

Martial Arts for Street Fighter the Storytelling Game

Let's say you're playing *Street Fighter: The Storytelling Game* using only the core rulebook and *Secrets of the Shadoloo* but you still want a wider range of martial arts to be available to the characters. This post offers a quick and dirty way to accomplish that. It's based on a simple premise—that you can create a reasonably large range of styles with a few tweaks to the existing martial arts in the game.

I've been meaning to do a more extensive job of creating and organizing a large list of styles, but it is a very time-consuming process. This is an attempt at a workable system that gets me to a large style list without the time investment needed to create entire styles from scratch. In campaign play, I imagine I would expand on this to develop a full suite of styles over time. For now, though, this will do for pick-up games.

Notes

- These are cinematic styles, so they play very fast and loose with reality. I've made some adjustments to named styles to make them at least somewhat better resemble their video game or real world counterparts where I had some relevant knowledge, but they're still very loose. For example, there are still punches in styles that don't include much punching, and so on. There's a whole lot of artistic license in here that won't hold up to the scrutiny of martial arts connoisseurs. I'm ok with that.
- Where the new style differs from the base style in terms of starting Chi and Willpower, the new style's starting Chi/Will is given in the text.
- You'll need to reinterpret many existing moves to fit the look of the style. I haven't included much in the way of description, but Google and Wikipedia are good starting points. For example, a move like Siberian Bear Crusher might be reinterpreted as a shoot and slam for a wrestler, a flying power bomb for a professional wrestler, and a quick forward dash followed by a wrist lock throw for Aikido. For a brawler from the streets, Flying Head Butt may stay a flying head butt... or it may be the result of dashing into someone and straight up shoulder checking them or just slamming into them, as countless *Final Fight* battles have shown.
- I haven't included many heavily weapon-based styles in the list, and the styles that are included are a fairly ad hoc collection.
- Multiples are included for certain styles in order to bring the number of items on the list to 100 (there are 71 unique entries on the list), in case you want to roll up random styles from this list.

A World of Martial Arts

1. **Aikido:** Use Native American Wrestling (Chi 5, Will 2). Remove Spinning Clothesline and all Athletics maneuvers. Add Siberian Bear Crusher (4), Fireball (3) and Stunning Shout (2).
2. **Aikido**
3. **American Ninjitsu:** Use Special Forces Training (Chi 3, Willpower 4). Purchase Focus maneuvers from the Any list.

4. **Bio/Cyber:** Use Kabaddi (Chi 4, Will 3). Add Spinning Clothesline (4) and Turbo Spinning Clothesline (4). Assume all Focus maneuvers are powered by bio/cyber implants. (They still cost Chi.)
5. **Boxing:** Use Boxing. Add Boxing Punches (1), which gives a Punch version of Short, Forward, and Roundhouse Kick.
6. **Boxing**
7. **Boxing**
8. **Brazilian Jiu-Jitsu:** Use Sanbo (Chi 2, Will 5). Remove Punch maneuvers except Ear Pop. Add Wounded Knee (2).
9. **Bushin-ryu Ninjutsu:** Use Wushu. Remove Fireball maneuvers. Add Elbow Smash (1) and Lightfeet (3).
10. **Capoeira:** Use Capoeira. Add Capoeira Kicks (1), which gives a Kick version of Jab, Strong, and Fierce Punch. Add Handstand Kick (1). Assume that rolling attacks consist of cartwheel and spinning kicks.
11. **Catch Wrestling:** Use Sanbo.
12. **Crane Fist:** Use Kung Fu. Add Crane Fist, which allows any basic punch to be made with a reach of 1, but which misses opponents within the fighter's hex. (The Crane Fist combat card must be selected at the beginning of the turn alongside the Basic Punch it will modify.)
13. **Dog Boxing (*gouquan*):** Use Capoeira. Remove Backflip and Musical Accompaniment. Add Grab maneuvers from Special Forces.
14. **Dragon Fist:** Use Kung Fu. Add Dragon Claw (2), which adds +1 to speed, damage, and movement of any basic punch for a cost of 1 Chi. (The Dragon Claw combat card must be selected at the beginning of the turn alongside the Basic Punch it will modify.)
15. **Drunken Fist (*zuiquan*):** Use Wushu. Remove Rekka Ken. Add Cup Hand Strike (1), which allows a swaying block/dodge while using basic punches (-1 damage, +1 soak when using a Basic Punch). (The Cup Hand combat card must be selected at the beginning of the turn alongside the Basic Punch it will modify.)
16. **Eagle Claw:** Use Native American Wrestling. Remove Spinning Clothesline and Shockwave. Add Eagle Claw (1), which allows any basic punch to be made at -1 damage in exchange for a +1 speed to any Grab next turn. (The Eagle Claw combat card must be selected at the beginning of the turn alongside the Basic Punch it will modify.)
17. **Eight Trigram Boxing (*baguaquan—Pa Kua*):** Use Kung Fu (Chi 6, Will 1). Remove Kicks. Add Grabs from Native American Wrestling. Add Walking the Circle (3)—at the cost of 1 Chi, the fighter may move one hex immediately after completing an attack. (The Circle Walking combat card must be selected at the beginning of the turn alongside the special maneuver it will modify.)
18. **Glima:** Use Native American Wrestling. Remove Diving Hawk and Thunder Strike. Add Ice Blast (3).
19. **Goju-ryu Karate:** Use Shotokan Karate (Chi 4, Will 3). Remove Flaming Dragon Punch, Improved Fireball, and Flying Fireball. Add Regeneration (2), Mind Reading (3), and Zen No Mind (3).
20. **Goju-ryu Karate**
21. **Goju-ryu Karate**

