard to Evade moves or she could develop her ki moves into a strong serpentine theme.

TAUNT 3

"Such a cute little kid. Do your parents know you're here?"



POWER LEVEL 4



QUALITIES

WEAKNESSES

Duty Bound: Paternal Obligation

COMBAT SKILLS

Defense	3	Ki	3
Evasion	2	Combo	4
Tactics	3		

quirks

Arrogant
Attitude

NON-COMBAT SKILLS

Acrobatics	3	Intimidation	5
Agility	1	Presence	2
Athletics	2	Property Damage	1
Awareness	2	Realize Potential	4
Climactic Super Move	4	Sense Ki	1
Danger Sense	3	Stance Evaluation	4
Endure Great Hardship	3	The Fighting World	1
Fast Reflexes	3	Thug Thrashing	6
Grim Determination	3		

TEN

SPECIAL MOVES

L4 Overwhelming Fang Strike	d, f, df + P Aerial, Increased Damage (2), Increased Glory (2), Increased Stun, Slow Recovery (-1)	Acc. +0	Dmg. 1d10
Leaping high overhead, Ten stabs downward with the two ends of the staff held down and parallel to each other like fangs. The staff is suffused with a poisonous green glow.			
L3 Wrigthing Serpent Smash	d, db, b + K Always Does Damage, Anti-Air, Harry, Reach	Acc. +0	Dmg. 1d8
Swinging the three-section staff full length and parallel to the ground, this attack takes advantage of its flexible nature. The attack bypasses normal parry attempts and comes at her opponent from unexpected directions.			
L3 Kiss of the Ethereal Adder	d, db, b + P Ranged (2), Very Fast, Hard to Evade, Increased Knockback, Non-Finisher (-1)	Acc. +0	Dmg. 1d4
A brief kata gathers an eldritch snake from Ten's ki and sends it flying at her opponent. The poisonous ki is not strong enough to defeat a Fighter, as she is still perfecting the technique.			
L2 Constrictor's Tenacity	f + P (close) Throw (2), Sustained Hold (2), Decreased Accuracy (-1)	Acc. +0	Dmg. 1d8
Ten wraps the three-section staff around a limb or neck and uses the staff section for leverage.			
L4 Ten Clubs!	d, f, df + K (close) Knocks Down (2), Juggle, Launcher, Mobile: Move 2 Ranges, Easy to Combo, Increased Damage, Increased Stun, Unblockable, Decreased Accuracy (-1), Cross-Up (-1), Limited Use (-2)	Acc. -1	Dmg. 1d8+1
An upward kick followed by a flurry of rapid club strikes, culminating with all three sections of the staff folded together and used to hit the opponent back down to the ground. This move is exhausting to Ten.			
L3 Serpentine Glory	b + KK Counter, Critical Hit, Fast Recovery, Harry, Increased Knockback, Reversal, Decreased Damage (-1), No Combo (-1)	Acc. +0	Dmg. 1d6
Rearing back, Ten exerts the full predator hypnotic effect of a snake regarding its prey. Hints of a massive snake glaring down at the attacker flicker behind Ten formed from a visible incarnation of her spirit.			
L5 Rock Python	b, db, d, df, f + P (close) Throw (2), Sustained Hold (2), Increased Damage (2), Hard to Evade (2), Fast Recovery, No Combo (-1), Limited Use (-2)	Acc. +1	Dmg. 1d10
A fast-moving, logical progression of joint locks and choke holds. Ten hasn't mastered this technique, so she can only use it a few times before she runs out of new holds to use.			
L5 Greater Ethereal Adder	f, df, d, db, b + P Increased Damage (2), Ranged (2), Very Fast, Area Effect (4), No Combo (-1), Limited Use (-2)	Acc. +0	Dmg. 1d6
A much larger, writhing serpent of intense ki is hurled at the opponent. This attack drains Ten of her ki, as she is still inexperienced.			

**L3 Flowing Motion** f, f + P

Acc. +0 Dmg. 1d8

Critical Hit, Easy to Combo, Fast Recovery, Always Does Damage

A simple but naturally-flowing attack that leaves Ten in a superior position.

L5 Super Snake Hand d, df, f + PPP

Acc. +0 Dmg. 1d12+2

Increased Damage (6), Invincibility (2), Breakthrough, Unique Super Move, Critical Hit, Limited Move: Range 1 only (-1)

Ki explodes around Ten's fist in all directions. Just before impact, it forms the shape of a writhing serpent, searing away anything it touches!

DESDEMONA



DESDEMONA

GENRE: Horror/Extreme

BACKGROUND

Desdemona was once the beautiful and virtuous daughter of a nobleman who had fallen on hard times. His land had been desecrated by the presence of some form of undead monster that dwelled in a castle on a nearby hill. Desperate for his life and the lives of his people, the noble reluctantly sent his beloved daughter to the beast in an attempt to persuade it to end its desolating presence.

Desdemona went to the castle alone and returned alone. The beast chose to leave the noble and his people to their fate...for he had placed a regent in his place as he left. Desdemona had been transformed into a demon of the night, hungry for more power. Some tiny shard of her original personality remains buried in the darkness of her soul, but no one knows if it will ever find its way to the surface.

APPEARANCE

HEIGHT: 170 cm
WEIGHT: 59 kg
BLOOD TYPE: AB

Desdemona was once a dark-haired beauty before she was transformed in undeath. Hints of her former appearance remain, but her eyes are cold and red and her skin is marred by strange markings. Draconic fins appear behind her ears and her hands end in sharp claws. She dresses in a fairly simple peasant dress, adorned with bits of armor on her head, arms and hands.

REASON FOR FIGHTING

To find peace and serenity through the fear and terror of others.

TAUNT

Crosses her arms and laughs softly to herself, cold malice on her face.

OPENING POSE

A cloud of shadow appears and Desdemona walks through it. A sound of thunder can be heard as she takes up her fighting stance.

DESDEMONA

VICTORY POSE

Desdemona stares off into the distance standing deadly still. In the distance, there is the sound of people screaming.

WIN QUOTE

"Now you know that fear is the strongest emotion of all."

STRATEGY GUIDE

Desdemona can be played in a fairly straightforward manner relying on lengthy Combos and some of her more traditional Special Moves, punctuated with Night Spirit Crash as a defensive technique. However, her powers are also heavily centered on the manipulation of Necrofear (Super Energy). Whenever it is safe to do so, she should use her Vampiric Soul Leech and Necrofear Battery so that she can close with her opponent and use Phobos Awakes. Once that move goes off, she should use Fighting Spirit to reduce the Time Roll to one for several turns as she launches Angel of Death over and over. This strategy requires high Control, so Fighting Spirit should be reserved for that as well.

CAMPAGN NOTES

Desdemona is intended for a horror or monster-themed campaign setting. Her background and powers don't really fit well in more traditional settings.

CHARACTER NOTES

Desdemona has the power of flight as a result of her supernatural origin. She is Doomed to be destroyed at the height of her darkest power, but she feels compelled to ascend towards dark godhood just the same. Her Warped Weakness refers both to her unusual appearance and her twisted, horrific personality. She has a Phobia to bright light in general and sunlight in particular.

DEVELOPMENT GUIDELINES

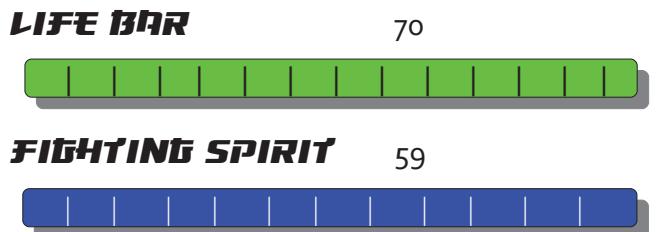
Because so many of her tricks are based on the accumulation and use of Super Energy, combined with the potential power of Phobos Awakes, Desdemona should develop as many Super Moves as her Power Level allows. She might even consider building more Special Moves that require Super Energy. She should also increase her Ki Skill to increase the damage of most of her attacks.

DESDEMONA

POWER LEVEL 5



BONUSES
Control +2
Damage +1
Defense +1



QUALITIES

Immortal Being
Intelligent
Intimidating
Power: Flight
Psychic

WEAKNESSES

Doomed
Warped

QUIRKS

Attitude
Distinctive Appearance
Phobia

COMBAT SKILLS

Defense	4	Ki	5
Evasion	4	Combo	3
Tactics	4		

NON-COMBAT SKILLS

Agility	3	Meditation	4	Sense Ki	4
Animal Handling	1	Power: Flight	4	Spirituality	5
Athletics	2	Presence	2	Thug Thrashing	2
Climactic Super Move	3	Property Damage	4	Zen State	4
Grim Determination	4	Psychic	8		
Intimidation	5	Reaffirm Purpose	3		

DESDEMONA

SPECIAL MOVES

L2 Vampire Flight	u, u + P	Acc. N/A	Dmg. N/A
Flight (2), Reversal Great bat wings emerge from Desdemona's back as she alights into the sky for a short duration. While in the air, her wings flap slowly.			
L3 Gilded Claw Slash	d, df, f + P	Acc. +0	Dmg. 1d10
Critical Hit, Fast Recovery, Increased Damage (2) Desdemona steps forward and spins around rapidly, her armored claw hands slashing her opponent.			
L2 Pandemonium Crush	f + P	Acc. +1	Dmg. 1d8
Harry, Throw (2) Desdemona lifts her left arm high as demonic hands reach up from the ground under the opponent. The hands drag down her foe and claw at the body once it's down.			
L5 Night Spirit Crash	f, df, d, db, b + K	Acc. +0	Dmg. 1d8
Hard to Evade, Defensive Illusion (2), Increased Stun, Interrupt Only (0), Knocks Down (2) Just as an opponent is about to strike Desdemona, her wings carry her rapidly into the sky, leaving a ghostly image behind where she once was. Immediately afterwards, she falls from the sky, wings stretched straight behind her, as she plummets onto her foe.			
L4 Necrofear Aggressor	f, d, df + P	Acc. +0	Dmg. 1d8
Increased Damage (2), Power Up: Life Bar, Ranged (2), Very Fast, Slow Recovery (-1) Curling her claws in the direction of her target, a bright, crackling beam of purple necrofear energy shoots out at high speed.			
L4 Hellblaze Inferno	b, d, db + K	Acc. +0	Dmg. 1d10
Critical Hit, Hard to Evade, Increased Damage (2), Increased Stun, Ki and Strength, Knocks Down (2), Limited Movement: No Movement (-1), Super Energy (-2) Desdemona clenches her fist tightly and her opponent bursts into flames, knocking them down to the ground in agony.			
L6 Super Angel of Death	b, f, df, d, db, b + P	Acc. +0	Dmg. 1d12+1
Breakthrough (3), Hard to Evade (2), Increased Damage (3), Increased Glory, Invincibility (3), Ranged (2), Unique Super Move, Increased Super Energy Cost: 30 (-2), Limited Movement: No Movement (-1) Desdemona lifts into the air, as if possessed by some force. While in this trance-like state, six winged demonic spirits fly at the opponent, one at a time from all directions, in rapid succession.			

DESDEMONA

L3 Vampiric Soul Leech b, b + K

Acc. +0 Dmg. 1d6

Modify Super Energy: Increase, Ranged (2), Taunt

She extends a clawed hand towards her opponent. Soul energy, which looks a lot like blood, flows from the opponent into Desdemona.

L5 Necrofear Battery d, db, b, d, db, b + K

Acc. +0 Dmg. 1d6

Absorb All Attacks (2), Invincible Interrupt (2), Ki and Strength, Transform Energy: Super Energy

Desdemona's aspect changes at the moment her opponent strikes her: her wings appear, her claws grow longer, and she glows with purple light.

L5 Super Necrofear Annihilation f, d, df + PP

Acc. +0 Dmg. 1d10+1

Breakthrough (2), Increased Damage (3), Invincibility (2), Power Up: Life Bar, Ranged (2), Very Fast, Slow Recovery (-1)

Curling her claws in the direction of her target, a bright, crackling beam of purple necrofear energy shoots out at high speed. This beam is shot through with black electricity and ghostly faces surround the beam.

L5 Super Phobos Awakes! d, db, b + KKK

Acc. +1 Dmg. 1d10

Breakthrough, Infinite Supers (5), Invincibility, Throw (2), Unique Super Move

Desdemona steps forward and grabs her opponent by the throat. While holding him aloft, the sky turns black and an angry red planet is seen in the sky. All around the screen, ghostly spirits fly about rapidly, moaning. She then casts her foe to the ground.

JACK SHATE



JACK SAGE

GENRE: Standard

BACKGROUND

Jack Sage was an orphan raised in a monastery. The monks taught him their way of peace and compassion, and how to unlock the potential of mind, body, and soul. In his sparring with the other acolytes, though, Jack would get a little rough. He found himself getting swept away in the rush of combat and competition. He never meant to injure his brothers, but sometimes he would get carried away. As a result, the elders elected to send Jack back into the wider world, under the pretense of spreading their peaceful philosophy. In truth, they were just sick of getting beat up. He has encountered other martial artists and compared his skills with them. His peaceful way has earned him victories, but no new students. Jack remains optimistic, though: clearly they cannot see that his Way is right. That's their loss in Jack's eyes. Despite this attitude, he always has a quiet voice in the back of his head wondering: Is combat really the best way to teach peace?

APPEARANCE

HEIGHT: 173 cm

WEIGHT: 75 kg

BLOOD TYPE: A

Jack is an athletically built African-American. He wears kung fu slippers, baggy blue trousers, and a green vest. The Eye of Ra is tattooed on his chest. His head is completely shaven. His psychic powers manifest as golden light.

REASON FOR FIGHTING

Psychic enlightenment through the gauntlet of combat.

OPENING POSE

He lowers himself from above on a golden square of light, which dissipates as he steps to the ground. "I look forward to learning with you."

TRUNK

A light bulb icon flashes above his head. "Now do you understand?"

JACK SAGE

VICTORY POSE

Bows respectfully and offers a helping hand to his opponent. "I hope you learned something today."

LOSS POSE

Sits up with a puzzled look. "Perhaps I must reconsider my position."

WIN QUOTE

"Do you see your error now?"

