

STREET FIGHTER

NAME:
PLAYER:
CHRONICLE:

STYLE:
SCHOOL:
STABLE:

SIGNATURE:
TEAM:
CONCEPT:

ATTRIBUTES

PHYSICAL

Strength _____ ●○○○○○○○
Dexterity _____ ●○○○○○○○
Stamina _____ ●○○○○○○○

SOCIAL

Charisma _____ ●○○○○○○○
Manipulation _____ ●○○○○○○○
Appearance _____ ●○○○○○○○

MENTAL

Perception _____ ●○○○○○○○
Intelligence _____ ●○○○○○○○
Wits _____ ●○○○○○○○

ABILITIES

TALENTS

_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○

SKILLS

_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○

KNOWLEDGES

_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○

ADVANTAGES

BACKGROUNDS

_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○

TECHNIQUES

Punch _____ ○○○○○○○○
Kick _____ ○○○○○○○○
Athletics _____ ○○○○○○○○
Grab _____ ○○○○○○○○
Block _____ ○○○○○○○○
Focus _____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○

NOTES

GLORY

○○○○○○○○○○
□□□□□□□□

HONOR

○○○○○○○○○○
□□□□□□□□

CHI

○○○○○○○○○○
□□□□□□□□

WILLPOWER

○○○○○○○○○○
□□□□□□□□

COMBAT

CHARACTER

STANDING

Wins: _____ Loses: _____
Draws: _____ KOs: _____
Division: _____
Rank: _____

HEALTH

●●●●●●●●●●
□□□□□□□□
○○○○○○○○○○
□□□□□□□□

STREET FIGHTER

NAME: _____

STYLE: _____

CHI 0000000000
□□□□□□□□□□

WILLPOWER 0000000000
□□□□□□□□□□

0000000000
□□□□□□□□□□

HEALTH 0000000000
□□□□□□□□□□

PUNCHES:

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

KICKS:

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

GRAB:

(+0 / +0 / 1)

BLOCK:

(+4 / 0 / 0)

MOVEMENT:

(+3 / 0 / +3)

SPEED

DAMAGE

MOVE

SPEED

DAMAGE

MOVE

SPEED

DAMAGE

MOVE

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

COMBOS:

TECHNIQUES

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

COMBAT

CHARACTER