

Street Fighter Roster Book Version 2.0

Contact Information & Disclaimers:

This unofficial resource was created for use with the Marvel Super Heroes Adventure Game™ SAGA Rules. While every effort has been made to make these statistics as accurate as possible, the statistics contained herein are unofficial and represent only one man's opinion on the characters and their capabilities. If you have questions or comments about these statistics, please let me know by sending a clearly labeled (i.e. - won't be mistaken for Spam) e-mail to: MSHAGLibrarian@wmconnect.com. While the game is currently out of print, I do encourage you to make every effort to locate and utilize any official materials that you can. For the most part, they are first-rate materials.

Disclaimer 1: I have no official connection with TSR, Wizards of the Coast, Hasbro, Marvel Comics, or any other company or entity that owns the intellectual property rights to the characters or game mechanics. No connection – either expressed or implied – is intended.

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Summary & Description:

The Street Fighter series of video games was made famous for being the first and most popular one-on-one tournament fighting game to make the move from the video arcade to a home console.

Editor's Notes:

- *Note 1:* Some characters appeared in the Final Fight game, but not in the later Street Fighter games. In this case, I have made up histories to connect them to a modern Street Fighter campaign. These characters are marked as 'See Note 1' in their descriptions.
- *Note 2:* I have given some characters non-combat skills (such as Finance or Teaching) that obviously are not in the video games. These skills are based upon descriptions gathered from various sources. These may be changed or removed, at your discretion.
- *Note 3:* I have given several characters combat skills and equipment that they do not have in the games (such as weapons skills and the Knives and Marksmanship skills for military characters). Characters do not have to rely on this equipment or even use it at all. These may be changed or removed, at your discretion.
- *Note 4:* The statistics herein are modified such that players have different levels of skill, ability, and power. While game balance was an important concern for the video

game designers, it is preferable to this game format that characters have a more realistic and diverse power scale. That is to say, if Ryu is truly the best fighter in the world, his statistics should not be identical to those of Ken, Dan, Akuma, etc.

- *Note 5:* Several characters have a Dark Side, but most have enough control to avoid the Transformative hindrance. I treated the hindrance this way to make the ‘Dark Side’ sort of an optional power. If you do not wish to use a Dark Side personality, then you do not have to. When or if the ‘Dark’ personality takes over, that character gains statistics, usually +1 to Strength & Agility, and +2 to any energy-based powers. He does not gain bonuses to any mental statistics or Willpower-trump powers (like Chi) or travel powers (like Flight or Teleportation). That character should also gain a Hindrance to show their increased rage. Frenzied works well for this. Some characters gain different bonuses, as noted.
- *Note 6:* These stats are supposed to reflect the ‘classic hero’ at no particular time in their evolution. Obviously, you’ll need to tweak them a bit depending on the time and place of your setting. For example, Guile cannot be obsessed with avenging Charlie’s death in a campaign set before Charlie’s death.
- *Note 7:* Please note that to save time on typing, I cut & paste a lot. If somebody has a power, hindrance, or calling that he shouldn’t have, let me know. I probably just forgot to change it or delete it. The same applies to mismatched Edge scores or Skill Codes.
- *Note 8:* Updates to this document will occur as needed. Names are the American versions. The American versions have been switched from the original Japanese names. (Most notably, Balrog, Vega, and M. Bison traded names around.) I have done my best to include all of the characters from as many games as possible, but obviously it’s entirely possible that I missed a few. These characters are modeled, not converted – see the *Adapting a Hero* section starting on page 96 of the MSHAG Game Book, for more information on modeling characters.

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Alex (Alex)

Calling: Soldier Edge 1, Hand Size 3 (17) Hindrances: None

Strength 4X (), Agility 4X (), Intellect 4X (), Willpower 4X ()

Powers: None.

Equipment: None.

Description: Alex

Abigail (Abigail)

Calling: Soldier Edge 1, Hand Size 3 (17) Hindrances: Frenzied {Triggered by making fun of his name}

Strength 9D (Brawling), Agility 4X (), Intellect 4X (), Willpower 4X ()

Powers: None.

Equipment: None.

Description: Abigail is a fierce brawler that once ruled over the Bay Area of Metro City. After he was defeated soundly by Haggar and Cody during the clearing out of the Mad Gear Gang, he fled the city and joined up with a new outfit: the nefarious Shadaloo. 'See Note 1'

Adon (Adon)

Calling: Demolisher Edge 2, Hand Size 4 (25) Hindrances: None

Strength 6C (Boxing, Wrestling), Agility 7D (Martial Arts {Jaguar Muay Thai Style}), Intellect 4X (), Willpower 6D (Meditation)

Powers: Energy Blast 8 'Jaguar Shot'

Equipment: None.

Description: Adon was once the finest Muay Thai pupil that Sagat ever taught. Until, one day, the pupil surpassed the teacher. Adon defeated Sagat in a fight and proclaimed himself the God of Muay Thai. He thought himself invincible and set about to flaunt his skills to the world. He defeated many warriors, making his name feared and his Jaguar Style legendary among the fighting circuits. But no matter how many opponents he decimated, his glory was always overshadowed by a legend of a 'Raging Demon.' This man was supposedly so powerful that he could rival even Adon's mighty skills. Adon set out to find this Akuma to prove who was the better fighter, but could never catch up with him. Eventually, it was Akuma's endless search for challenges that led him to seek out Adon. Akuma caught up with Adon just as he was losing to Bison's Psycho Power. Akuma defeated Bison in a single move, proving to Adon just how far he needed to go to have any hope against the Raging Demon.

Allen Snider (Allen Snider)

Calling: Peace of Mind Edge 1, Hand Size 3 (17) Hindrances: None

Strength 6X (), Agility 7D (Martial Arts), Intellect 4X (), Willpower 5X ()

Powers: Dark Side (Unique Power: The Character has a Dark Side that can be unleashed to improve his abilities.), Energy Blast 10 'Soul Force'

Equipment: None.