STRATEGY GUIDE

Jack has a tremendous amount of battlefield control combined with a lot of Ranged moves that are easy to spam. His Hard to Evade attacks make it hard for an opponent to close with him with the Evasion Skill, and his Increased Knockback attacks keep opponents at range. As long as the opponent is kept at a distance, Jack's strategy doesn't need to be any more complicated than choosing the best Ranged move for the situation at hand.

CAMPAGIN NOTES

Jack Sage was the winner of the Lord of Battle tournament, which was an open "cross-genre" setting allowing any type of character. He fits well into most standard fighting game campaign settings.

CHARACTER NOTES

Jack's Code comes from his monastic background. Despite his love of competition and combat, fundamentally he seeks only to love all beings to help them on the way to enlightenment. His Dull Personality is because he can't really think outside of his own worldview and talks about little else.

DEVELOPMENT GUIDELINES

Jack has the advantage of a very strong strategy built into his Special Moves already. He could develop some new moves that continue to exploit this, or he could spend his Move Points to explore other tactics, especially defensive options using Tactics. An Accuracy Bonus would make him even more dangerous.

JACK SAGE

POWER LEVEL 5



BONUSES
Damage +2
Defense +2

LIFE BAR 70



FIGHTING SPIRIT 71



QUALITIES

Driven
Intelligent
Mobility
Psychic

WEAKNESSES

Code: Love and teach all beings
Dull Personality

QUIRKS

Demure
Loves Combat
Unworldly

COMBAT SKILLS

Defense	3	Ki	8
Evasion	3	Combo	5
Tactics	3		

NON-COMBAT SKILLS

Athletics	4	Property Damage	4
Awareness	6	Psychic	7
Draw Ki	5	Sense Ki	7
Grim Determination	4	Spirituality	6
Meditation	6	Zen State	6

JACK SHATE

SPECIAL MOVES

L2 North Wind's Breath	f + P (close)	Acc. +1	Dmg. 1d6
Hurl, Throw (2)			
Places his hands on his opponent's chest, exhales, and pushes, sending the foe flying.			
L3 Brainwave	d, df, f + P	Acc. +0	Dmg. 1d8
Always Does Damage, Hard to Evade, Harry, Ranged (2), Very Fast, Limited Movement: No Movement (-1), Short Range (-1)			
A stunning psychic shout that manifests as a wide distortion wave in the air.			
L4 Mind Magnum	f, d, df + P	Acc. +0	Dmg. 1d10
Increased Damage (2), Increased Stun, Power Up: Control, Ranged (2), Limited Movement: No Movement (-1)			
A focused blast of golden light projected as a beam.			
L3 Mind Over Matter	d, db, b + P	Acc. +0	Dmg. 1d8
Ki and Strength, Knocks Down (2), Reversal			
Focusing his own ki, he manipulates his opponent's ki to telekinetically force the opponent to the ground. He is surrounded by a golden light as he does this.			
L3 Psychic Storm	d, db, b + K	Acc. +0	Dmg. 1d8
Explosive (3), Increased Knockback, Ki and Strength, Limited Movement: No Movement (-1)			
Closing his eyes, Jack projects swirling waves of golden ki around himself.			
L4 Cosmic Wave	d, df, f + PP	Acc. +0	Dmg. 1d8+1
Always Does Damage, Hard to Evade (2), Harry, Increased Damage, Ranged (2), Limited Movement: No Movement (-1)			
A louder psychic shout – slower in speed, but with a wider, more powerful distortion field.			
L4 Shield of Peace	b, d, db + P	Acc. +0	Dmg. 1d10
Hard to Evade, Increased Damage (4), Interrupt, Limited Movement: No Movement (-1)			
Jack takes a step back and braces on his back leg. A circular shield of golden force appears in front of him, driving back his opponent.			
L5 Golden Thought Bolt	b, db, d, df, f + P	Acc. +0	Dmg. 1d10+1
Accuracy for Damage, Increased Damage, Power Up: Control, Ranged (2), Subtle			
Clenches his fists and grits his teeth as a focused golden laser beam launches from his forehead.			
L5 Super Mega Mind Magnum	f, d, df + PP	Acc. +0	Dmg. 1d12
Breakthrough (3), Increased Damage (2), Invincibility (3), Power Up: Control, Ranged (2), Limited Movement: No Movement (-1)			
A powered up version of the Mind Magnum, manifesting as a huge blast filling the screen.			



JACK SAGE

SHIROKURA AKEMI



SHIROKURA AKEMI

GENRE: Standard

FIGHTING STYLE

Void Walker

BACKGROUND

Akemi chose to live apart from her twin brother Genji by the time she was a young adult. Unlike her more worldly brother, she instead chose a life of contemplation at a distant monastery high in the mountains. Whereas Genji found satisfaction for the darkness in his soul in a mercenary company, she dealt with her own inner darkness through mastery of the Void Walker style, a martial arts style that integrated the four classic elements into the fifth element of the Void. She probably would have been content to remain at the monastery studying and finding her place in the world if her brother's troubles didn't bring her down from the mountain.

APPEARANCE

HEIGHT: 150 cm
WEIGHT: 41 kg
BLOOD TYPE: A
AGE: 25

Akemi is of petite stature, around 5', and would be considered delicately boned. She has bright red hair and intense royal blue eyes. She dresses in a royal blue modified geisha garb where the tunic comes down to her mid-thigh. She wears a Capri legging in the same color. The trim of her outfit is white with a blue and accented red floral. This design is also on the trim of her pants. Her long red hair is held back by a white headband with the same floral pattern.

REASON FOR FIGHTING

To support her brother and help him find redemption.

OPENING POSE

Adopts a meditative pose while a whirlwind rises up around her.

TAUNT

Leans over and makes a funny face at her opponent.

VICTORY POSE

Kicks leg up into a vertical split, holds foot, and then spins while giggling.

SHIROKURA AKEMI

STRATEGY GUIDE

Akemi is an exceptionally well-rounded character. She has a response for most avenues of attack and her ability to consistently do long, high-damage Juggle Combos makes her hard to beat. She also has high-damage Ranged attacks with great mobility, so she can position herself easily. A simple pattern of Ranged attacks at a distance and Juggle Combos up close is an effective strategy.

CAMPAGN NOTES

Akemi was originally one of the two “heroes” of the Twin Strike campaign setting. She left the mountain retreat where she trained to assist her brother on his quest for both freedom and redemption. She is unfamiliar with some aspects of contemporary social interactions, but is not unworldly.

CHARACTER NOTES

Akemi is unaware of what her Great Destiny is, but as she was the “heroine” of the campaign, this could be as simple as her figuring out who the Boss is and being instrumental in his defeat. Her Dark Side is part of her family line; when things are going very poorly for her, all of her sweetness and virtue is replaced by a penchant for selfishness and violence. She is literally Haunted by the spirits that surround her monastery. They are not malicious, and even sometimes helpful, but they are also often distracting. Akemi still consults her Sensei when she is not sure what is going on or where she should go.

DEVELOPMENT GUIDELINES

Akemi needs few new attacks. However, she was deliberately built to have as few liabilities as possible; should she discover a new one in combat, it would be reasonable for her to build a move to compensate. Otherwise, gaining new Ranged attacks and new Juggle attacks would keep her thematically consistent.

WIN QUOTE

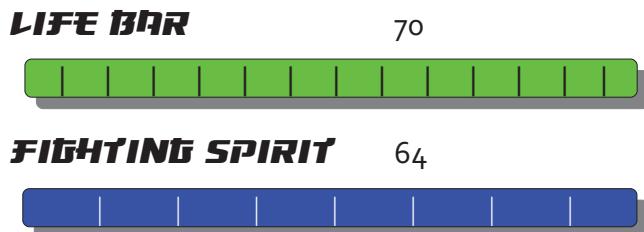
“I’m sorry that I had to beat you so badly.”

SHIROKURA AKEMI

POWER LEVEL 5



BONUSES
Accuracy +2
Control +2



QUALITIES

Attractive
Great Destiny
Mobility
Sensei

WEAKNESSES

Dark Side
Haunted

QUIRKS

Rivalry

COMBAT SKILLS

Defense	4	Ki	10
Evasion	2	Combo	5
Tactics	0		

NON-COMBAT SKILLS

Acrobatics	2	Meditation	2
Agility	2	Perception	3
Athletics	3	Property Damage	2
Awareness	1	Realize Potential	5
Call Forth Wisdom	2	Receive Wisdom	2
Climactic Super Move	2	Sense Ki	2
Danger Sense	2	Stance Evaluation	2
Draw Ki	7	Stealth	2
Endure Great Hardship	3	Thug Thrashing	5
Lost in the Crowd	2	Zen State	4

SHIROKURA AKEMI

SPECIAL MOVES

L4 **Tumultuous Waterfall** f, d, df + P
Aerial, Increased Damage, Juggle, Knocks Down (2)

Acc. +0 Dmg. 1d8+1

This move begins with a simple back flip kick. Once Akemi lands this initial attack, she bounds upward to continue doing aerial backward somersault kicks. In the final aerial hit, Akemi reverses her spin direction to a forward motion that smashes down on the opponent's head, slamming him to the ground where she lands on top of the challenger.

L3 **Spinning Whirlwind** d, db, b + P
Easy to Combo, Hard to Evade, Mobile: Move 2 Ranges, Subtle

Acc. +0 Dmg. 1d8

Spinning Whirlwind is a series of punches and kicks parallel with the ground (rather than in an upward trajectory). It begins with Akemi spinning extremely quickly as she advances. The first attack is a right knuckle in a downward motion followed by a left downward hook punch. As she continues to rotate, her left leg heel kicks, forcing her adversary upward. For the final kick, Akemi is crouching on her left leg but her right leg is fully extended in a vertical split so that the leg can hit the base of the neck.

L3 **Phoenix Fire** d, df, f + P
Hard to Evade (2), Ranged (2)

Acc. +0 Dmg. 1d10

Akemi stands in a modified cat-stance with her left leg back baring most of her weight and the right leg stretched in front with only the ball of her foot resting lightly on the ground. Her arms are stretched out behind her and she is bowed slightly forward. As the move begins, her arms glide in a figure eight before her and then above her as flames trail in their wake. The fireball emerges from the arm movement and takes on its erratic path ricocheting around, making it difficult to determine both when and where it will hit.

L2 **Descending Mountain** f + P (Close)
Sustained Hold (2), Throw (2), Reduced Accuracy (-1)

Acc. +0 Dmg. 1d8

Akemi does a front handspring. While on her hands, she wraps her legs around her opponent's neck. As she completes the forward motion, her legs force her opponent to flip backwards following Akemi's movement and he lands with Akemi sitting on her foe's back with her legs still in a strangle hold around his neck.

L2 **Ascending Mountain** b + K
Increased Accuracy (3), Reversal, Decreased Damage (-1)

Acc. +1 Dmg. 1d6

Ascending Mountain usually begins with Akemi prone. She kippups to a handstand and then pushes up off her arms with a tremendous effort, kicking her opponent under the chin. The follow-through allows her to come up to a standing position.

L4 **Shooting Star** f, d, df + K
Juggle, Knocks Down (2), Launcher, Spinning Juggle

Acc. +0 Dmg. 1d8

Shooting Star begins with a flying uppercut and then moves to a bicycle kick from one leg followed by the other leg and then to another uppercut. This continues in aerial somersaults over and over until the combo ends.

SHIROKURA AKEMI

L3 Thrashing Vortex b, b + P

Acc. +0 Dmg. 1d12

Increased Damage (2), Mobile: Move 2 Ranges, Ranged (2), Limited Movement: Movement away only (-1)

This move forms as a tornado that engulfs Akemi's opponent and whips them around with ferocious force, which often throws Akemi away from close combat.

L3 Restore Balance d, d, d

Acc. N/A Dmg. (1d12)

Healing (3), Increased Damage (2), Ki and Strength, No Damage (-2)

A bright light emanates from Akemi, healing her.

L4 Channel Ki b, b + PP

Acc. N/A Dmg. N/A

Delayed Onset, Power Enhancer: Can be used three times; affects Phoenix Fire and Lashing Vortex (4)

Channel Ki is more subtle in its appearance. It manifests in Phoenix Fire and Lashing Vortex, adding more of a crackle of energy effect that bursts from Akemi once she releases the extra energy through these moves.

L4 Screaming Sand Storm b, d, db + P

Acc. +0 Dmg. 1d10

Juggle, Knocks Down (2), Launcher, Ranged (2), Spinning Juggle, Limited Movement: Movement away only (-1), Non-Finisher (-1)

Screaming Sand Storm is a driving combination of wind and sand that lashes Akemi's opponents. It is so powerful that it knocks anyone in its path end over end.

L7 Super Dragon's Breath f, df, d, db, b, db, d + P

Acc. +1 Dmg. 1d12+1

Breakthrough (2), Hard to Evade (2), Increased Accuracy (3), Increased Damage (3), Invincibility (2), Mobile: Move 2 Ranges, Ranged (2), Limited Movement: Movement away only (-1)

Dragon's Breath is a combination of Phoenix Fire and Thrashing Vortex, appearing at first as a whirling tornado of flame. As Akemi moves, an image of an ethereal dragon forms over her. Once the dragon form is fully realized, the fireball is released and looks as if the dragon is breathing it out at Akemi's opponent.

L5 Super Spiral Dragon's Whip f, df, d, db, b, + P

Acc. +1 Dmg. 1d12

Breakthrough, Easy to Combo, Hard to Evade, Increased Accuracy (3), Invincibility, Ki and Strength, Mobile: Move 2 Ranges, Subtle

Spiral Dragon's Whip is a combination of Tumultuous Waterfall and Spinning Whirlwind. An ethereal dragon emerges around her. When the dragon is fully formed, it and Akemi combined turn into a swirling whirlwind, blasting the opponent from all directions.

SHIROKURA GENJI



SHIROKURA GENJI

GENRE: Standard

BACKGROUND

The older brother to his twin sister Akemi, Genji was born with the same dark side to his soul that his sister discovered later in life. Unlike Akemi, however, Genji's dark side never erupted in explosive destructiveness because he instead embraced it at a young age. He began his career as a simple thug, but found direction and purpose when he joined the criminal mercenary organization the Break Platoon. He demonstrated great skill and leadership in missions around the world, but his life changed in a fateful encounter with another officer named Deacon. The two of them fought, and Genji was soundly defeated. As he lay broken on the ground, Deacon sneered at him: "You could never win because you have no passion for the fight." His sister Akemi, drawn to him, found his broken and bleeding body and restored him to health. Deacon's words haunted Genji; he decided to leave the Break Platoon to seek out a response to Deacon's taunt.

