

# STREET FIGHTER

NAME:  
PLAYER:  
CHRONICLE:

STYLE:  
SCHOOL:  
STABLE:

SIGNATURE:  
TEAM:  
CONCEPT:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ 00000000  
Dexterity \_\_\_\_\_ 00000000  
Stamina \_\_\_\_\_ 00000000

### SOCIAL

Charisma \_\_\_\_\_ 00000000  
Manipulation \_\_\_\_\_ 00000000  
Appearance \_\_\_\_\_ 00000000

### MENTAL

Perception \_\_\_\_\_ 00000000  
Intelligence \_\_\_\_\_ 00000000  
Wits \_\_\_\_\_ 00000000

## ABILITIES

### TALENTS

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### SKILLS

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### KNOWLEDGES

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

## ADVANTAGES

### BACKGROUNDS

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### TECHNIQUES

Punch \_\_\_\_\_ 00000000  
Kick \_\_\_\_\_ 00000000  
Athletics \_\_\_\_\_ 00000000  
Grab \_\_\_\_\_ 00000000  
Block \_\_\_\_\_ 00000000  
Focus \_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

## NOTES

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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
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\_\_\_\_\_  
\_\_\_\_\_

### GLORY

0000000000  
□□□□□□□□□□

### HONOR

0000000000  
□□□□□□□□□□

### STANDING

Wins: \_\_\_\_\_ Losses: \_\_\_\_\_  
Draws: \_\_\_\_\_ KOs: \_\_\_\_\_  
Division: \_\_\_\_\_  
Rank: \_\_\_\_\_

### CHI

0000000000  
□□□□□□□□□□

### WILLPOWER

0000000000  
□□□□□□□□□□

### HEALTH

0000000000  
□□□□□□□□□□  
0000000000  
□□□□□□□□□□

### COMBAT

### CHARACTER

# STREET FIGHTER

NAME: \_\_\_\_\_

STYLE: \_\_\_\_\_

CHI 0000000000  
□□□□□□□□□□

WILLPOWER 0000000000  
□□□□□□□□□□

0000000000  
□□□□□□□□□□

HEALTH 0000000000  
□□□□□□□□□□

**PUNCHES:**

Jab (+2 / -1 / +0)  
Strong (+0 / +1 / +0)  
Fierce (-1 / +3 / -1)

**SPEED**

**DAMAGE**

**MOVE**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**KICKS:**

Short (+1 / +0 / +0)  
Forward (+0 / +2 / -1)  
Roundhouse (-2 / +4 / -1)

**SPEED**

**DAMAGE**

**MOVE**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**GRAB:** (+0 / +0 / 1)

**SPEED**

**DAMAGE**

**MOVE**

\_\_\_\_\_

**BLOCK:** (+4 / 0 / 0)

\_\_\_\_\_

**MOVEMENT:** (+3 / 0 / +3)

\_\_\_\_\_

**STRENGTH**

00000000

**DEXTERITY**

00000000

**STAMINA**

00000000

**CHARISMA**

00000000

**MANIPULATION**

00000000

**APPEARANCE**

00000000

**PERCEPTION**

00000000

**INTELLIGENCE**

00000000

**WITS**

00000000

**SPECIAL MANEUVERS:**

**SPEED**

**DAMAGE**

**MOVE**

**SPECIAL NOTES**

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

**COMBOS:**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**TECHNIQUES**

Punch 00000000  
Kick 00000000  
Athletics 00000000  
Grab 00000000  
Block 00000000  
Focus 00000000

**COMBAT**

**CHARACTER**