Description: Allen Snider was once an undefeated martial arts champion, winning all his tournaments easily. His blend of martial arts styles was thought to be untouchable, until one day, he lost in the first round of a tournament. The challenger was a complete unknown; a Shotokan master by the name of Ken. Allen felt his world was turned upside down, but Ken convinced him that he was still a world-class fighter. Now, Allen seeks to

improve his technique by adding the powerful Shotokan style, so he travels the world with his new sensei, Ken.

Akuma (Akuma Gouki)

Calling: Demolisher Edge 3, Hand Size 5 (30) Hindrances: Transformative ('Dark Side')

Strength 8C (Boxing, Brawling), Agility 8D (Martial Arts {Shotokan Karate}), Intellect 4X (), Willpower 8X ()

Powers: Dark Side (Unique Power: The Character has a Dark Side that can be unleashed to improve his abilities.), Darkforce Control 14 'Gou-Hadoken' (Limit: Blast Only), Energy Blast 16 'Hadoken', Chi 7, Flight 2 (Limit: Levitation), Teleportation 1

Equipment: None.

Description: Akuma was a disciple of Shotokan Karate until he discovered the enticing Dark Side of the style. He discovered a move that was sealed because it could kill the user. Thinking them fools for denying themselves such a powerful tool, Akuma released the 'Raging Demon.' The move killed his sensei and awakened the evil within his soul. Since then, Akuma has been developing the Dark Side of his powers and has earned the name of that move for himself. Akuma is never overly good-natured or friendly, but as Dark Akuma, Akuma abandons all traces of honor or humanity, becoming purely evil. *Note:* If the 'Dark Akuma' personality takes over, Akuma gains +2 Strength, +1 Agility, and +3 to his energy blast powers, but also gains the Frenzied Hindrance.

Balrog (Mike Balrog)

Calling: Greed Edge 2, Hand Size 4 (25) Hindrances: None

Strength 8D (Boxing), Agility 5X (), Intellect 3X (), Willpower 5X ()

Powers: None.

Equipment: Weighted Gloves +2

Description: Balrog was a championship boxer that wanted nothing more than fame, glory, and especially the money that goes with it. Eventually stripped of his titles for using weighted gloves and banned from boxing for killing an opponent, Balrog lost almost everything. He may have lost his trophies, but he still has the gloves and he still knows how to use them. He now works as an enforcer for Bison, using his salary to replenish his lost fortune. Aside from the money, Balrog also loves to use his position to show everyone he meets that he still has the world's strongest punches.

Birdie (Birdie)

Calling: Demolisher Edge 1, Hand Size 3 (17) Hindrances: None

Strength 8C (Brawling, Garrotes), Agility 4X (), Intellect 3X (), Willpower 4X ()

Powers: None.

Equipment: Length of Chain (Garrote +3, Club +3)

Description: Birdie was a small-time thug in the Mad Gear Gang, but he had bigger ambitions. Bison, impressed with Birdie's fighting spirit, offered Birdie a personal invitation to join Shadaloo. An invitation that Birdie eagerly accepted. Birdie doesn't believe in honor or a fair fight; he'll use his chain to brutal effect at any opportunity.

Blaire Dame (Blair Dame)

Calling: Adventurer Edge 1, Hand Size 3 (17) Hindrances: None

Strength 6X (), Agility 8C (Contingent Attack, Martial Arts), Intellect 6X (), Willpower 6D (Finance)

Powers: None.

Equipment: None.

Description: Blaire Dame grew up in a somewhat sheltered European family, so she jumped at the chance to travel the world when the opportunity presented itself. Given her formal education and martial arts training, Pullum Purna thought that her old friend would be a valuable asset to her mission to avenge her grandfather. Now, Blaire travel the world with Pullum and her bodyguard, Darun, showing the world that even a 'spoiled little rich girl' can become a powerhouse in the rough and tumble world of street fighting.

Blanka ('Jimmy')

Calling: Animal Nature Edge 2, Hand Size 4 (25) Hindrances: Monstrous, Naive

Strength 9D (Natural Weapons), Agility 10C (Acrobatics, Martial Arts), Intellect 4X (), Willpower 7C (Survival, Tracking)

Powers: Claws +1, Electrical Control 8 (Limit: Stunt Only, Stunt: Shock Field),

Enhanced Senses (All) 7 (Infravision), Teeth +1

Equipment: None.

Description: Blanka was a young boy that survived a plane crash over the country of Brazil. Raised by wild animals, Blanka is very animalistic in both appearance and demeanor. His massive, hairy body gives him great strength and agility, but his bioelectric shock is perhaps his best trick.

Cammy (Cammy)

Calling: Soldier Edge 2, Hand Size 4 (25) Hindrances: Physically Disabled – Amnesia (0 Intellect and Willpower for any action involving recalling her past.)

Strength 4D (Knives), Agility 8B (Acrobatics, Marksmanship, Martial Arts), Intellect 4X (), Willpower 5C (Law Enforcement, Military)

Powers: None.

Equipment: Knife +2, 2 Guns +4

Description: Cammy awoke with no clue to her past, save for the scar on her face. Becoming a British special agent assigned to the elite Delta Red fighting force, Cammy has been assigned to the task of hunting down Shadaloo and its leader, M. Bison. Cammy bears an uncanny resemblance to Juli and Juni, two of the assassins in Bison's employ.

Charlie (Charlie Nash)

Calling: Soldier Edge 2, Hand Size 4 (25) Hindrances: None

Strength 7C (Brawling, Wrestling), Agility 7D (Martial Arts), Intellect 4X (), Willpower 6D (Military)

Powers: Sonic Control 8 'Sonic Boom' (Limit: Sonic Energy Blast Only)

Equipment: Knife +2, Gun +4

Description: Charlie was a member of the same U.S. Army Special Forces unit as Guile. It was Charlie that pioneered the 'Sonic Boom' technique and taught it to his friend, Guile. Unfortunately, while on a mission over Thailand, his plane was shot down. Guile and Charlie tried to forge their way through the lethal terrain, but were captured and held

in a Shadaloo jail. Apparently, only Guile came out alive, but rumors abound that Charlie survived and seeks to even the score with Bison.