FIGHTING STYLE

Brawling and Break Platoon
Combat Training

APPEARANCE

HEIGHT: 175 cm
WEIGHT: 75 kg
BLOOD TYPE: A
AGE: 25

Wild red hair and a slender but rugged build, covered with scattered scars. Wears a severe suit with a vest. Clean shaven and fair-skinned.

REASON FOR FIGHTING

To prove that he's serious about going clean while finding the passion that will make him a truly good combatant.

OPENING POSE

Tosses jacket away, removes his tie, wraps it tightly around his fist, and then punches his open hand.

TAUNT

Cracks his knuckles and adjusts the tie wrapped around his hand.

SHIROKURA GENJI

VICTORY POSE

Puts on his suit coat and turns away from his opponent.

WIN QUOTE

"It's just business."

LOSS POSE

Punches the ground. "I must find my passion!"

STRATEGY GUIDE

One needs an almost counter-intuitive approach to playing Genji well. He actually does better to go after his opponent in the initiative order. This way, he can choose to use Total Defense and still use one of his Charge Back moves after his opponent misses. Whenever he has Simultaneous Initiative, he should use Clashing Sabers. He is a very defensive character who is also very hard to hurt.

CAMPAGN NOTES

Genji is one of the two "heroes" of the Twin Strike campaign setting. He is the darker, grittier half of the twins. Trying to find the passion that Deacon accused him of lacking, he sought to sever his ties with the Break Platoon, but found himself constantly involved in their affairs.

CHARACTER NOTES

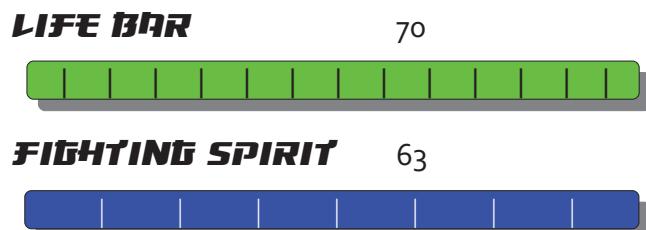
Genji still maintains some Connections with certain members of the Break Platoon and also with some of the unsavory characters that they have worked with over the years. Unfortunately, as he has left the unit, he is also Hunted by them (they are essentially a criminal army and don't like to have rogue elements wandering around who know their secrets). He has a Rivalry with Deacon, as he strives to prove that he has a passion for battle. His Friend Jake owns a bar in South Korea; he is useful as a source of information and as a safe house when Genji needs to lay low.

DEVELOPMENT GUIDELINES

Genji's continued development should follow the same path he has already established. Priority should be given to Charge Back moves, and he also would do well by continually increasing his Control Bonus. Additional Special Moves with the Invincible Interrupt or (especially) Invincible Counter would also fit into his fighting style.

SHIROKURA GENJI

POWER LEVEL 5



QUALITIES

Connections: Break Platoon
Friend: Jake (club owner in Seoul)
Intimidating
Sharp Dressed

WEAKNESSES

Bad Reputation
Hunted

QUIRKS

Attitude
Rivalry

COMBAT SKILLS

Defense	4	Ki	6
Evasion	4	Combo	5
Tactics	0		

NON-COMBAT SKILLS

Athletics	4	Property Damage	4
Awareness	4	Shadowing	3
Endure Great Hardship	4	Smooth Talking	3
Grim Determination	3	Spirituality	1
High Society	3	Stealth	3
Intimidation	4	Street Society	3
Lockpicking	2	Thug Thrashing	6
Lost in the Crowd	2	Zen State	4
Meditation	2		

SHIROKURA GENJI

SPECIAL MOVES

L3 Sudden Impact	Hold b, f + P	Acc. +0	Dmg. 1d6
Charge Back, Juggle, Knocks Down (2), Mobile: Move 2 Ranges, Limited Movement: Must move 1 Range (-1)			
Genji dashes towards opponent with a classic shoulder smash with a little lift at the end that sends him flying.			
L3 Curb Stomp	df, df + K	Acc. +1	Dmg. 1d8
Increased Accuracy (3), Increased Damage (2), Increased Stun, Move Sub-Set: Sudden Impact (-1), Range 0 (-1)			
With upward momentum from Sudden Impact, he jumps in the air above the opponent, stomping them to the ground with both feet.			
L4 Face Full of Knuckles	Hold b, uf + P	Acc. +0	Dmg. 1d8+1
Charge Back, Harry, Increased Damage (3)			
A rapid succession of backfists, jabs, and hooks coming from left and right, concluding with a wind-up cross. The multiple hits and variety of attack angles cause severe damage and leave the opponent confused.			
L2 Everybody Pays	f + K (close)	Acc. +1	Dmg. 1d6
Sustained Hold (2), Throw (2), Slow Recovery (-1)			
Grabbing his opponent's clothes near the collar, Genji lifts and chokes them. They are released by a forehead smash to the face.			
L2 Phoenix Talon	Hold b + K	Acc. +0	Dmg. 1d6+1
Charge Back, Increased Damage, Ranged (2), Short Range (-1)			
A swift spin kick manifests a golden ki talon that rakes across the opponent in unison with the motion of the kick.			
L3 Clashing Sabers	Any button + PP	Acc. +0	Dmg. 1d6
Fast Recovery, Temporary Invulnerability (3)			
With arms crossed in front of him, hands flat like crossed swords, Genji wades forward undaunted by any damage inflicted by his opponent. Once in range, he slashes both hands outward while crouching at the end with his arms spread slightly behind him and his head bowed, still keenly aware of his opponent's position.			
L4 Akemi Tenshi	d, u, d, u	Acc. N/A	Dmg. (1d10+1)
Healing (2), Increased Damage (5), Reversal Only (0), Limited Move: Can only be used when less than half Life Bar (-1), No Damage (-2)			
As Genji lies face down, a ghostly form of Deacon appears on the edge of the screen, hovering and chuckling. Then a translucent Akemi floats in, surrounding Genji in her healing aura. She lifts him to his feet, then the spirits vanish.			
L2 Cover Your Tracks	b + K	Acc. +0	Dmg. 1d10+1
Easy to Combo, Increased Damage (5), Behind Opponent (-1), Limited Move: Only in a Combo (-1), Move Sub-Set: Sudden Impact (-1)			
After smashing past the opponent, Genji performs an aerial cartwheel, kicking the target in the back along the way. As his feet land, he springs back in the other direction, shoulder smashing the opponent again on the return trip.			

SHIROKURA GENJI

L3	Magnum Instinct	Hold b, df + P	Acc. +1	Dmg. 1d6+1
Charge Back, Increased Accuracy (3), Increased Damage, Ranged (2), Limited Use (-2), No Super Energy (-1)				
Instinctively reaching into his vest, Genji motions as if drawing a gun. A ki pistol appears in his hand and he fires off a shot at his opponent.				
L3	Spirit Intercept	Hold b, u + K	Acc. +0	Dmg. 1d8+1
Aerial, Charge Back, Increased Damage (3), Slow Recovery (-1)				
With a swirling blast of ki left behind, Genji launches almost straight up into the air head first, intercepting any opponent he hits along the way. After impact, he does a brief tumble and falls back to the ground, landing on his feet.				
L4	Dossier	Hold b, b, b	Acc. N/A	Dmg. N/A
Charge Back, Fast Recovery, Increased Glory, Invisibility: -2 Control (Maintain Effect) (5), Limited Move: Once per opponent per combat (-1), Limited Movement: Away only (-1), No Damage (-2)				
Genji gets out his cell phone, snaps a photo of his opponent, and calls in a favor from his Connections to get a fighting style analysis.				
L5	Super Frenzied Reincarnation	Hold b, f, b + K	Acc. +0	Dmg. 1d12
Breakthrough (2), Charge Back, Increased Damage (4), Invincibility (2), Ranged (2), Short Range (-1)				
With clawed hands and spin kicks, Genji becomes a spinning blur. Across the screen, ki claws appear in unison with each rotation thrashing the opponent about in alternating directions and lifting him higher into the air with each strike. When the siege ends, the target is left to drop to the ground.				
L5	Super Relentless Impact Intercept	Hold db, df, db + P	Acc. +1	Dmg. 1d12
Aerial, Breakthrough, Charge Back, Increased Accuracy (3), Increased Damage (4), Invincibility, Juggle, Limited Movement: Must move 1 Range (-1), Slow Recovery (-1)				
A blazing combination of Sudden Impact, Curb Stomp, and Spirit Intercept, Genji shoulder smashes into his opponent with an explosion of ki. He stomps him down to the ground, which bounces the opponent back up above his head. Genji then launches high into the air, hitting the opponent on the way up and flying high past him. Finally, he plummets back to the ground feet first, landing on the downed foe.				

DEACON



GENRE: Standard

BACKGROUND

While Deacon's family originally hails from Egypt, he was born and raised in America. As he grew up, he dealt with trying to find his place in a culture that didn't always trust him. This was only made worse by his imposing size and coarse attitude. His family decided that he could best channel his adolescent rage in the military and it was here that Deacon found himself. Not only did he excel, but his ideology found its focus.

It didn't take long before Deacon realized that he was disgusted with the decadence of western culture. But this was not motivated by any religious sentiment (of which he had none). Rather, it was motivated by what he saw as simple weakness masquerading as strength, and loud, empty platitudes disguised as real passion. Despite a promising career, Deacon left the military and went into the private sector. This is where his career in the Break Platoon began. Over the years, he has moved up in the ranks of the organization, and now he is one of their most important, and most dangerous, officers.

APPEARANCE

HEIGHT: 198 cm
WEIGHT: 120 kg
BLOOD TYPE: A

Deacon is a very tall North African brimming with intimidating attitude. He is bald and clean-shaven. He is rarely seen outside of his formal Break Platoon uniform, which is in the style of a military dress uniform, not fatigues.

REASON FOR FIGHTING

To further the agenda of the Break Platoon and to master himself by embracing the full passion of battle.

DEACON

OPENING POSE

Walks forward slowly and then takes a wide, well-grounded stance.

TAUNT

Leans forward and glares.
"Show me who you really are!"

VICTORY POSE

Takes off his dress coat, throws it over his shoulder casually, and turns away from his opponent.

WIN QUOTE

"You don't have what it takes to win in battle."

STRATEGY GUIDE

Deacon has a long and varied move set, so playing him is often just a matter of picking the best move for his current Range. In particular, because he is Tall and has a number of Special Moves with Reach, Range 2 is ideal for him.

CAMPAGIN NOTES

Deacon was an early "sub-boss" in the Twin Strike campaign. He was the former commander of Shirokura Genji in a mercenary outfit known as the Break Platoon. Genji left the unit to try the heroic path, in part because Deacon accused him of having no passion for fighting.

CHARACTER NOTES

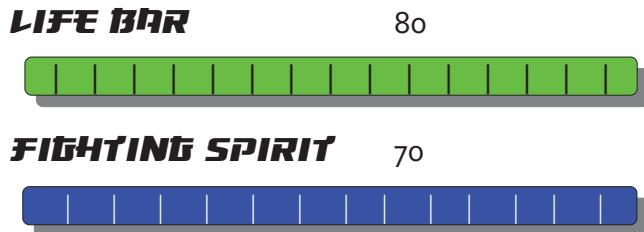
Both Deacon's Connections and his Followers are from the Break Platoon. He is a highly decorated officer of this mercenary unit, so he can access its resources as he needs them. He also has many soldiers under his command. His Bad Reputation technically doesn't apply to his allies; it is the result of the brutal atrocities he has committed for the Break Platoon. As an active member of the unit, he is sometimes assigned particular missions by his superiors.

DEVELOPMENT GUIDELINES

Deacon does not need more Special Moves, as he is unlikely to exhaust all the ones that he has in any given combat. Increasing his Combo Skill could extend his ability to launch humiliating attacks against his opponents.

DEACON

POWER LEVEL 6



QUALITIES

Driven
Followers
Intimidating
Tall

WEAKNESSES

Bad Reputation
Dangerous Job

QUIRKS

Attitude
Brutal

COMBAT SKILLS

Defense	4	Ki	6
Evasion	4	Combo	8
Tactics	4		

NON-COMBAT SKILLS

Agility	3	Property Damage	6
Athletics	4	Reaffirm Purpose	5
Climactic Super Move	5	Realize Potential	3
Danger Sense	3	Sense Ki	4
Draw Ki	2	Stance Evaluation	4
Endure Great Hardship	6	Street Society	3
Grim Determination	2	The Fighting World	3
Intimidation	5	Thug Thrashing	5
Perception	2		

DEACON

SPECIAL MOVES

L2 Brutal Break f + P	Acc. +1	Dmg. 1d8+1
Increased Damage, Throw (2)		
Picks up opponent and throws him forcefully to the ground.		
L3 Recoiless Rifle f, f + K	Acc. +0	Dmg. 1d10+1
Increased Damage (3), Reach		
Deacon steps forward one step and delivers an extended side kick.		
L4 Flak Cannon f, d, df + K	Acc. +0	Dmg. 1d8
Easy to Combo, Juggle, Knocks Down (2), Launcher		
Deacon kicks opponent up into the air, and then follows him up with a knee strike, concluding with two uppercuts.		
L3 Throwing Bolos d, d + P	Acc. +0	Dmg. 1d10
Easy to Combo, Increased Damage (2), Reach		
Long arms throw a series of three rapid hooks.		
L3 Sweeping Roundhouse d, d + K	Acc. +0	Dmg. 1d8
Hits Low, Knocks Down (2), Reversal		
Deacon drops and does a sweeping roundhouse kick to knock down his opponent.		
L4 Missile Command f, d, df + P	Acc. +0	Dmg. 1d8+1
Aerial, Bounce, Increased Damage, Knocks Down (2)		
Leaps into the air, spins, and does a hard axe kick. As the opponent bounces off the earth, Deacon drives a straight fist forward.		
L4 Rapid Assault f, b, f + P	Acc. +1	Dmg. 1d8
Increased Accuracy (3), Mobile: Move 2 Ranges, Reach		
Deacon's long-legged flying side kick.		
L4 "Spirit of Battle!" d, df, f, uf + K	Acc. +0	Dmg. 1d8
Draw Closer, Increased Damage (2), Ranged (2)		
Throws his hands into the air and then ki from the earth grabs his opponent and drags him towards Deacon.		
L3 Frag and Clear d, db, b + K	Acc. -1	Dmg. 1d12+1
Increased Damage (5), Increased Knockback, Decreased Accuracy (-1), Slow Recovery (-1)		
Deacon draws his leg in tight, concentrates, then throws a glowing ki-powered kick.		



DEACON

L4 Command Decision d, df, f, uf + P

Acc. +0

Dmg. 1d10

Aerial, Hard to Evade, Increased Damage (2), Increased Stun

Deacon leaps into the air and brings a haymaker down on top of his opponent's head.

L3 HEAT Round f, f + P

Acc. +0

Dmg. 1d8

Always Does Damage, Interrupt, Reach, Reversal

Deacon focuses his ki, cocks his fist back, and then launches a straight body shot. He then holds this pose for a moment.

L5 Smart Bomb f, df, d, db, b + K

Acc. +0

Dmg. 1d8+1

Increased Damage, Increased Stun, Knocks Down (2), Mobile: Move 2 Ranges, Unblockable

Deacon roots himself to the earth, glowing with power, then launches forward with both knees and both fists thrust towards his opponent.

L5 Super Annihilation f, d, df + PP

Acc. +0

Dmg. 1d10+1

Aerial, Bounce, Breakthrough (2), Easy to Combo, Increased Damage, Invincibility (2), Juggle Launcher

Deacon kicks opponent up into the air, then follows with a knee strike, two uppercuts, and ends the combo with a hard spinning axe kick. As the opponent bounces off the earth, Deacon drives a straight fist forward.

L6 Super Lightning Assault f, b, f, d, d + P

Acc. +1

Dmg. 1d12

Breakthrough, Easy to Combo, Increased Accuracy (3), Increased Damage (2), Invincibility (3), Mobile: Move 2 Ranges, Reach

Deacon begins with a long-legged flying kick and then follows up with three rapid hooks with his long arms.

HELENE MATISSE



HELENE MATISSE

GENRE: Standard

BACKGROUND

Nation: France

For many, gaining the title of the World's Strongest is the greatest, most defining point in one's life - the end of a long, hard struggle to prove oneself to be the best warrior in the world, the apex of human might. For Helene Matisse, that was merely the beginning of her life.

A little over fifteen years ago, Helene seized the championship with both hands, surprising everyone and putting an end to a number of jokes about the fighting prowess of her nation. However, in that climb to the top, she encountered some career fighters for whom fighting was all there was to life - there was no room in their minds to appreciate the beauty and surroundings of the rest of life. Helene made a vow to herself that she would not become like that. She announced that her upcoming tournament would be her last, and that she would go home to France to live out her life in peace. After the tournament, she made the requisite appearances, but she stayed as much out of the limelight as possible. She never forgot the day she won, but that all seemed secondary; there was just so much to do with herself afterward, and she wanted to do it all. First, of course, was finishing up college. It was in that process that a young man caught her eye.

Two weeks after graduation, the two were wed.

Even through it all, however, Helene did her best to keep her body in the shape it was when she won it all. She could hardly imagine herself being any other way, even in her attempt at living a normal life. This did have to take a back seat at times, such as when giving birth to and raising their two kids. Even though she was no longer fighting, she still remembered what it was like not just to be called, but to actually be, the strongest fighter in the world. Years passed, and every so often she could hear her name mentioned as one of the prior champions on the sports news whenever a new World Combat Tournament would come and go. Then one day, when she went out to check the mail, she discovered an invitation among the usual bills. She was being called back, asked to return as a "fighter of honor." Helene couldn't pass up this second chance.

FIGHTING STYLE

Custom Savate

HELENE MATISSE

There was little fuss about her leaving home to fight once more and her kids never truly did see what their mother did before she met dad. She was still astonishingly beautiful, almost as though fifteen days had passed rather than fifteen years. She was the strongest fighter in the world once; perhaps she still has it in her to make it twice.

APPEARANCE

Costume 1 - Helene's long, dark green hair flows into a single, thick braid tied at the end with a blue bow. She has bright green eyes framed with round glasses. She wears a green turtleneck sweater along with a long, cream-colored skirt with openings along the sides to allow her legs free movement. She also wears dark stockings on her long legs that lead into a pair of fine, white shoes.

HEIGHT: 183 cm
WEIGHT: 81 kg
BLOOD TYPE: O
AGE: 36

Costume 2 - Her green hair is accompanied by a white headband with long, trailing ends. Her normal skirt is replaced by a short, black skirt instead.

REASON FOR FIGHTING

Even though she has been away from the fighting scene for fifteen years, she prides herself on the fact that she never really stopped being the same person that she was when she won so long ago. An opportunity to get a companion for her previous trophy is not one to be missed - and while she encourages younger fighters to do her best, she is a fierce competitor that isn't about to let anyone else off easy for any reason in a fight.

OPENING POSE

Helene finishes off a piece of pastry, tosses the dish up in the air, and breaks it with a single kick.

TRUNK

Stops to have a relaxing sip of coffee.

HELENE MATISSE

VICTORY POSES

She produces a cup of coffee and a saucer and takes a long, meditative drink.

Helene takes off her glasses, unbinds her hair from its braid, and says, "Better like this?"

WIN QUOTE 1

"My! Looks like I forgot my own strength!"

STRATEGY GUIDE

Helene has few major liabilities in combat. She lacks any Ranged attacks, so she needs to remain close to her opponent, and even at Range 2, she is still somewhat limited. But otherwise, Helene possesses a variety of options to use in response to her opponent, as well as the ability to perform long Combos of Basic Moves for high damage. Her Debilitating Riposte is very easy to use, though it does knock her opponents back further than she might ideally like. She can also make use of many other Defensive Options with Tactics, allowing her frequent opportunities to do damage.

WIN QUOTE 2

"Mmmm! Well, this all looks familiar, especially with me winning."

CHAMPION NOTES

Helene is a traditional character design with a fairly detailed background and motivation. She could easily be one of the primary characters in a setting or she could be an interesting secondary character, filling the role as a sort of "elder statesman" of the Fighting World.

WIN QUOTE 3

"Ahhh! This rush... I knew I came back for a reason!"

HELENE MATISSE

CHARACTER NOTES

Helene's Fame and Reputation are both part of her well-established career as a champion Fighter. This is also the basis for her Distinctive Appearance (combined with the fact that she is unusually beautiful for an older, semi-retired competitor).

DEVELOPMENT GUIDELINES

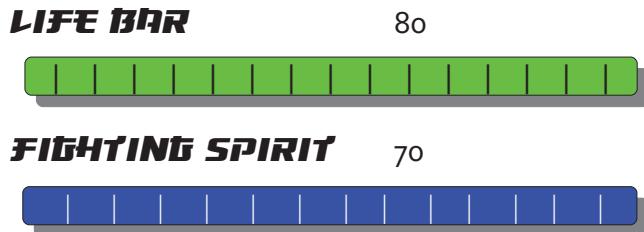
Helene has the Skill and the moves to effect long Combos, but she lacks a Control Bonus. This should be where her next Bonus goes. She also lacks a Reversal move. Otherwise, she should focus on Special Moves that are Easy to Combo or are Counters, so she can maximize the speed with which she does damage.

WIN QUOTE 4

"I may miss home right now, but I certainly missed this too!"

HELENE MATISSE

POWER LEVEL 6



QUALITIES

Attractive	Fame
Beautiful	Intelligent
Buxom	Reputation
Charming	

QUIRKS

Distinctive Appearance

COMBAT SKILLS

Defense	4	Ki	0
Evasion	4	Combo	8
Tactics	4		

NON-COMBAT SKILLS

Agility	6	Grim Determination	5
Call Forth Wisdom	5	Presence	10
Cooking	7	Spirituality	6
Danger Sense	8	The Fighting World	7
Endure Great Hardship	6	Thug Thrashing	5

HELENE MATISSE

SPECIAL MOVES

L3 Striking Heel	d, df, f + K	Acc. +0	Dmg. 1d6+1
Hard to Evade, Increased Damage, Knocks Down (2)			
Helene performs a short hop forward and delivers an overhead smash with the heel of her shoe, forcing her opponent to the ground.			
L3 Sky Climber	d, df, f + P	Acc. +0	Dmg. 1d6
Juggle, Knocks Down (2), Launcher			
Helene performs a powerful uppercut that lifts her opponent off of his feet and high into the sky, giving her time to recollect or just follow up with more hits.			
L3 Battering Ram	d, db, b + K	Acc. +0	Dmg. 1d8
Increased Damage (2), Increased Knockback, Mobile: Move 2 Ranges			
Helene rockets forward, one of her legs outstretched in a long, straight kick.			
L3 Between Two Rocks	d, db, b + P	Acc. +0	Dmg. 1d8
Increased Damage (2), Increased Stun, Subtle			
Helene strikes swiftly with two powerful blows- the first knocks the opponent's head to one side, and then the other strikes the opponent again full force from the opposite side.			
L3 Debilitating Riposte	f, b + K	Acc. +0	Dmg. 1d6+1
Counter Only (0), Increased Damage, Increased Stun, Invincible Counter (2)			
Helene casually parries whichever limb was used to make the attack with one of her hands, punting the offending opponent back with one of her free legs.			
L4 Best Feet Forward	f, d, df + K	Acc. +0	Dmg. 1d8
Easy to Combo, Increased Damage (2), Increased Glory, Subtle			
Helene delivers a low kick, then a medium kick, and then a spin kick with the opposite leg. The first kick comes right out of her standing animation with no wind-up, so it's fairly hard to predict.			
L4 Block Buster	b, d, db + K	Acc. +0	Dmg. 1d6
Always Does Damage, Hard to Evade, Temporary Invulnerability (3)			
Helene winds up and launches a kick that strikes from overhead, delivering enough force to keep interruptions from being viable.			
L4 Down to Earth	f, d, df + P	Acc. +0	Dmg. 1d8
Anti-Air, Increased Damage (2), Knocks Down (2)			
Helene leaps up, fist forward. If she connects with the first hit, she strikes with her other arm, knocking the opponent to the ground with extreme force.			

HELENE MATISSE

L4 Heel Spike b, d, db + P

Acc. +0 Dmg. 1d8

Increased Damage (2), Increased Knockback, Knocks Down (2)

Helene kicks her opponent slightly up off of the ground using the heel of her shoe, then hammers them hard with a powerful blow from the opposite leg.

L5 Kiss the Ceiling b, db, d, df, f + K

Acc. +0 Dmg. 1d6+1

Increased Damage, Juggle, Knocks Down (2), Mobile: Move 2 Ranges, Moves Low

Helene dashes low, catching her opponent with a low kick before striking them up into the air while they're still reeling from the first blow.

L5 Super Crash Rave d, df, f, b, f + P

Acc. +0 Dmg. 1d12

Anti-Air, Breakthrough, Hard to Evade, Increased Damage (4), Invincibility, Juggle, Launcher

This move catches an opponent in a succession of her already-mastered moves, starting with a Striking Heel, launching them with a Sky Climber, and then bringing them down hard with Down to Earth, planting them on the ground.

L6 Super Reign of Terror d, df, f, df, d, db + K

Acc. +0 Dmg. 1d12+1

Breakthrough (3), Increased Damage (5), Increased Glory, Invincibility (2), Unique Super Move

Helene makes a short dash forward, and when she catches up to her opponent, she breaks into a withering assault that contains every last variation of her basic moves strung together.

L6 Super Between Two Trees d, db, b, db, d, df, f (Close)

Acc. +1 Dmg. 1d12+1

Hard to Evade, Increased Damage (5), Invincibility, Sustained Hold (2), Throw (2), Unique Super Move

Helene strikes her opponent with a swift kick, then uses the foothold to grab onto her opponent's torso and slowly crush him between her thighs, concluding the hold by planting a shoe into her opponent's face and kicking off. While this isn't a part of the normal teachings of her style, all fighters must improvise.

L7 Super Joie de Combat d, df, f, df, d, db, b + K

Acc. +0 Dmg. 1d12+1

Breakthrough (4), Increased Damage (7), Increased Knockback, Invincibility, Unique Super Move

Helene makes a short dash forward, kicking her opponent up slightly with her heel. She then strikes four times with one leg, four times with the opposite leg, and then kicks the opponent up higher, only to slam them back to the ground with her heel.

HIROTO



HIROTO

GENRE: Historical

FIGHTING STYLE
Dragon Breath School of Archery

BACKGROUND

Hiroto was an unexceptional samurai of limited bearing and intellect whose life changed when he happened upon the Bow of the Thundering Heavens. The bow was in a small shrine where Hiroto fell asleep after being separated from his traveling companions. When he awoke and grasped the weapon, it flared with life in his hands and the sound of thunder pealed through the shrine.

Now Hiroto wanders where the bow leads him. It is not accurate to say that it possesses him or even communicates directly with him in any way; it just happens to lead him to where it can do the most good for others. Over the years, Hiroto has cultivated a fighting style around the bow, while still managing to integrate traditional swordplay.

APPEARANCE

HEIGHT: 170 cm
WEIGHT: 72 kg
BLOOD TYPE: A

Hiroto is a samurai and dresses accordingly. He has long purple hair, tied back in a high pony tail, highlighting his handsome, youthful face. While not overly bulky, he is very muscular. He is equipped with his magic yumi and his katana.

REASON FOR FIGHTING

To follow the destiny set out for him by his magic bow.

OPENING POSE

Walks forward with a firm resolve on his face, draws out his bow, and nocks an arrow.

TAUNT

Strikes opponent with his bow as a club (doing no damage).

VICTORY POSE

Holds his bow aloft and a shape like a dragon with its wings outspread appears behind him.

HIROTO

STRATEGY GUIDE

Hiroto uses a combination of Ranged attacks and Knock Down attacks to maintain control over a battle. In general, he should stay away from his opponent and use his various Ranged attacks. But if an opponent closes, he should use either Cut of a Thousand Blades, a move that Knocks Down, in order to retreat, or else a Launcher move that causes an additional Range of Knockback. Master of the Blade Stance is also useful for re-positioning. His attacks are accurate and high damage, so he will also be able to rely on occasional Stunning his opponent to set up a big Combo or Super Move.