Chun Li (Chun Li Xiang)

Calling: Investigator Edge 2, Hand Size 4 (25) Hindrances: None.

Strength 6X (), **Agility 10A** (*Acrobatics, Contingent Attack, Martial Arts, Thievery*), **Intellect 6D** (*Espionage*), **Willpower 7B** (*Intimidation, Law Enforcement, Observation*)

Powers: **Energy Blast 8 'Kikoken'**, **Lightning Speed 8 'Lightning Leg Kick'** (Limit: Multiple Attacks Only)

Equipment: None.

Description: Chun Li secretly follows the movement of the mysterious international smuggling ring known as Shadaloo. The memory of her captured father burns brightly within her. She fights to stop Shadaloo, not just to find him, but also to follow in his brave footsteps as a lawman. Chun Li is a member of the International Police Force known as InterPol. *Note:* After the events of Street Fighter Alpha 2, M. Bison claims to have killed her father. At this point, Chun Li becomes obsessed with revenge and gains the Hindrance Obsessed (Avenging Her Father).

Cody (Cody)

Calling: Thrill-Seeker Edge 2, Hand Size 4 (25) Hindrances: None

Strength 5D (*Knives*), **Agility 7C** (*Flinging, Martial Arts*), **Intellect 4X** (), **Willpower 5X** ()

Powers: None.

Equipment: **Knife +2**

Description: Cody was the boyfriend of Metro City mayor Mike Haggar's only daughter, Jessica. Following the kidnappers in an attempt to save his beloved, Cody was instrumental in the fall of the Mad Gear Gang. Not being satisfied after the fall of the Mad Gear Gang, Cody soon grew bored with the peaceful life. So he set out to fight anyone who would accept the challenge. Eventually jailed for his fighting, Cody promptly broke out and continued his quest for constant battle.

Crackerjack (Jack)

Calling: Demolisher Edge 2, Hand Size 4 (25) Hindrances: Frenzied

Strength 7C (*Boxing, Clubs*), **Agility 5X** (), **Intellect 4X** (), **Willpower 5D** (*Intimidation*)

Powers: None.

Equipment: **Baseball Bat +2**

Description: Crackerjack is a guard for the Shadaloo organization. Preferring to work alone, Crackerjack took offense at being assigned to teach new recruits how to intimidate victims. To make his point known, he taught his recruits their first lesson: how to recover from serious injuries.

D. Dark (Doctrine Dark)

Calling: Vengeance (Shadaloo) Edge 2, Hand Size 4 (25) Hindrances: Hateful (of Shadaloo, especially Rolento and Bison)

Strength 7C (*Boxing, Garrotes*), **Agility 7D** (*Demolitions, Flinging, Martial Arts*), **Intellect 5X** (), **Willpower 5D** (*Military*)

Powers: None.

Equipment: 'Dark Wire' (Garrote +4, Electrical Control 8 {Shock Field Only}, Web Slinging 8), Explosives (Energy Blast 8 {Explosion Only}), 'Killing Blade' (Claw +3 {Retractable}), Super Explosive (Energy Blast 14 {Explosion Only})

Description: Yet another member of Guile's old Special Forces Unit, D. Dark was a demolitions expert. While leading a special task force under Guile's command, Dark's task force was set upon by Rolento and his men. He was the only member of his unit to survive the firefight. The battle scarred him both mentally and physically. He escaped the hospital and reemerged later as the unstable vigilante Doctrine Dark. He has used his genius to build himself many lethal gadgets from a spring-loaded blade to an electrified wire launcher and of course a variety of explosive devices. (He is considered to have unlimited small explosives, but only one super explosive.)

Dan (Dan Hibiki)

Calling: Vengeance (Against Sagat) Edge 1, Hand Size 3 (17) Hindrances: None
Strength 5D (Boxing), Agility 6C (Flinging, Martial Arts {Saikyo Style}), Intellect 4X (), Willpower 4X ()

Powers: Energy Blast 6 'Goudoken'

Equipment: Throwing Stars +1

Description: Dan was the son of martial arts legend Oh Hibiki. Oh Hibiki wished to teach his awesome combat skills to his son, but Dan was not interested. Instead, Oh traversed the world, seeking fighters against which to test his fighting skills. Eventually, Oh Hibiki heard tell of a Muay Thai master that had earned the title of 'King of the Street Fighters.' Oh challenged him in a ferocious battle that left Sagat with one eye and Oh dead. Dan now seeks to master his martial arts technique to challenge Sagat and avenge his father's murder.

Note: Eventually, Dan caught up with Sagat and challenged him to reclaim his father's honor. Seeing this as a chance to save Dan from a life of vengeance (as his own life had been) and to balance the scales for his hand in Oh's death, Sagat threw the match, falling after only one hit. Falling for the trickery, and thinking he won under his own power, Dan's thirst for revenge was sated. Afterwards, he began his own dojo and began teaching his unique Saikyo style, thinking it to be the strongest style on earth. At this point, he has Willpower 4D (Teaching).

Darun Mister (Darun Mister)

Calling: Guardian Edge 1, Hand Size 3 (17) Hindrances: None
Strength 9D (Wrestling), Agility 4D (Martial Arts), Intellect 4X (), Willpower 6X ()

Powers: None.

Equipment: None.

Description: Darun Mister was a member and owner of a wrestling federation. Unable to find worthy opponents, he sought the opportunity to travel the world. Now he is a professional bodyguard, hired to protect the lovely Pullum Purna during her travels. He realizes that she does not need his protection (being an accomplished fighter herself) but he will not let this dissuade him. He tags along if only to find fighters worthy to challenge his skill.

Dee Jay (Dee Jay)

Calling: Peace of Mind Edge 1, Hand Size 3 (17) Hindrances: None

Strength 7D (Boxing), **Agility** 7C (Contingent Attack, Martial Arts), **Intellect** 4X (), **Willpower** 5X ()

Powers: **Air Control** 7 'Air Slash' (Limit: Blast Only)

Equipment: None.

Description: Dee Jay

Dhalsim (Dhalsim)

Calling: Peace of Mind Edge 2, Hand Size 4 (25) Hindrances: None

Strength 4X (), **Agility** 10D (Martial Arts), **Intellect** 5X (), **Willpower** 9C (Meditation, Trance)

Powers: **Elongation** 6, **Fire Control** 8 'Yoga Fire' or 'Yoga Flame' (Limit: Blast Only), **Flight** 1 (Limit: Levitation), **Teleportation** 1

Equipment: None.

Description: Dhalsim is a Yoga master with an addiction to curry powder – something that has given him the ability to breathe bursts of fire. His study of Yoga has also made him extremely flexible and even granted him the ability to extend his arms and legs to incredible lengths. Dhalsim fights to unify his mind, soul, and body. Only then can he reach a higher state of enlightenment.

E. Honda (Edmund Honda)

Calling: Exemplar (of Japan) Edge 2, Hand Size 4 (25) Hindrances: None

Strength 8D (Wrestling {Sumo}), **Agility** 4C (Contingent Attack, Martial Arts), **Intellect** 6D (Medicine), **Willpower** 8C (Teaching, Trance)

Powers: **Lightning Speed** 8 'Hundred Hand Slap' (Limit: Multiple Attacks Only)

Equipment: None.

Description: E. Honda is a sumo wrestler from the island nation of Japan. He fights to claim the title of 'strongest man in the world' in order to defend his honor and that of his style and his country. Honda was once considered small for his chosen profession, but now that he's a champion Sumo wrestler, none would dare to mock his size. His success in the Street Fighter circuit has prompted him to open his own dojo, and he has enjoyed good success in that venture.

EDI-E (Eddie)

Calling: Vengeance Edge 1, Hand Size 3 (17) Hindrances: Obsessive (killing Cody and Haggar)

Strength 6D (Brawling), **Agility** 5D (Marksmanship), **Intellect** 4X (), **Willpower** 4D (Law Enforcement {Inactive})

Powers: None.

Equipment: **Gun +4**

Description: EDI-E is a former security guard turned gang enforcer. Once ruler of the West Side territory of Metro City, Eddie lost his turf and his reputation when he was defeated with the rest of the Mad Gear Gang. He now wants nothing more than to gain revenge against his hated enemies Haggar and Cody, since they are to blame for his fall from grace. 'See Note 1'

Fei Long (Fei Long)

Calling: Peace of Mind Edge 2, Hand Size 4 (25) Hindrances: Overconfident
Strength 6D (Boxing), **Agility 8B** (Acrobatics, *Contingent Attack*, Martial Arts {Wing Chun Kung Fu}), **Intellect 5X** (), **Willpower 8C** (Meditation, Performing)

Powers: **Lightning Speed 6** 'Rekka Ken' (Limit: Multiple Attacks Only)

Equipment: None.

Description: Fei Long employs an aggressive style of Kung Fu that is as effective as it is flashy. Once an actor, Bruce Lee, er, I mean Fei Long (he's not Bruce Lee, really, he's not!) tired of the greed that plagued the movie industry. He left the movies and shortly after found his way to the Street Fighter circuits.

Garuda (Garuda)

Calling: Demolisher Edge 2, Hand Size 4 (25) Hindrances: None

Strength 8D (Natural Weapons), **Agility 6C** (Acrobatics, Martial Arts), **Intellect 6X** (), **Willpower 9D** (Mesmerism)

Powers: **Hypnosis 8**, **Quills +8** (Retractable, Volley)

Equipment: None.

Description: Garuda is a mysterious half-human, half-demon creature. He has hypnotic brainwaves, which he uses to lure unwary victims to their doom.

Gen (Gen)

Calling: Demolisher Edge 2, Hand Size 4 (25) Hindrances: Physically Disabled - Incurable Illness

Strength 4D (Boxing), **Agility 7D** (Martial Arts {Ki Ryu, So Ryu}), **Intellect 4X** (), **Willpower 5D** (Finance)

Powers: None.

Equipment: None.

Description: Gen is a well-trained assassin operating under the cover of a restaurant owner. When he learned that he would soon die from an incurable sickness, he became worried for his honor. Seeking to die honorably, in combat, Gen began challenging anyone he could. Thinking Shadaloo might provide him with worthy targets, Gen began attacking that organization. Eventually, Akuma sought him out and the two fought to a near-standstill. Akuma discovered that he was ill and refused to continue the fight, leaving Gen alone. Gen seeks to find Akuma so they can follow the match to its inevitable - and deadly - conclusion.

Guile (Lieutenant William F. Guile)

Calling: Thrill-Seeker Edge 2, Hand Size 4 (25) Hindrances: Obsessive (Avenging Charlie's death.)

Strength 7A (Boxing, Brawling, Knives, Wrestling), **Agility 7B** (Marksmanship, Martial Arts {Special Forces Karate}, Piloting), **Intellect 5D** (History {U.S. Military}), **Willpower 7D** (Intimidation, Military)

Powers: **Sonic Control 10** 'Sonic Boom' (Limit: Sonic Energy Blast Only)

Equipment: None.

Description: Guile is a proud member of the U.S. Army Special Forces' Green Berets.