CHARACTER NOTES

Hiroto is intended as an archetypal character for a traditional mythic Japan historical setting. He has heroic characteristics, though his lack of brains and good sense also make him easy comedic fodder as well.

CHARACTER NOTES

Hiroto's Influence is due to the fact that he is a samurai and thus has social privileges accorded to him for his rank. His Powerful Item is his magical bow. This artifact should drive him forward into new adventures and provide subtle magical aid outside of combat whenever he needs it (which, considering his intelligence, is quite often).

DEVELOPMENT GUIDELINES

Hiroto does not have a lot of variety in his close range attacks, so that would be one possible area for development. Thematically, he should develop new effects for his artifact bow. His defenses are fine, though he lacks a Defense Bonus or a Reversal move.

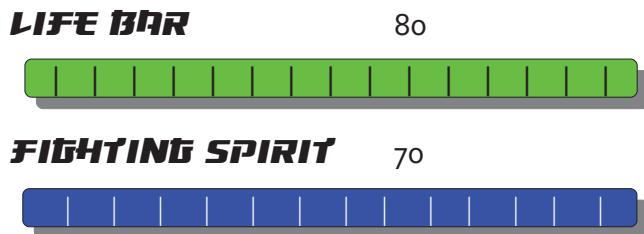
WIN QUOTE

"I'm sure that fight was important – why were we fighting again?"



HIROTO

POWER LEVEL 6



QUALITIES

Attractive
Dashing

Influence
Powerful Item

WEAKNESSES

Code
Thick

Unintelligent

QUIRKS

Disgraced
Impulsive

Revenge

COMBAT SKILLS

Defense	4	Ki	8
Evasion	4	Combo	6
Tactics	4		

NON-COMBAT SKILLS

Agility	4	Occupation: Samurai	6
Animal Handling	1	Property Damage	6
Athletics	3	Reaffirm Purpose	4
Climactic Super Move	5	Realize Potential	3
Draw Ki	2	Sense Ki	3
Endure Great Hardship	5	Spirituality	2
Grim Determination	5	The Fighting World	2
High Society	4	Thug Thrashing	6
Intimidation	4	Zen State	3

SPECIAL MOVES

L3 Master of the Blade Stance	f, f + P or P + b, b	Acc. +0	Dmg. 1d10
Evade Ranged, Fast Recovery, Mobile: Move 2 Ranges, Mobile: Move before or after attack			
Hiroto adopts a defensive stance with his katana, allowing him to move quickly into range with a downward slash, or to launch an upward slash as he slides away from his opponent.			
L4 Yumi Mastery	f, d, df + P	Acc. +1	Dmg. 1d8
Accuracy for Damage, Increased Accuracy (3), Increased Stun, Ranged (2), Prop: Recover with Pick Up Yumi (-2)			
Hiroto draws his magic bow and fires an arrow at his opponent. When he is knocked to the ground, the bow falls off his back.			
L2 Pick Up Yumi	d + P	Acc. N/A	Dmg. N/A
Easy to Combo, Mobile: Move 2 Ranges, Mobile: Move before or after attack, Priority, Reversal, No Damage (-2)			
Hiroto crouches down and/or rolls forward, picks up his bow, and re-slings it across his back.			
L2 Aikijutsu Throw	f + P	Acc. +1	Dmg. 1d10+1
Increased Damage, Throw (2)			
Hiroto steps in and delivers a powerful hip toss to his opponent.			
L3 Kami Shot	d, db, b + K	Acc. +0	Dmg. 1d10+1
Increased Damage (3), Ranged (2), Very Fast, Prop: Recover with Pick Up Yumi (-2)			
Hiroto holds his bow steady and intones a command. A glowing yellow light appears as an arrow flies at the opponent with lightning speed.			
L4 Dragon Wing Ascent	b, d, db + P	Acc. +0	Dmg. 1d10
Easy to Combo, Juggle, Knocks Down (2), Spinning Juggle			
Hiroto leaps forward with a powerful upward swing of his sword, catching his opponent up into the air. He then continues swinging his blade in a rapid circular arc, striking the opponent again and again.			
L4 Breath of Inexorable Doom	f, d, df + K	Acc. -2	Dmg. 1d12
Harry, Increased Damage (4), Increased Stun, Knocks Down (2), Ranged (2), Decreased Accuracy (-2), Limited Movement: No Movement (-1), Prop: Recover with Pick Up Yumi (-2)			
Hiroto drops to one knee and intones a word of prayer. After a moment, he fires an arrow surrounded by a coruscating ball of black energy.			
L3 Cut of a Thousand Blades	d, df, f + P	Acc. +0	Dmg. 1d12
Increased Knockback, Ki and Strength, Knocks Down (2)			
Hiroto steps forward with an overreaching powerful swing of his blade, his katana enveloped in blue flames, which sends his target flying back.			

L4 Dragon Claw f, d, df + K

Acc. +0 Dmg. 1d12+1

Anti-Air, Increased Damage, Ki and Strength, Knocks Down (2), Invincible Interrupt (2), Prop: Recover with Pick Up Yumi (-2)

In response to an leaping attack, Hiroto draws his bow and shoots it up at an incoming opponent.

L5 Super Shin Kami Shot d, db, b + KKK

Acc. +0 Dmg. 1d12+1

Breakthrough (3), Harry, Increased Damage (3), Invincibility (3), Ranged (2), Very Fast, Limited Choice (-1),
Prop: Recover with Pick Up Yumi (-2)

Hiroto holds his bow steady and shouts a powerful one-word command. Several glowing yellow lights fly from the bow with lightning speed.

L6 Super Ascent of the Dragon God b, d, db + P

Acc. +1 Dmg. 1d12+1

Breakthrough (4), Easy to Combo, Increased Accuracy (3), Increased Damage, Invincibility (2), Juggle, Spinning Juggle, Limited Choice (-1)

Hiroto leaps forward with a downward slash, followed by a rapid upward slash, sending his opponent up into the air. He then follows his foe into the air, swinging back and forth with horizontal slashes.

L5 Super Yumi Perfect Technique f, d, df + PP

Acc. +1 Dmg. 1d12+1

Accuracy for Damage, Increased Accuracy (3), Increased Damage (3), Invincibility (4), Ranged (2), Limited Choice (-1), Prop: Recover with Pick Up Yumi (-2)

Hiroto pulls out his magic bow as ki energy flows around him, filling up the background of the screen. When he releases the arrow, it glows and leaves a glowing trail behind it as it flies towards the target.

JASON STONE



JASON STONE

GENRE: 3-D

BACKGROUND

Jason Stone came from an aristocratic background of old money that emigrated from England to the United States in the early twentieth century. His ancestors were captains of industry and made their money on the backs of poor workers.

Being a child of luxury, Jason wanted for nothing, but he was dissatisfied with a life of idle leisure. He pursued a business degree to shut his parents up, but only found satisfaction in athletics: Track and field, boxing, wrestling - any sport where his success rested solely on his ability to push himself. When he attended an illegal fight club in London, he knew that he had found his calling.

Using the money from his jet setting lifestyle, he traveled to meet with expert fighters around the globe, taking lessons from them to supplement his classical boxing and wrestling training with various styles of martial arts, as well as dirty street fighting techniques learned the hard way. Whenever he felt the need to test himself, he used his money to travel the globe or to bring foreign fighters to his doorstep.

His disdain for others is matched only by his disdain for his aristocratic family, and he has plans to gather strong fighters under his command and begin an entertainment empire of modern gladiators to dwarf and eventually consume his family's fortune.

APPEARANCE

Jason is a wealthy young British man in his 20s.

HEIGHT: 175 cm
WEIGHT: 83 kg
BLOOD TYPE: A

Costume 1 - Baggy black athletic pants, white sleeveless workout shirt, MMA gloves, workout shoes, and a white headband.

Costume 2 - Remarkably dapper suit pants with white button-down shirt with the sleeves rolled up, bow-tie, suspenders, and MMA gloves.

JASON STONE

REASON FOR FIGHTING

To build up a gladiatorial sports empire with the greatest fighters under his wing.

TAUNT

Jason makes a very rude gesture and says,
"Can't hack it? Wanker."

OPENING POSE

Cracks knuckles, works his neck, and then sinks into his fighting guard.

VICTORY POSE

Jason leans over his opponent and asks, "What? You're surprised?"

TIME OUT ANIMATION

Covers his face and turns away angrily.

WIN QUOTE

"Heh. That was worth my time. And I charge a lot."

STRATEGY GUIDE

Jason has tremendous Accuracy with his attacks. This can be combined with his impressively high Attack String Skill to generate long strings of Basics that do a lot of damage. He has no significant weaknesses other than a limited variety of Special Moves and no Ranged attacks. However, as he is meant to be a Fighter in the "3-D" genre of campaigns, he is unlikely to encounter opponents who can easily take advantage of those liabilities. An opponent facing him without Ranged attacks can limit some of his Accuracy and options by trying to stay at Range 2.

JASON STONE

CHAMPION NOTES

Jason Stone was the runner-up in the Lord of Battle tournament. For this book, he was transformed from a traditional 2-D Fighter to a 3-D Fighter, which is a better fit for his more grounded concept.

CHARACTER NOTES

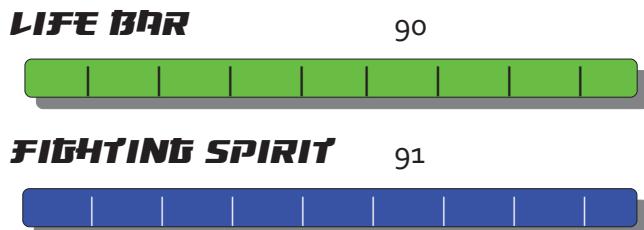
Jason's Connections are a result of his Wealth and his family background. These Connections are generally among the wealthy and well-placed in society.

DEVELOPMENT GUIDELINES

Jason doesn't have much development left to go. Presuming that he has been successful with these moves for this long, and with such a simple, solid strategy with which to utilize them, there is no reason to re-invent the wheel. If he wanted a final new trick, a Defense Bonus and a Special Move with the Counter Element would be a good choice.

JASON STONE

POWER LEVEL 7



QUALITIES

Attractive
Connections
Driven

Intelligent
Wealth

QUIRKS

Arrogant
Short-Tempered

COMBAT SKILLS

Defense	4	Ki	0
Evasion	4	Combo	4
Tactics	4	Attack String	12

NON-COMBAT SKILLS

Agility	4	Property Damage	2
Athletics	6	Reaffirm Purpose	7
Awareness	4	Realize Potential	6
Climactic Super Move	3	Shadowing	2
Danger Sense	4	Smooth Talking	4
Endure Great Hardship	3	Stance Evaluation	9
Grim Determination	2	Street Society	2
High Society	5	The Fighting World	2
Intimidation	2	Thug Thrashing	2
Perception	4	Zen State	2
Presence	6		

JASON STONE

SPECIAL MOVES

L2	Two-Stage Roundhouse	f + K	Acc. +0	Dmg. 1d12
Increased Damage (4), Limited Move: 1/2 damage at Range 2 (-1)				
Jason brings in a tight roundhouse knee for one hit and then extends his foot for a second hit.				
L3	Dashing Pummel	f, f + P	Acc. +1	Dmg. 1d8+1
Increased Accuracy (3), Increased Damage, Mobile: Move 2 Ranges, Slow Recovery (-1)				
Jason dashes forward with a jab that, if it connects, hits with two other punches/elbows. If it misses, he stands there for a few frames of animation cursing, leaving himself open.				
L4	Ground 'n Pound	f, d, df + P (Close)	Acc. +1	Dmg. 1d8
Carrying Grapple, Sustained Hold (2), Throw (2)				
Jason grabs onto the enemy and drops back into a roll, taking the opponent with him. When the tumble is done, he has his opponent in a full mount and he punches the foe in the face several times before rolling backward to his feet, leaving the opponent on the ground.				
L2	Spinning Roundhouse	b + K	Acc. +0	Dmg. 1d10
Increased Damage (2), Reversal				
Jason executes a perfect spinning roundhouse.				
L3	Body Blows	d, db, b + P	Acc. +1	Dmg. 1d8
Increased Accuracy (3), Priority, Subtle, Limited Move: Cannot be used at Range 2 (-1)				
Keeping in close, Jason punishes his opponent with short, fast punches to the abdomen.				
L4	Haymaker	d, db, b, f + K	Acc. +1	Dmg. 1d12+1
Increased Damage (6), Increased Stun, Limited Movement: No Movement (-1), Slow Recovery (-1)				
Jason winds up and delivers a ferocious punch that leaves him wide open if he misses.				
L5	Super Dashing Pummel	b, b, f, f + P	Acc. +1	Dmg. 1d12+1
Breakthrough (2), Increased Accuracy (3), Increased Damage (4), Invincibility, Mobile: Move 2 Ranges, Slow Recovery (-1)				
Jason dashes forward at extreme speed. If the first strike hits, he follows up with a lightning fast series of punches and elbows.				

SIERSI



SIERSI

GENRE: Future

BACKGROUND

Siersi is an alien from a planet in another galaxy. On her own planet, she was a fugitive, sought for criminal acts against the government. When she was captured, she was used as a test subject by scientists who worked for the police state that ruled her city.

Siersi's planet possessed highly advanced technology that allowed them to reach into other dimensions and harness that extra-dimensional energy for their research. During the experiment in which Siersi was the subject, something unexpected and unprecedented occurred. In another dimension, her people discovered other living entities, entities never before seen. One of these entities warped through the dimensional barrier and found Siersi's body to be a suitable host. It joined with her body and mind, fusing both into one being, more alien and more powerful, but also internally at war between two intelligences, driving her mad.

The experiment was deemed a failure and it was decided that Siersi was expendable. But instead of killing her, they thought it better to punish the criminal with life eternal in a frozen, stasis hell, jettisoned into space in a prisoner pod. These pods were built to sustain prisoners in a stasis state where they would normally be frozen, but alive, until it was time for them to be released. Instead, she crash landed on earth a few years ago and was found by some archaeologists in Australia.

On earth her power manifests as purplish-green ectoplasm, a swirling mass of snake-like appearance and appendages. Her hair, normally dark purple, sometimes becomes purple-green and turns into writhing snakes that allow her to sense incoming danger from all around. Snake-like tentacles also erupt from the palms of her hands so she can grab and throw people from far away.

APPEARANCE

HEIGHT: 180 cm
WEIGHT: 69 kg
BLOOD TYPE: Unknown

Siersi is a tall humanoid alien with purple and black skin. Her hair looks like a mass of metallic tentacles that occasionally take on snake-like characteristics. She has pink eyes.

REASON FOR FIGHTING

To find out where she is and to avoid capture.

THWINK

Thrusts her open palm in her opponent's face and a snake lashes out of it.

OPENING POSE

Tentacles reach down from the ceiling, eventually dropping Siersi to the floor. She stands confidently but without a specific fighting stance.

VICTORY POSE

Crosses her arms and looks away, while tentacles swarm around her body.

WIN QUOTE

"Warriors on this planet are weak."

STRATEGY GUIDE

Siersi is a versatile character with a lot of interesting options. Almost all of her attacks Harry her opponent, which enables her to more easily maintain Initiative and press the attack. She also has high defenses and a number of attacks that can be used as Defensive Responses, which is a useful way for her to potentially gain extra attacks. Finally, her very high Fighting Spirit allows her great flexibility in combat overall. She is not a very mobile Fighter, so an enemy could use that to his advantage.

CHARACTER NOTES

Siersi's extraterrestrial origin suggests a futuristic setting, but she can be the designated "weird" character in a more traditional setting. Her background presents plot hooks that could be the basis for an alien invasion-based focus for a setting also.

CHARACTER NOTES

All of Siersi's powers stem from the symbiotic host present in her alien body. Most of her abilities manifest as her Special Moves, but she can also use her body for more imaginative uses as well, especially stretching limbs and clinging to walls.

DEVELOPMENT GUIDELINES

As she is Power Level 7, Siersi doesn't have much room left in her development. She is fairly well-rounded, with only her average mobility left unaddressed. As such, she could add a simple Special Move with the Mobile Element. Continuing to add to her Fighting Spirit adds to her already excellent versatility, so an alternative would be for her move list to be closed.

SIERSI

POWER LEVEL 7



QUALITIES

Intimidating
Light
Power: Symbiotic Host

WEAKNESSES

Fearsome Appearance

QUIRKS

Brutal
Scarred

COMBAT SKILLS

Defense	4
Evasion	4
Tactics	4

Ki	8
Combo	8

NON-COMBAT SKILLS

Agility	6	Power	10
Awareness	5	Reaffirm Purpose	5
Danger Sense	6	Realize Potential	7
Fast Reflexes	10	Sense Ki	3
Grim Determination	8	Thug Thrashing	5
Intimidation	10		

SPECIAL MOVES

L3 Tentacle Grab	d, df, f + P	Acc. +0	Dmg. 1d8
Draw Closer, Increased Knockback, Knocks Down (2), Ranged (2), Limited Movement: No Movement (-1), Slow Recovery (-1)			
A tentacle reaches across the screen, grabs the opponent, and yanks him towards Siersi, dropping the foe at her feet.			
L4 Siphon Life	b, d, db + P	Acc. +0	Dmg. 1d10
Healing (2), Increased Damage (2), Increased Knockback, Increased Stun, Limited Move: Must hit for Healing to work (-1)			
Siersi's snake hair reaches out and grabs her target and her snakes bite the opponent. The attack siphons away the target's energy, healing Siersi and stunning the enemy.			
L3 Flash Lash	d, db, b + P	Acc. +0	Dmg. 1d8+1
Counter, Hard to Evade, Harry, Increased Stun, Reach, Limited Damage: Stun Only (-1)			
Siersi's tentacles sprout from the ground straight up, momentarily confusing the opponent.			
L2 Slingshot	f + P (Close)	Acc. +0	Dmg. 1d8
Hurl, Throw (2)			
A tentacle wraps around the opponent and throws him across the battlefield.			
L4 Flash and Slash	d, d, d + P	Acc. +1	Dmg. 1d8+1
Counter, Harry, Increased Accuracy (3), Increased Damage, Teleportation (2), No Combo (-1), Limited Use (-2)			
Tentacles wrap around Siersi's body and spin her so fast that she flashes and appears elsewhere. If she appears next to her opponent, the tentacles grab him and spin him violently.			
L5 Squeeze	f, df, d, db, b + K	Acc. -1	Dmg. 1d8+1
Area Effect (4), Entangle (2), Harry, Increased Damage, Knocks Down (2), No Ranged Response, Ranged (2), Decreased Accuracy (-1), Limited Damage: Stun Only (-1), Limited Use (-2), Negative Positioning (-1), Only When Prone (-2)			
While knocked down, several tentacles rise up around Siersi to protect her, grabbing and squeezing anyone still standing nearby.			
L4 Tentacle Launch	f, d, df + P	Acc. +0	Dmg. 1d8
Counter, Easy To Combo, Hits Low, Juggle, Knocks Down (2), Limited Movement: No Movement (-1)			
A flash of a tentacle whips into my opponent from the ground up, launching him into the air for an easy combo.			
L3 Flash Smash	d, db, b + K	Acc. +0	Dmg. 1d8+1
Counter, Increased Damage, Mobility: Full movement after attack, Ranged (2), No Super Energy (-1)			
A quick counter that sends tendrils of ectoplasmic tentacles flying across the field at her opponent.			

SIERSI

L3 Air Lash df, f, uf + P

Acc. +0 Dmg. 1d8+1

Anti-Air, Harry, Increased Damage, Mobility: Full movement after attack

When the opponent flies through the air towards her, tentacles shoot out from her, knocking the opponent away and dizzying him.

L4 Dizzy Lash d, f, df + K

Acc. +0 Dmg. 1d6

Harry, Interrupt, Reflection, Mobility: Move 2 Ranges, Power Up: Control

Tentacles flash out in front of Siersi, sending any incoming attack away from her.

L3 Lasher Crush b, b + K (Close)

Acc. +1 Dmg. 1d10

Increased Damage (2), Power Up: Control, Sustained Hold (2), Throw (2), Limited Movement: No Movement (-1), No Combo (-1),

Slow Recovery (-1)

A power thrust wraps a tentacle around her opponent and crushes him.

L5 Super Spinning Lash b, db, d, df, f + P

Acc. +0 Dmg. 1d12+1

Breakthrough, Harry, Increased Damage (4), Increased Knockback, Invincibility, Teleportation (2), Unique Super Move, No Combo (-1)

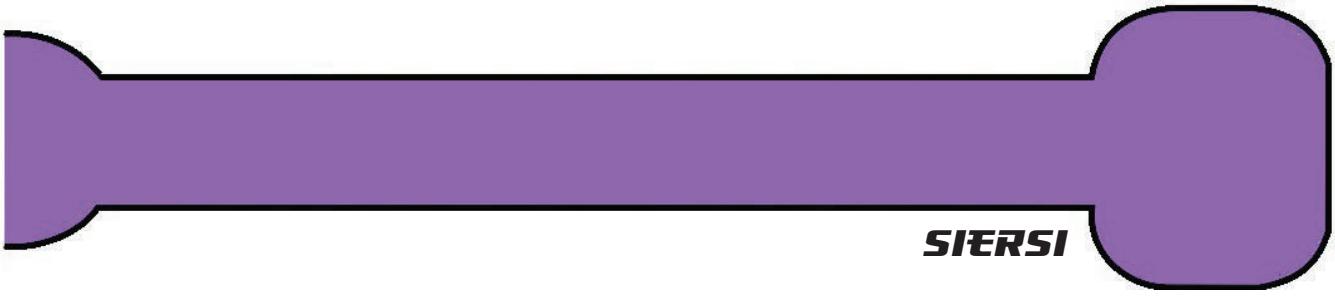
Siersi teleports next to her opponent and she begins spinning, her tentacles whipping outwards and hitting her target.

L6 Super Singularity Lash d, d, d + PPP

Acc. +2 Dmg. N/A

Increased Accuracy (6), Invincibility, Suppression: Special Moves, Movement, and Super Moves (6), Unblockable (4), Unique Super Move, Limited Movement: No Movement (-1), Limited Use (-2), No Combo (-1), Range 0 (-1), Slow Recovery (-1)

Siersi's tentacles shift into and out of reality, striking from the ectoplasmic fields of the battlefield and suppressing the opponent so the opponent can't move or attack.



SIERSI

DAIICHI TAKEDA



DAIICHI TAKEDA

GENRE: Standard

BACKGROUND

Daiichi was taken in by a group of Master-class wrestlers during his first year in High School. He is a gentle person by nature, but he didn't have a lot of friends. As a result, he was often bullied and didn't fight back. One day as he was going home, he found a girl student with glasses about to be bullied by a local street gang. Despite the danger, Daiichi found himself running into one of the bullies to save the girl. That bought the girl enough time to compose herself, and then she beat up the rest of the thugs herself. For his part, Daiichi was winded after just running headfirst into one of them.

FIGHTING STYLE
Guardian God (Shugoshin)
World Wrestling

As thanks for saving her, the girl invited Daiichi into her dojo in order to train him in martial arts. Little did Daiichi know that the girl he "saved" was the daughter of the "Unstoppable Superman" and he found himself living with a group of Masters inside one of the most secretive dojos in the world. Daiichi was trained in different kinds of wrestling styles from all over the world.

It wasn't long before the school bullies found out that Daiichi was no longer the same wimp as before. Shortly after winning over a notorious school bully, the young student found himself the Champion of the Bullied at his school. With his new-found abilities, Daiichi was now in a position to act according to his philosophy: to defend others weaker than himself. He joined other like-minded students in fighting for Justice and using their martial arts for Good.

APPEARANCE

HEIGHT: 195 cm
WEIGHT: 141 kg
BLOOD TYPE: B
AGE: 18

Daiichi is dressed in his school uniform, with his jacket always flung open, emphasizing his huge muscular bulk. He is so big that no school jacket could possibly close around his frame. His huge arms and hands are slightly curled, but always at the sides, ready to change fighting stances at any time. Daiichi's eyes almost always appear closed, due to the plumpness of his face. But despite being huge, he still comes off as a gentle giant, instead of an intimidating person.

DAIICHI TAKEDA

REASON FOR FIGHTING

Daiichi fights to protect others. This innate desire to be good kept him in the good graces of his masters, for they further taught him to only fight for Good, and never to use his abilities for Evil. Good and Evil are very definite ideas for this simple high school kid. Daiichi fights to protect the peace, ensuring the safety of those weaker than himself, his family, and his friends.

His later adventures (as he grows older and/or advances in Power Level) find Daiichi fighting against invaders from other schools or Evil martial artists. Most of the time, Daiichi fights according to his masters' will or for his teammates' sakes. Daiichi cannot abide Evil martial artists to go unchallenged. They must be crushed into the ground!

Daiichi imagines himself forming a family with the girl he saved, and so works to make sure that the world is at peace. Besides, when your lady love is better than you at martial arts, you have to make sure that she gets impressed by your own resolve and skill!

OPENING POSE

Daiichi bends his knees, then rolls his shoulder and neck with audible pops.

THUNT

Daiichi pales from the toes going up, as his soul escapes from his mouth, while briefly recalling the terror of his daily training with his masters.

VICTORY POSE

Daiichi bows to the fallen opponent, wipes the sweat from his brow, and flashes a thumbs-up sign and winning smile to his masters, friends, and to the player.

WIN QUOTE

"Don't underestimate the life-giving fist."

DAIICHI TAKEDA

STRATEGY GUIDE

How Daiichi should be used depends on his Power Level. At Power Level 1, he has fairly straightforward offensive moves and very weak defenses. As he advances, his defenses improve and by Power Level 3, he has excellent defensive options. As he develops more Special Moves, it becomes more beneficial to him to try to stay as close to Range 0 as possible so that he can use his Multi-Part Throws.

CAMPAGIN NOTES

The original concept for Daiichi placed him as the grappling character on a team of sentai superheroes. So he could be joined by four other characters, each with a distinctive fighting style. Otherwise, he can be used as a high-powered, complex grappling character in a high school campaign setting.

CHARACTER NOTES

Eventually, as his knowledge of his super-heroic destiny increases, he learns of the sentai team's Sensei (which is actually a group of masters) and he earns an appropriately heroic Reputation. These can be re-conceptualized as more generic Qualities if Daiichi is not being used as part of a sentai team. Daiichi finds himself easily attached to people. Aside from his lady love, he considers his dojo, his masters, his friends/teammates all as Significant Others.

DEVELOPMENT GUIDELINES

Daiichi is already Power Level 8. A look at his development reveals an aggressive brawler who developed more intricate moves as his defenses improved.

DAIICHI TAKEDA

POWER LEVEL 1 - 8

STRENGTH

1

SPEED

(Control)

1

STAMINA

0

BONUSES

Accuracy +1 (PL 7)
Control +1 (PL 3)
Damage +1 (PL 5)
+2 (PL 6)
+3 (PL 8)
Defense +1 (PL 2)
+2 (PL 4)

LIFE BAR

30/ 40/ 50/ 60/ 70/ 80/ 90/ 100



FIGHTING

10/ 20/ 30/ 40/ 55/ 70/ 85/ 111

SPRIT



QUALITIES

Big
Intelligent
Mobile
Tall

Genius (PL 2)
Sensei (PL 4)
Reputation (PL 6)

WEAKNESSES

Significant Other

QUIRKS

In Love

COMBAT SKILLS

Defense 2/ 2/ 3/ 3/ 4/ 4/ 4/ 5
Evasion 0/ 2/ 3/ 3/ 4/ 4/ 4/ 5
Tactics 2/ 3/ 3/ 3/ 4/ 4/ 4/ 5

Ki 0/ 0/ 0/ 0/ 0/ 3/ 5/ 5
Combo 2/ 2/ 3/ 6/ 6/ 6/ 7/ 8

NON-COMBAT SKILLS

Athletics	2/ 2/ 2/ 2/ 2/ 2/ 5/ 8	Reaffirm Purpose	3/ 4/ 6/ 8/ 10/ 10/ 10/ 10
Endure Great Hardship	3/ 4/ 6/ 8/ 10/ 10/ 10/ 10	Realize Potential	2/ 2/ 2/ 2/ 2/ 2/ 2/ 7
Fast Reflexes	0/ 3/ 6/ 8/ 10/ 10/ 10	Technological Aptitude	0/ 3/ 3/ 4/ 6/ 8/ 10/ 10
Grim Determination	3/ 4/ 6/ 8/ 9/ 10/ 10/ 10	The Fighting World	1/ 2/ 3/ 4/ 6/ 8/ 10/ 10
Property Damage	1/ 1/ 1/ 1/ 2/ 5/ 8/ 10		

DAIICHI TAKEDA

SPECIAL MOVES

Power Level 1 (10 Move Points Spent)

L3 Seikukan b, db, d + P

Bounce, Interrupt Only (o), Invincible Interrupt, Knocks Down (2)

Acc. +o Dmg. 1d8

Daiichi traces a sphere around himself with his hands, intent on countering any melee move that comes in. Once a melee attack hits, Daiichi reaches out to the opponent's face, pulling and smashing them to the ground so hard that they bounce up.