He blends Special Forces Karate with street brawling and German wrestling holds to make a unique, but effective, combination of fighting styles. After losing his friend and copilot, Charlie, in the jungles of Thailand, Guile has become consumed with the need to exact revenge on the people that shot them down; an organization known as Shadaloo. He has left everything - even his family - behind him in order to pursue his vengeance.

Guy (Guy)

Calling: Peace of Mind Edge 1, Hand Size 3 (17) Hindrances: None

Strength 4X (), **Agility 8C** (Acrobatics, Martial Arts {Bushin Ninjitsu}), **Intellect 4X** (), **Willpower 7X** ()

Powers: None.

Equipment: None.

Description: Guy is a modern ninja and heir to the centuries old Bushin style. Armed with the prophecy of his wise master Zeku (“When a threat to the world rises, so shall the Shadow of Bushin.”) Guy hopes only to live up to his destiny. Guy took the first steps to claiming this legacy by defeating master Zeku in honorable battle. Upon this defeat, Zeku relinquished the Bushin Legacy into Guy’s capable hands.

Haggar (Mike Haggar)

Calling: Guardian Edge 2, Hand Size 4 (25) Hindrances: None

Strength 10C (Brawling, *Wrestling*), **Agility 4X** (), **Intellect 5X** (), **Willpower 5D** (Politics)

Powers: **Resistance +2** to Kinetics (including physical attacks).

Equipment: None.

Description: Mike Haggar is a wrestler and the former mayor of Metro City. When his beloved city came under attack by the ruthless Mad Gear Gang, Haggar took to the streets to reclaim it. In retaliation, they took his daughter, Jessica. Haggar and his daughter’s boyfriend, Cody battled the gang mercilessly, routing them. Only remnants of the once-powerful group remain. Noticing that several former Mad Gear Gang members have joined with a group called Shadaloo, Haggar has left Metro City to investigate. ‘See Note 1’

Mike Haggar has a natural rivalry with Zangief, though the two have never met in battle. Each copies the other’s moves in an effort to simultaneously honor and enrage the other.

Hokuto (Hokuto)

Calling: Guardian Edge 1, Hand Size 3 (17) Hindrances: Obsessed (Finding her brother, Kairi)

Strength 5C (Boxing, Martial Arts Weapons), **Agility 9C** (Acrobatics, Contingent Attack, Martial Arts {Bushin Ninjitsu}), **Intellect 4X** (), **Willpower 5D** (Meditation)

Powers: **Dark Side** (Unique Power: The Character has a Dark Side that can be unleashed to improve his abilities.), **Energy Blast 8 ‘Lariat’**

Equipment: Fighting Fan (Damage +2, Armor +1, or Entrapment 8)

Description: Hokuto searches the world for her lost brother, Kairi. She will stop at nothing to find him and return him safely home to their father. Her style is reactionary, concentrating on defending against an attack and counterattacking the vulnerable opponent. Her fan can be used to blunt an attack, to slash at an enemy, or to trap the wrist

or weapon of an attacking enemy.

Juli (Juli)

Calling: Soldier Edge 1, Hand Size 3 (17) Hindrances: None.

Strength 6D (Knives), **Agility 8B** (Acrobatics, Marksmanship, Martial Arts), **Intellect 4X** (), **Willpower 5D** (Tracking)

Powers: **Ability Boost 2 'Psycho Charge Beta'** (Limit: Must be within striking distance of Juni, Stunt: Dual Ability Boost {Strength & Agility}), **Teleportation 1 'Mach Slide'**

Equipment: **Knife +2**, **2 Guns +4**

Description: Juli is a Cammy look-alike, sharing her looks, abilities, and fighting style - save for a few key differences. She may well be a clone or identical sibling of Cammy and Juni. One thing she doesn't share is Cammy's amnesia; she is emotionless, showing no signs of wishing to do anything other than follow orders. Juli is one of M. Bison's personal bodyguards and personal assistants. Among other things, she is trained as an assassin. Her current assignment is to assassinate Cammy - something she has yet to accomplish.

Juni (Juni)

Calling: Soldier Edge 1, Hand Size 3 (17) Hindrances: None.

Strength 4D (Knives), **Agility 8B** (Acrobatics, Marksmanship, Martial Arts), **Intellect 4X** (), **Willpower 5D** (Tracking)

Powers: **Energy Sheath 7 'Psycho-Aura'** (Energy Blast, Flight 4), **Force Field 4 'Psycho Shield'** (Counter-Hold 8, Unique Stunt: Can expand the field to break grappling holds or ensnarement.), **Psychic Blast 7 'Psycho Shot'**, **Regeneration 5 'Psycho Charge Alpha'** (Limit: Must be within striking distance of Juli), **Teleportation 1 'Mach Slide'**

Equipment: **Knife +2**, **2 Guns +4**

Description: Juni is a Cammy look-alike, sharing her looks, abilities, and fighting style - save for a few key differences. She may well be a clone or identical sibling of Cammy and Juli. One thing she doesn't share is Cammy's amnesia; she is emotionless, showing no signs of wishing to do anything other than follow orders. Juni is one of M. Bison's personal bodyguards and personal assistants. Among other things, she is trained as an assassin. Her current assignment is to track and capture Ryu.

Kairi (Kairi)

Calling: Outcast Edge 1, Hand Size 3 (17) Hindrances: Physically Disabled – Amnesia (0 Intellect and Willpower for any action involving recalling his past.)

Strength 5D (Boxing), **Agility 8D** (Martial Arts {Bushin Ninjitsu}), **Intellect 4X** (), **Willpower 5D** (Meditation)

Powers: **Dark Side** (Unique Power: The Character has a Dark Side that can be unleashed to improve his abilities.), **Energy Blast 9 'Jinki-Hatsudo'**, **Chi 5**

Equipment: None.

Description: Kairi awoke one day with a scar over his eye and no recollection of his past. A man appeared before him and proclaimed that the only way to discover his past was to defeat any enemy that accepted his challenge. Kairi doesn't enjoy harming people, but is determined to unravel the mystery of his past no matter the cost. Now, he walks alone down a dangerously twisted road so dark that even he cannot see. Unknown to

Kairi, he has a sister, Hokuto, who travels the world looking to find him.

Karin (Karin Kanzuki)

Calling: Repentant Edge 1, Hand Size 3 (17) Hindrances: None
Strength 4X (), Agility 7D (Martial Arts {Kanzuki-Ryuu, Kozo}), Intellect 4X (),
Willpower 5D (Finance)

Powers: Energy Blast 6 'Gurenken'

Equipment: None.

Description: Karin is the only daughter of the Kanzuki family, an old and powerful family with a strong name in the financial field. They reached the top by sticking to their credo: 'defeat all who oppose you.' Karin has lost only one match in her life. She seeks Sakura to gain a rematch and reclaim her honor.

Katana (Katana)

Calling: Demolisher Edge 1, Hand Size 3 (17) Hindrances: None
Strength 8D (Martial Arts Weapons), Agility 5D (Martial Arts), Intellect 4X (),
Willpower 4X ()

Powers: None.

Equipment: Samurai Armor (Body Armor +2), 2 Katana Swords +4

Description: Katana is the weakest of the Kabuki brothers. He seems quite similar to Sodom, save for his choice of weapons. Katana lacks his brother's ambition and is satisfied with being a bruiser. Katana was once the guardian of the Metro City subway system, but with the fall of the Mad Gear Gang, he left Metro City to join up with Shadaloo - possibly to be near his brother. 'See Note 1'

Ken (Ken Masters)

Calling: Gloryhound Edge 3, Hand Size 5 (30) Hindrances: None
Strength 7C (Boxing, Wrestling), Agility 9C (Acrobatics, Martial Arts {Shotokan Karate}), Intellect 5C (Computers, Lore {Shotokan}), Willpower 9C (Manipulation, Meditation)

Powers: Energy Blast 12 'Hadoken', Chi 9

Equipment: None.

Description: Ken Masters is the old training partner of the world-champion Ryu. They shared a sensei and their fighting techniques are – not surprisingly – extremely similar. However, after the two left the dojo, Ken began to concentrate on defense and agility. His style became more fluid and acrobatic, concentrating on counter-maneuvers rather than attacks. While Ken and Ryu have nearly identical arsenals, Ken is the unchallenged master of the counter-aerial Shoryuken (the move that Ryu used to give Sagat his scar) also known as the Dragon Punch. Ken and Ryu are widely acknowledged to be nearly equal in terms of fighting spirit and skill, making the two natural adversaries. However, the two have never met with enmity; Ryu is Ken's oldest and truest friend.

Ken was once a spoiled brat but is now a wealthy and self-indulgent playboy. His money has made his natural charm nearly irresistible, but it hasn't made him soft. Ken is supremely confident, some even claim he is arrogant. He claims his skills are among the best in the world, and he may well be right. In all his matches across the world, only Ryu has proven his better. He has left behind both his business and his wife, Eliza, in order to

track down his old partner, Ryu. He wants to know if his recent training has increased his skill enough to best Ryu in a fair fight.

M. Bison (Major Mike Bison)

Calling: World Domination Edge 4, Hand Size 6 (40) Hindrances: None

Strength 8C (Boxing, Wrestling), **Agility 9D** (*Martial Arts*), **Intellect 8C** (Energy Control, Occult), **Willpower 10C** (Intimidation, Manipulation)

Powers: **Flight 3**, **Emotion Control 8** (Limit: Rage Only), **Energy Sheath 12** ‘Psycho-Aura’ (Energy Blast, Flight 4), **Hypnosis 8**, **Psychic Blast 12** ‘Psycho Shot’, **Telepathy 8**, **Teleportation 1** ‘Bison Warp’

Equipment: None.

Description: M. Bison is the leader of the multinational organized crime syndicate known as Shadaloo. Drawing upon a mysterious energy source, Bison’s ‘Psycho Power’ has made him a powerful fighter.

Nanase (Nanase)

Calling: Guardian Edge 1, Hand Size 3 (17) Hindrances: None.

Strength 5X (), **Agility 8C** (Contingent Attack, Martial Arts), **Intellect 4X** (), **Willpower 5D** (Meditation)

Powers: **Energy Blast 8** ‘Lariat’

Equipment: None.

Description: Nanase has been searching for her older siblings, Kairi and Hokuto. Having discovered that first Kairi and then Hokuto fell victim to the corruption of Akuma, she must battle to set them free and restore her family.

Pullum Purna (Pullum Purna)

Calling: Investigator Edge 1, Hand Size 3 (17) Hindrances: None

Strength 5X (), **Agility 9C** (Acrobatics, Martial Arts), **Intellect 5X** (), **Willpower 6X** ()

Powers: None.

Equipment: None.

Description: Pullum Purna travels the world to locate the mysterious Shadaloo organization. Once she finds them, she plans to exact revenge for the brainwashing of her beloved grandfather. Afraid for her safety, her father hired a bodyguard, Darun Mister, for her. She also recruited an old friend, Blaire Dame, to go with her.

R. Mika (Rainbow Mika)

Calling: Gloryhound Edge 1, Hand Size 3 (17) Hindrances: None.

Strength 7D (Wrestling), **Agility 6D** (Contingent Attack), **Intellect 4X** (), **Willpower 5X** ()

Powers: None.

Equipment: None.

Description: Rainbow Mika wants to be a professional wrestler. She is traveling the world to fight famous Street Fighters as a publicity stunt. Once she finishes testing her skill against the best of the best, she plans to make her debut as ‘Star of the Ring.’