L3 Lightning Hammer Rapidly press P

Easy to Combo, Fast Recovery, Increased Glory, Increased Stun

Acc. +o Dmg. 1d8

Daiichi launches a flurry of heavy thrust slaps, intending to knock the air out of his opponent or unbalance him.

L4 Daisetsuzan Oroshi b, d, db + P (Close)

Increased Damage, Interrupt, Juggle, Knocks Down (2), Launcher, Range o (-1)

Acc. +o Dmg. 1d6+1

Daiichi wraps both arms tightly around his opponent, squeezing tightly, before unwrapping his arms quickly and launching the opponent high in the air, spinning like a top.

Power Level 2 (9 Move Points spent, 1 Move point saved)

L3 Thunder Smash u, u + P

Increased Damage (2), Increased Glory, Increased Stun, Knocks Down (2), Multi-Part Attack: Seikukan (-2)

Acc. +o Dmg. 1d10

Daiichi snatches the flying opponent from the air by the leg, slamming them to the front and back like a rag doll on the pavement, dealing multiple concussions.

L3 Air Backbreaker u, d + P

Increased Damage (4), Throw (2), Multi-Part Attack: Daisetsuzan Oroshi (-2)

Acc. +1 Dmg. 1d12

Daiichi catches the spinning opponent in the air across his shoulders, while he himself spins and plummets to the ground, breaking the opponent's back with the impact on the ground.

L3 Slide d, df, f + K

Evade Ranged, Hits Low, Mobile: Move 2 Ranges, Moves Low

Acc. +o Dmg. 1d8

Daiichi performs a running slide towards the opponent's feet, avoiding overhead attacks.

Power Level 3 (7 Move Points spent, 3 Move Points saved)

L7 Super La Lucha Grande Slide d, df, f, df, d, db, b + K

Evade Ranged, Hits Low, Increased Damage (4), Increased Glory, Invincibility (3), Juggle
Launcher, Mobile: Move 2 Ranges, Moves Low

Acc. +o Dmg. 1d12+1

Daiichi performs a running slide towards the opponent's feet, kicking the opponent upward. This sends him flying, so Daiichi then launches into the air using his arms, catching the opponent in the air with his legs, and uses his weight to plant the opponent in the ground.

DAIICHI TAKEDA

Power Level 4 (14 Move Points spent)

L3 Tornado Bomb	d, d + P	Acc. +1	Dmg. 1d10
Increased Damage (2), Increased Glory, Throw (2), Multi-Part Throw: Air Backbreaker (-1)			
Daiichi powerbombs the opponent slung across his shoulders once, then jumps up to spin and powerbomb him again.			
L3 Thunder Strike	d, df, f + P	Acc. +0	Dmg. 1d8
Critical Hit, Evade Ranged, Fast Recovery, Harry			
Daiichi delivers a powerful twisting chop to the opponent, addling his brain.			

L4 Sky Hurricane	(In air) d, df, f + K	Acc. +0	Dmg. 1d8
Aerial, Anti-Air, Knocks Down (2), Mobile: Move 2 Ranges			
Daiichi jumps towards the opponent with his knees targeting his opponent's head. Once his knees lock on to the head, Daiichi spins around, dragging his opponent down in a Hurricanrana DDT.			

L4 Cyclone Suplex	f, d, df + P (Close)	Acc. +1	Dmg. 1d10
Increased Damage (2), Position Shift, Throw (2)			
Daiichi slips underneath the opponent's guard and performs a double suplex takedown.			

Power Level 5 (9 Move Points spent, 1 Move Point saved)

L3 Spinning Piledriver	d, u + P	Acc. +1	Dmg. 1d10+1
Increased Damage (3), Throw (2), Multi-Part Throw: Tornado Bomb (-1)			
Daiichi finishes off the opponent with a classic and well-known move in wrestling: the Spinning Piledriver.			

L3 Shugoshin Death Lock	d, f + K	Acc. +1	Dmg. 1d10+1
Increased Damage (3), Throw (2), Multi-Part Throw: Cyclone Suplex (-1)			
Daiichi stands to lock the opponent's legs and spine in a Sharpshooter.			

L3 Reverse Cyclone	d, db, b + K	Acc. +1	Dmg. 1d8
Hurl, Reversal, Throw (2)			
This move has two animations. While still standing, Daiichi grabs his opponent's arm or leg to perform a Judo throw, driving the opponent's head into the ground before hurling him away. When knocked down, Daiichi instead grabs the opponent's leg, pulling him down to break the leg, before rolling and performing a leg throw.			

DAIICHI TAKEDA

Power Level 6 (11 Move Points spent)

L7 Super Shugoshin Saikyou Combo	f, df, d, db, b, ub, u + P	Acc. +1	Dmg. 1d12+3
Easy to Combo, Increased Damage (7), Increased Glory, Invincibility (4), Throw (2)			

Daiichi performs his first chain throw without interruption: Air Backbreaker to Tornado Bomb to Spinning Piledriver.

L4 Hurricane Swing	f, d, b + K (Close)	Acc. +1	Dmg. 1d10
Hurl, Increased Damage (2), Throw (2)			

Daiichi picks up the opponent's legs, spinning him around and around before hurling the opponent away.

Power Level 7 (9 Move Points spent)

L3 Thunder Crash	u, d + K	Acc. +0	Dmg. 1d10
Aerial, Hard to Evade, Increased Damage (2)			

Daiichi jumps up and brings his entire weight crashing down on his opponent.

L6 Super Shugoshin Enraged	d, df, f, d, df, f + PP	Acc. +1	Dmg. 1d12+2
Easy to Combo, Increased Accuracy (3), Increased Damage (5), Increased Glory, Knockback Advance, Unique Super Move			

Daiichi thrusts his palms into the opponent's midsection, sending out a huge blast of ki behind the opponent. Daiichi's eyes turn white with rage as he channels his namesake. He then holds up the opponent in one huge hand while slapping the opponent continually with Thunder Strike and running forward. Upon hitting the edge of the screen, Daiichi alternates between Thunder Strikes and Lightning Hammers, driving the opponent higher and higher up the wall, until with one final push, thrusting both palms out again with a huge blast of ki, he sends the opponent flying high into the sky. Daiichi faces back to the camera, eyes clearing of all rage and calming down, as the opponent falls down from the sky behind him.

Power Level 8 (11 Move Points)

Daiichi's Move List was closed after Power Level 7, so his 11 Move Points were spent on Fighting Spirit.

REI OSHIRO



REI OSHIRO

GENRE: Standard

FIGHTING STYLE

Demon Hunter Style

BACKGROUND

Rei is the scion of an ancestral tradition whose mission is to guard the Demon Stones, ancient powerful artifacts that are capable of working great magical effects for those who have the will to control them. The intention of the stones is always to work evil, so it is easier for villainous minds to use them. Thus, Rei has trained his whole life in the Demon Hunter style in order to guard against anyone abusing the Demon Stones, to occasionally use them for the betterment of the world, and to fight against the demons that rise up from the Netherworld seeking to re-capture them in order to bring about the end of all things.

APPEARANCE

HEIGHT: 172 cm
WEIGHT: 75 kg
BLOOD TYPE: A

Rei dresses in a blue fighting uniform with golden armor on his shoulders. His hands are wrapped in black tape. He has spiky reddish brown hair and bright eyes.

REASON FOR FIGHTING

Rei fights to maintain his family tradition of protecting the Demon Stones from those who would abuse their power.

OPENING POSE

Does a flying side kick onto the screen and lands in his fighting stance.

TRUNK

Taps his fists together while smiling at his opponent.

VICTORY POSE

Raises one fist into the air as he glows with power.

WIN QUOTE

"I won't let my family down – there's no way I can lose!"

REI OSHIRO

STRATEGY GUIDE

Rei relies on high mobility and long Combos, regardless of Power Level. At Power Level 1, his defenses are very low, so he needs to use Fighting Spirit to grab and hold Initiative. This problem is largely addressed by Power Level 2. His Combos usually begin with Demon Hunter Kick, which combines mobility and Accuracy, or else with one of his Juggle Special Moves. They often conclude with Glorious Spirit Fist. Rei is a fairly easy character to play well.

CAMPAGIN NOTES

Rei was one of the original playtest characters for the final incarnation of the core rules. He was the archetypal hero of his setting (hence his fairly simple, traditional move set). However, his background story could also become a secondary plot element of another campaign setting, maintaining his role as guardian over the Demon Stones lest someone use them for the greater nefarious purposes in the main conflict of the setting.

CHARACTER NOTES

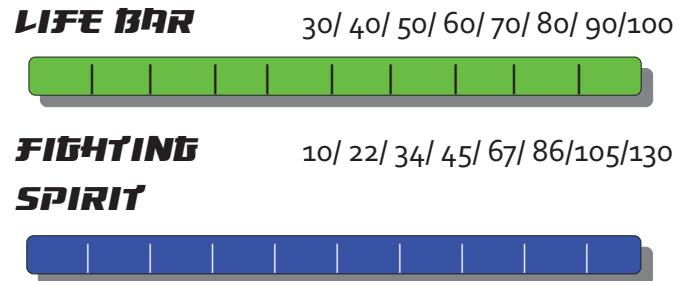
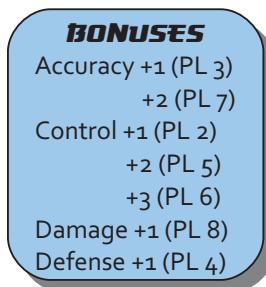
Rei is Duty Bound to protect the Demon Stones with his life. This is also related to his Great Destiny, which is to use the Demon Stones to save himself and the whole world. He has an old Sensei who cannot do the job of guarding the Stones himself any longer, but who is very familiar with the history and power of the Stones, and also who would be after their power. Rei's Powerful Item is an amulet he wears around his neck containing the essence of the Demon Stones. The exact effects of this item should be dependent on the campaign setting as a whole.

DEVELOPMENT GUIDELINES

Rei is already Power Level 8. A look at his development reveals a very traditional character specializing in mobility and Combos. As he advanced in Power Level, he continued to develop what worked well with little variation.

REI OSHIRO

POWER LEVEL 1 - 8



QUALITIES

Attractive	Driven (PL 2)
Great Destiny	Theme Music (PL 4)
Powerful Item	Lucky (PL 6)
Sensei	

WEAKNESSES

Duty Bound

QUIRKS

Impulsive

COMBAT SKILLS

Defense	2/ 3/ 3/ 3/ 4/ 4/ 4/ 5
Evasion	0/ 2/ 2/ 3/ 4/ 4/ 4/ 5
Tactics	0/ 0/ 3/ 3/ 3/ 4/ 5

Ki	0/ 0/ 0/ 0/ 0/ 0/ 0/ 0
Combo	3/ 4/ 5/ 9/10/12/15/15

NON-COMBAT SKILLS

Agility	1/ 1/ 2/ 3/ 4/ 4/ 4/ 4	Property Damage	2/ 2/ 3/ 4/ 5/ 6/ 7/ 9
Athletics	2/ 2/ 3/ 3/ 4/ 4/ 4	Reaffirm Purpose	2/ 4/ 5/ 8/10/10/10/10
Awareness	1/ 1/ 1/ 2/ 2/ 2/ 2	Realize Potential	1/ 2/ 2/ 3/ 4/ 5/ 6
Call Forth Wisdom	0/ 1/ 1/ 1/ 1/ 2/ 2	Sense Ki	0/ 1/ 1/ 2/ 3/ 4/ 5
Climactic Super Move	2/ 3/ 4/ 5/ 6/ 6/ 7/ 9	Spirituality	1/ 1/ 1/ 2/ 3/ 3/ 3
Danger Sense	0/ 1/ 1/ 1/ 1/ 2/ 2	Stance Evaluation	0/ 0/ 1/ 2/ 2/ 2/ 2
Draw Ki	0/ 0/ 1/ 2/ 2/ 3/ 4	The Fighting World	1/ 2/ 2/ 2/ 2/ 3/ 3
Endure Great Hardship	1/ 2/ 2/ 3/ 3/ 4/ 4/ 6	Thug Thrashing	1/ 2/ 2/ 2/ 3/ 3/ 3
Grim Determination	0/ 0/ 1/ 1/ 2/ 3/ 4	Zen State	0/ 0/ 1/ 1/ 2/ 3/ 3
Meditation	0/ 0/ 0/ 1/ 2/ 2/ 2		

REI OSHIRO

SPECIAL MOVES

Power Level 1 (10 Move Points spent)

L4 Airwalk Fist f, d, df + P

Acc. +0 Dmg. 1d10

Increased Damage (2), Juggle, Knocks Down (2), Launcher, Limited Movement: No Movement (-1)

A straight-shooting uppercut sends the opponent flying into the air, as Rei leaps up after him to continue the assault, seemingly floating in the air.

L3 Demon Hunter Kick d, df, f + K

Acc. +1 Dmg. 1d8

Increased Accuracy (3), Mobile: Move 2 Ranges

A fast, flying side-kick traveling a great distance, while glowing blue ki energy trails behind him.

L3 Shrine of the Earth f, f + P (Close)

Acc. +1 Dmg. 1d10

Increased Damage (2), Throw (2)

Rei picks up his opponent, twirls them around over his head, and slams them to the ground.