Rolento (Rolento)

Calling: Soldier Edge 2, Hand Size 4 (25) Hindrances: None
Strength 7B (Garrotes, Knives, Whips), **Agility 7A** (Contingent Attack, Flinging, Marksmanship, Martial Arts), **Intellect 5X** (), **Willpower 6B** (Leadership, Military, Survival)
Powers: None.
Equipment: **Knives +2**, **Gun +4**, **Grenades +6**, **Tripwire +4** (Garrote +4, Whip +4)
Description: Rolento

Rose (Rose)

Calling: Peace of Mind Edge 1, Hand Size 3 (17) Hindrances: None
Strength 4X (), **Agility 7D** (Martial Arts), **Intellect 5X** (), **Willpower 7D** (Mental Control)
Powers: **Danger Sense 5**, **Energy Reflection 12**, **Psychic Blast 7** 'Soul Spark' (Psychic Detection)
Equipment: None.
Description: Rose

Ryu (Ryu)

Calling: Peace of Mind Edge 3, Hand Size 5 (30) Hindrances: None
Strength 7C (Boxing, Wrestling), **Agility 9C** (Acrobatics, Martial Arts {Shotokan Karate}), **Intellect 5B** (Assessment, Energy Control, Lore {Japanese}), **Willpower 10D** (Meditation)
Powers: **Dark Side** (Unique Power: The Character has a Dark Side that can be unleashed to improve his abilities.), **Energy Blast 14** 'Hadoken', **Chi 10**
Equipment: None.
Description: Ryu is the old training partner of Ken. They shared a sensei and their fighting techniques are – not surprisingly – extremely similar. However, after the two left the dojo, Ryu began to concentrate on offense and ranged attacks. While Ken and Ryu have nearly identical arsenals, Ryu is unrivaled in his mastery of the Hadoken, also known as the Fireball. His style became about power, concentrating on perfecting his technique and increasing the distance of his energy attacks. Ken and Ryu are widely acknowledged to be nearly equal in terms of fighting spirit and skill, making the two natural adversaries. However, the two have never met with enmity; Ryu is Ken's oldest and truest friend.

Ryu is a perfectionist, respecting the spiritual purity of the fight. Prizes and titles mean nothing to him, only advancing his technique makes him feel whole. Regarded as the world's best martial artist, Ryu takes great honor and pride in his skills, but shows no signs of arrogance. Ryu accepts all comers; to be the best, you must beat the best, and Ryu loves to rise to the challenge.

Sagat (Sagat)

Calling: Repentant Edge 3, Hand Size 5 (30) Hindrances: None
Strength 7C (Boxing, Wrestling), **Agility 8D** (Martial Arts {Tiger Muay Thai Style}, Thievery), **Intellect 5C** (Biology {Anatomy Only}, Energy Control), **Willpower 8C** (Survival, Trance)
Powers: **Energy Blast 10** 'Tiger Shot'
Equipment: None.

Description: Sagat once was the most feared street fighter in the world, holding the crown of 'King of Muay Thai.' One year, in the battle with Oh Hibiki, he lost an eye but gained an even meaner reputation. More ferocious and feared than ever, Sagat sought to reclaim the honor he lost in that battle. Sensing that Sagat was distracted, an upstart pupil - Adon - attacked and defeated the weakened Sagat and laid claim to the title of Muay Thai master, but Sagat was not long without his crown. After that, he defeated all comers, fighting with great spirit to reclaim his honor. However, one day, a challenger came that tested the limits of Sagat's tiger style like none that came before. The battle was fiercer even than the battles with Hibiki or Adon. The battle was fearsome, and Sagat began to dominate the less experienced challenger. Finally, Sagat grew tired of the battle and sought to finish it; he launched his most powerful move, the Tiger Uppercut. The challenger, Ryu countered with the shoryuken; a move that is now called the mighty Dragon Punch. The move left Sagat defeated and with a huge scar across his chest. The move was so powerful it became known as a legend in itself. Now, Sagat seeks to reclaim his title and defeat the man that left him scarred. The first step on the journey to reclaiming his honor was a difficult one, but Sagat took it with courage. Sagat quit Shadaloo, denouncing their dishonorable ways, and severing all ties.

Sakura (Sakura)

Calling: Youthful Exuberance Edge 1, Hand Size 3 (17) Hindrances: None.

Strength 5D (Boxing), **Agility 7D** (Martial Arts {Shotokan Karate}), **Intellect 4X** (), **Willpower 5D** (Meditation)

Powers: **Dark Side** (Unique Power: The Character has a Dark Side that can be unleashed to improve her abilities.), **Energy Blast 7 'Hadoken'**

Equipment: None.

Description: Sakura set out from her home in Tokyo to find Ryu. Only Ryu, she decided, could be her true sensei and develop her skills to their fullest. Sakura studied his Shotokan style, copying what she could. However, she still needs his help, and so fights the most powerful challengers she can find in the hope of attracting his attention and earning his respect.

Shadow Geist (Unrevealed)

Calling: Vengeance Edge 2, Hand Size 4 (25) Hindrances: None.

Strength 7C (Brawling, Wrestling), **Agility 7C** (Acrobatics, Martial Arts), **Intellect 4X** (), **Willpower 5X** ()

Powers: None.

Equipment: None.

Description: Shadow Geist was once an ordinary man until his sadistic totalitarian government murdered his family. Now, he lives only for vengeance against those that are responsible for his family's death.

Sharon (Sharon)

Calling: Soldier Edge 2, Hand Size 4 (25) Hindrances: None.

Strength 6B (Brawling, Knives, Wrestling), **Agility 6B** (Marksmanship, Martial Arts, Thievery), **Intellect 5D** (Espionage), **Willpower 6C** (Intimidation, Tracking)

Powers: None.

Equipment: Knives +2, Gun +4

Description: Sharon is an expert assassin in the employ of an unnamed government agency. She takes no pleasure in hunting down and killing her targets, but she follows orders without question. She is traveling the Street Fighter circuits looking for her next target. She only knows that it is someone from her past - maybe even a relative - but that won't stop her from pulling the trigger when confirmation comes.

Skullomania (Unknown)

Calling: Responsibility of Power Edge 1, Hand Size 3 (17) Hindrances: None
Strength 5X (), Agility 6C (Contingent Attack, Martial Arts), Intellect 4X (), Willpower 4D (Finance)

Powers: None.

Equipment: Halloween Costume (No powers, hides identity, makes him look like a skeleton.)

Description: Skullomania was just a lowly department store salesman that offered to dress up for entertainment at a Halloween party being thrown for a valuable customer. His sales were slacking and he volunteered in the hopes of pleasing his bosses enough to let him stay on with the store. However, when he donned the costume, everyone's cheers awakened something deep inside of him. Feeling that the skeleton costume was his legacy, he decided to keep it and took on the name of Skullomania. Now, feeling he is destined to be a superhero, he uses his combat skills to fight crime as the grim-visaged vigilante.

Sodom (Sodom)

Calling: Exemplar (Japan) Edge 1, Hand Size 3 (17) Hindrances: None
Strength 9C (Boxing, Martial Arts Weapons), Agility 5D (Martial Arts), Intellect 4X (), Willpower 4X ()

Powers: None.

Equipment: Samurai Armor (Body Armor +2), 2 Sais +3

Description: Sodom is one of the Kabuki brothers and searches the world seeking out his brethren. He fights in the hope of gaining higher spiritual enlightenment by doing so. He seeks to become the true spirit of Japan. He once challenged Honda, with the agreement that Honda would join Mad Gear if Sodom defeated him. Sodom lost, just as his precious Mad Gear Gang was eventually defeated. Sodom learned that Japan's fighting spirit was as great as ever, and that if he wanted to be her greatest son, he must work harder to gain that honor. However, Sodom hasn't changed his stripes; he now uses Shadaloo in the same way he once used the Mad Gear Gang.

T. Hawk (Thunder Hawk)

Calling: Majesty Edge 1, Hand Size 3 (17) Hindrances: None
Strength 10D (Sonic Slam, Wrestling), Agility 5D (Martial Arts), Intellect 4X (), Willpower 6D (Survival)

Powers: 'Thunder Clap' Unique Power: Can perform the Sonic Slam even though he does not have Strength 11+.

Equipment: None.

Description: T. Hawk fights to find M. Bison to avenge the brutal treatment of his tribe

at the hands of Shadaloo. He seeks to defeat Bison and reclaim his homelands so that his people can return from their exile in Mexico. Thunder Hawk has taken up the hawk as his sacred spirit totem, using it to aid him in his sacred quest.

Thrasher (Unknown)

Calling: Demolisher Edge 1, Hand Size 3 (17) Hindrances: Overconfident
Strength 8D (Brawling), **Agility 4X** (), **Intellect 3X** (), **Willpower 4D** (Intimidation)

Powers: None.

Equipment: None.

Description: Thrasher was once the ruler of the Metro City slums. He was never much of a fighter, but his bullying gave him a good supply of canon fodder to put between himself and danger. When the Mad Gear Gang went under, this rat abandoned ship, joining up with the first new outfit that would take him. Shadaloo doesn't treat him much better than Mad Gear did, but at least he has an endless supply of new recruits to boss around. 'See Note 1'

Vega (Vega Fabio de Cerda - sometimes 'de Cerna')

Calling: Gloryhound Edge 2, Hand Size 4 (25) Hindrances: Obsessive (about his looks)
Strength 5B (Natural Weapons, Spears, Wrestling), **Agility 9C** (Acrobatics, Martial Arts), **Intellect 5X** (), **Willpower 7D** (Finance)

Powers: None.

Equipment: **Claws +2**, **Mask +2** (protects his face as **Body Armor +2**)

Description: Vega hails from Spain, where he spent his youth as a bullfighter. Seeking greater fortune and greater glory, Vega turned to the realm of street fighting to prove his skill against human opponents. Utilizing a special glove featuring twin metal claws, Vega became a fearsome competitor. Vega does have one downfall, however; his vanity. Thinking himself the most beautiful person in the world, Vega will do anything to preserve his looks. That's why he wears a metal mask when he enters the ring.

Vulcano Russo (Wu Tian)

Calling: Vengeance Edge 2, Hand Size 4 (25) Hindrances: None.

Strength 7C (Brawling, Wrestling), **Agility 7C** (Acrobatics, Martial Arts), **Intellect 5X** (), **Willpower 7X** ()

Powers: None.

Equipment: None.

Description: Vulcano Russo is a flashy and violent brawler that scours the world punishing those he blames for his lover's death. He seems to have some mysterious connection to Chun Li and Ryu - could he be their missing son?

Zangief (Zangief)

Calling: Gloryhound Edge 2, Hand Size 4 (25) Hindrances: None

Strength 11D (Wrestling), **Agility 4D** (Martial Arts {SAMBO}), **Intellect 4X** (), **Willpower 7C** (Law Enforcement, Survival)

Powers: **Resistance +2** to Kinetics (including physical attacks).

Equipment: None.

Description: Zangief is a Russian strongman and wrestler, made famous for his great

strength and knack for wrestling Siberian bears. He wishes to claim the title of 'strongest man in the world' in order to bring honor and glory to himself and his precious Mother Russia. For a short while Zangief grew frustrated with his inability to improve his formidable piledriver technique. However a freak storm provided him with the inspiration he needed to invent the Cyclone Piledriver.

Zangief has a natural rivalry with Mike Haggar, though the two have never met in battle. Each copies the other's moves in an effort to simultaneously honor and enrage the other. This rivalry stems from the fact that Haggar and Zangief are widely held to be the two greatest wrestlers in the world. Random fact: Zangief is gay (as in the lifestyle, not the insult).

Note: After the events of Street Fighter Alpha 3, Zangief becomes a government agent assigned to bring down Shadaloo. Before this, he has Willpower 7D (Survival)