Power Level 2 (5 Move Points spent on Moves, 3 on Combo, 2 on Fighting Spirit)

L2 Glorious Spirit Fist b + P

Acc. -3 Dmg. 1d8+1

Easy to Combo, Increased Damage, Increased Knockback, Increased Stun, Knocks Down (2), Decreased Accuracy (-3)

Rei is surrounded by a glowing sphere as he lunges forward with a thrusting fist that sends his opponent flying.

L3 Sky Shrine Visitation d, df, f + P

Acc. +0 Dmg. 1d8+1

Increased Damage, Juggle, Knocks Down (2)

A simpler version of the Airwalk Fist, Rei launches a simple uppercut that sends the opponent into the air, where Rei can follow to extend his combo.

Power Level 3 (5 Move Points spent on Moves, 3 on Combo, 2 on Fighting Spirit)

L5 Super Demon Annihilator b, db, d, df, f + K

Acc. +1 Dmg. 1d12

Breakthrough, Increased Accuracy (3), Increased Damage (2), Invincibility (3), Mobile: Move 2 Ranges

This is a super version of the Demon Hunter Kick, with glowing afterimages of Rei trailing behind him as he moves forward.

Power Level 4 (3 Move Points spent on Moves, 6 on Combo, 1 on Fighting Spirit)

L3 Heavenly Wrath d, db, b + P

Acc. +0 Dmg. 1d10

Counter Only (0), Increased Damage (2), Knocks Down (2)

Timed at just the right moment, Rei grabs his opponent's attack, both Fighters glow briefly, and then Rei flips his opponent to the ground hard and head first.

REI OSHIRO

Power Level 5 (3 Move Points spent on Moves, 7 on Fighting Spirit)

L3 Wind's Deception d, db, b + K

Acc. +0

Dmg. 1d10

Increased Damage (2), Mobile: Move 2 Ranges, Subtle

Rei begins to do his Demon Hunter Kick, pauses for a very brief moment in the air, and then continues towards his opponent. The change in timing is just long enough to make it difficult to time a counterattack.

Power Level 6 (6 Move Points spent on Moves, 4 on Fighting Spirit)

L6 Super Lifebreaker Assault f, df, d, db, b + KK

Acc. +0

Dmg. 1d12+2

Breakthrough (3), Increased Damage (5), Invincibility (2), Mobile: Move 2 Ranges, Unique Super Move

Power Level 7 (6 Move Points spent on Moves, 4 on Fighting Spirit)

L6 Super God Airwalk Fist f, d, df + PPP

Acc. +0

Dmg. 1d12+3

Breakthrough (2), Increased Damage (7), Invincibility (2), Juggle, Launcher, Limited Movement: No Movement (-1)

A super version of the normal Airwalk Fist, Rei's uppercut launches his opponent even higher into the air. Then, as he floats in the air attacking his opponent, all his attacks have afterimages, as if he was striking his opponent even more times with each punch.

Power Level 8 (10 Move Points)

Rei's Move List was closed after Power Level 7, so his 10 Move Points were spent on Fighting Spirit.

APPENDIX EXAMPLE THUGS

The following pages contain 30 fully developed Thug types corresponding to a number of common archetypes found in the fighting game genre and associated media such as manga and anime. Many of the Thug 4 and Thug 5 examples are intended for small Thug Groups or even as single opponents to oppose low Power Level teams of Fighters. In order to keep them as generic as possible, they were given only the Weaknesses that seemed essential to define them. To take any of these Thugs and make them more interesting combatants, add a single Move Element as a Quality. If you give them more Weaknesses, remember that it is only fair that the Fighters get a chance to exploit these Weaknesses inside or outside of combat.

The Criminal Element

Hooligan
Street Thug
Unruly Mob of Untrained Angry People
Hulking Brute

Law Enforcement and Military

Security Guard
Police Officer
Soldier
Special Forces Soldier
Powered Armor Guard

Alien Soldiers

Warrior Alien
Assault Robot
Mecha

Combat Vehicles

Armored Personnel Carrier
Attack Helicopter
Tank

Fantasy Opponents

Fantasy Soldier
Medieval Soldier
Mounted Soldier
Giant Ogre
Dragon
Horrible Monster

Animals

Swarm of Small Animals
Predator Animal
Dinosaur

Other

Cat Girl
Cultist
Pirate
Covert Operative
Ninja
Angel

APPENDIX EXAMPLE THUGS

Thug 1

Cat Girl

Initiative: 1d6

Accuracy: +0

Damage: 1d4

Defense: 3

Life Save: 1

Qualities: Cute

Weaknesses: Noteworthy Appearance

What anime setting can't benefit from the presence of cat girls? Some are warriors, some are anything but. This cat girl represents an agile girl with claws, but without much fighting experience.

Cultist

Initiative: 1d4

Accuracy: +0

Damage: 1d4

Defense: 2

Life Save: 3

Qualities: None

Weaknesses: None

Ancient religions, weird cults, eldritch plots to destroy the universe – they all need fanatical people who can match violence with irrationality and a lack of real fighting style.

Hooligan

Initiative: 1d4

Accuracy: +1

Damage: 1d4

Defense: 2

Life Save: 2

Qualities: None

Weaknesses: None

The hooligan is not exactly a "thug," which tends to imply a criminal. Rather, the hooligan is just a big guy with a bad temper who's not afraid to get in a fight, and who can actually hold his own once he's there.

Security Guard

Initiative: 1d4

Accuracy: +0

Damage: 1d6

Defense: 2

Life Save: 2

Qualities: None

Weaknesses: None

Often well-intentioned but equally often ill-trained, the security guard tries to keep people away from confidential or proprietary material. More competent security guards for more secure facilities could use the Police Officer or Soldier instead.

Street Thug

Initiative: 1d4

Accuracy: +0

Damage: 1d4

Defense: 3

Life Save: 2

Qualities: None

Weaknesses: None

This is a typical gang member or violent biker, but it can also be used for yankis, bosozoku, or thugs that shout funny things as they are defeated.

APPENDIX EXAMPLE THUGS

Thug 2

Fantasy Soldier

Initiative: 1d6

Accuracy: +1

Damage: 1d10

Defense: 3

Life Save: 3

Qualities: None

Weaknesses: None

This soldier is a member of some non-human fantasy race such as goblins or orcs. It could also be used for a fearsome tribe of primitive humans. By modifying Qualities and Weaknesses, this could instead be used as a noble warrior such as an elf.

Medieval Soldier

Initiative: 1d6

Accuracy: +1

Damage: 1d6

Defense: 5

Life Save: 2

Qualities: Increased Stun

Weaknesses: None

This represents an historical warrior with armor and melee weapons. Adding the Ranged Quality makes archers instead. This could be used equally well for European knights or Japanese samurai or ashigaru.

Mounted Soldier

Initiative: 1d6

Accuracy: +2

Damage: 1d4

Defense: 4

Life Save: 3

Qualities: Mobile

Weaknesses: None

This is the medieval soldier above mounted on a horse. You don't need to count the mount and rider as two separate combatants. The horse provides superior positioning and speed, accounted for in the attributes above.

Pirate

Initiative: 1d6

Accuracy: +2

Damage: 1d8

Defense: 4

Life Save: 2

Qualities: None

Weaknesses: None

In many ways, pirates are really "historical street thugs" on boats, but genre fiction often makes pirates more competent combatants.

Police Officer

Initiative: 1d6

Accuracy: +0

Damage: 1d8

Defense: 4

Life Save: 3

Qualities: Ranged, Gun

Weaknesses: Code

Police officers carry firearms and have the power of the law on their side. This could also be used as a more competent security guard.

APPENDIX EXAMPLE THUGS

Swarm of Small Animals

Initiative: 1d6

Accuracy: +1

Damage: 1d6

Defense: 3

Life Save: 4

Qualities: Hard to Evade, Harry

Weaknesses: Unintelligent

This Thug represents a small swarm of animals fighting as a single combatant. It could represent a horde of monkeys, a swarm of rabid rats, or a flock of angry birds. Each "Thug" may represent a dozen or more animals.

Unruly Mob of Untrained Angry People

Initiative: 1d4

Accuracy: +0

Damage: 1d6

Defense: 4

Life Save: 4

Qualities: Knocks Down

Weaknesses: None

Similar to the swarm of animals, this Thug represents 4-6 untrained people fighting as a single combatant. With this Thug, Fighters could face off against hundreds of opponents at once if needed.

Warrior Alien

Initiative: 1d6

Accuracy: +1

Damage: 1d6

Defense: 4

Life Save: 2

Qualities: Ranged, Gun

Weaknesses: None

This Thug can be used for any alien soldier, probably equipped with high-tech armor, powerful energy weapons, and a desire to subjugate other species.

Thug 3

Assault Robot

Initiative: 1d6

Accuracy: +1

Damage: 1d8

Defense: 6

Life Save: 4

Qualities: Ranged

Weaknesses: None

This represents a mass produced combat robot of approximate human size and shape. This Thug could also be used for an army of animated terra cotta soldiers (though without the Ranged Quality).

Covert Operative

Initiative: 1d8

Accuracy: +2

Damage: 1d6

Defense: 5

Life Save: 4

Qualities: Skilled x 2

Weaknesses: None

This Thug can be used for a combat-trained spy, whether modern or historical, such as the Shinsengumi.

APPENDIX EXAMPLE THUGS

Hulking Brute

Initiative: 1d6

Accuracy: +2

Damage: 1d8

Defense: 4

Life Save: 5

Qualities: Hit Stun

Weaknesses: None

This Thug can be a stand-in for any lower-level Thug who happens to be bigger and tougher than his or her companions. This can be the street gang's huge bruiser, the martial art school's enormous champion, or the guy the cops bring in to scare criminals into talking.

Ninja

Initiative: 1d6

Accuracy: +2

Damage: 1d8

Defense: 5

Life Save: 4

Qualities: Skilled, Fast Recovery

Weaknesses: None

These attributes assume the genre trope that ninja are at least the equivalent of well-trained soldiers. If more generic mook ninja are desired, the kind that attack in ridiculous numbers, the Thug 1 Street Thug can be used instead.

Predator Animal

Initiative: 1d6

Accuracy: +2

Damage: 1d12

Defense: 5

Life Save: 3

Qualities: Hit Stun, Robust, Powerful

Weapon

Weaknesses: Unintelligent, Style Weakness

This Thug can be used for panthers, bears, wolves, or any fantasy equivalent of a predatory animal with sharp claws and teeth.

Soldier

Initiative: 1d6

Accuracy: +2

Damage: 1d8

Defense: 5

Life Save: 3

Qualities: Ranged, Gun

Weaknesses: None

Soldiers are distinguished from Police Officers by their superior weaponry and better combat training. This Thug can also be used for competent terrorists or historical soldiers that also use guns.

Special Forces Soldier

Initiative: 1d6

Accuracy: +3

Damage: 1d8

Defense: 4

Life Save: 4

Qualities: Ranged, Skilled

Weaknesses: None

Though better trained than average soldiers, Special Forces can be represented simply by improving non-combat Skills.

APPENDIX EXAMPLE THUGS

Even better trained soldiers could be Thug 4, though such units would be truly exceptional.

Thug 4

Angel

Initiative: 1d8

Accuracy: +4

Damage: 1d10

Defense: 6

Life Save: 4

Qualities: Hit Stun, Robust

Weaknesses: Noteworthy Appearance

Generally humanoid supernatural beings of great power, usually in service to an even greater power. These attributes can just as easily be used for demons or oni.

Armored Personnel Carrier

Initiative: 1d6

Accuracy: +3

Damage: 1d10

Defense: 7

Life Save: 5

Qualities: Competent Villain, Ranged

Weaknesses: None

This represents a single armored vehicle without excessive weaponry, often used to transport soldiers. It would usually be used as a Thug Group of one.

Dinosaur

Initiative: 1d10

Accuracy: +3

Damage: 1d10

Defense: 5

Life Save: 5

Qualities: Hit Stun, Mobile, Harry

Weaknesses: Unintelligent

This Thug represents an aggressive but not huge dinosaur such as a velociraptor.

Giant Ogre

Initiative: 1d8

Accuracy: +2

Damage: 1d12+1

Defense: 6

Life Save: 5

Qualities: Hit Stun, Robust

Weaknesses: Unattractive, Unintelligent

This Thug could be used for huge ogres, troll, giants, or any other really tall and strong humanoid opponent. Special powers could be given by changing around Qualities.

Powered Armored Guard

Initiative: 1d8

Accuracy: +3

Damage: 1d8

Defense: 6

Life Save: 6

Qualities: Ranged, Gun

Weaknesses: None

This Thug represents an elite trooper equipped with a full suit of powered armor that increases his strength, durability, and weapon options.

APPENDIX EXAMPLE THUGS

Thug 5

Attack Helicopter

Initiative: 1d10

Accuracy: +5

Damage: 1d12

Defense: 7

Life Save: 5

Qualities: Ranged, Gun, Competent Villain

Weaknesses: None

This represents a helicopter gunship, armed with chain guns and rockets.

Dragon

Initiative: 1d10

Accuracy: +4

Damage: 1d12

Defense: 7

Life Save: 7

Qualities: Ranged, Competent Villain

Weaknesses: None

This can be used for a dragon or any other traditional huge fantasy monster. By changing the Qualities, it could also be used for a large dinosaur like a tyrannosaurus.

Horrible Monster

Initiative: 1d10

Accuracy: +4

Damage: 1d12+1

Defense: 6

Life Save: 6

Qualities: Robust, Competent Villain, Hit

Stun

Weaknesses: Noteworthy Appearance

This Thug represents any other horrific beast, usually a non-traditional, tentacled monstrosity from beyond the stars.

Mecha

Initiative: 1d10

Accuracy: +4

Damage: 1d12+1

Defense: 7

Life Save: 6

Qualities: Ranged, Gun

Weaknesses: None

This is a large humanoid robot designed for combat. Mecha are often manned vehicles, but this could also be used for a generic giant robot with an artificial intelligence.

Tank

Initiative: 1d8

Accuracy: +2

Damage: 1d12

Defense: 8

Life Save: 6

Qualities: Ranged, Gun, Robust, Competent Villain

Weaknesses: None

A main battle tank, fully armored and with heavy weaponry. These attributes could be used for modern tanks or futuristic designs.

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This book also includes an appendix detailing 30 different types of Thugs, demonstrating the variety of opponents that can be included in Thug Thrashing encounters.

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