22. **Goutetsukan Karate:** Use Shotokan Karate. Add Yoga Teleport (5).
23. **Grand Ultimate Boxing (*taiqiquan—Tai Chi*):** Use Kung Fu (Chi 6, Will 2). Remove Kicks. Add Focus maneuvers from Kabaddi, except Extendible Limbs. All fire-based attacks become extended Chi attacks.
24. **Grand Ultimate Boxing (Tai Chi)**
25. **Grand Ultimate Boxing (Tai Chi)**
26. **Hapkido:** Use Special Forces Training (Chi 3, Will 4). Remove Cannon Drill. Add Fireball (3), Regeneration (2), and Chi Kung Healing (4).
27. **Hwarang Do:** Use Kung Fu. Remove Dim Mak, Rekka Ken, and Dragon Kick.
28. **Isshin-ryu Karate:** Use Western Kickboxing. Remove Hyper Fist and Rekka Ken. Add Maka Wara (3), San He (3), and Toughskin (3).
29. **Jeet Kune Do:** Use Kung Fu (Chi 1, Will 6). Remove Dim Mak.
30. **Judo:** Use Native American Wrestling (Chi 3, Will 4). Remove Punches and Athletics maneuvers. Remove Thunderclap and Ghost Form. Add Back Roll Throw (1), Siberian Bear Crusher (4), and Fireball (3).
31. **Judo**
32. **Judo**
33. **Jujutsu:** Use Native American Wrestling. Add Back Roll Throw (1), Fireball (4), and Improved Fireball (4).
34. **Kalari Payat:** Use Kung Fu. Remove Dim Mak and Rekka Ken.
35. **Kanzuki-ryu Bujutsu:** Use Kung Fu (Chi 2, Will 5). Remove Dim Mak and all Fireball maneuvers. Allow Kicks to be included in Rekka Ken, which also has a prerequisite of Kick 4.
36. **Karate:** Use Western Kickboxing. Remove Hyper Fist and Rekka Ken. Add Fireball (3) and Stunning Shout (2). Name your style of Karate.
37. **Karate**
38. **Karate**
39. **Kickboxing:** Use Western Kickboxing.
40. **Kickboxing**
41. **Kickboxing**
42. **Kung Fu:** Use Kung Fu or Wushu. (Your Choice.) Name your style of Kung Fu.
43. **Kung Fu**
44. **Kung Fu**
45. **Kushti (Indian Wrestling):** Use Sanbo.
46. **Kyokushinkai Karate:** Use Western Kickboxing. Remove Hyper Fist and Rekka Ken. Add Osu! (use Psychokinetic Channeling) (4) and Toughskin (3).
47. **Kyokushin Karate**
48. **Lucha Libre:** Use Native American Wrestling. Remove all Focus maneuvers. Add Athletics maneuvers from Wushu.
49. **Mantis Fist:** Use Kung Fu. Add Mantis Fist (2), which allows any basic punch to be made at -1 damage in exchange for a -1 movement penalty to the opponent next turn. (The Mantis Fist combat card must be selected at the beginning of the turn alongside the Basic Punch it will modify.)

50. **Mind and Body Boxing (*xingyiquan—Ching-I*)**: Use Boxing (Chi 6, Will 1). All Head Butt maneuvers become strikes (Names for Punches: Chopping Strike, Drilling Strike, Crushing Strike, Exploding Strike, Crossing Strike). All Grabs become unbalancing attacks (KD in hex)—when the boxer uses an unbalancing attack (or throw), it does not look like a throw – only a touch is necessary (Names for Grabs: Unbalancing, Taking the Root, Cutting the Root.) Add Stunning Shout (2).
51. **Mongolian Wrestling (*Bkyukl Bökh*)**: Use Native American Wrestling. Replace all Sustained Hold effects with KD effects. Remove Ghost Form. Keep the Diving Hawk and Rising Hawk theme: eagles/hawks are thematically appropriate for Mongolian Wrestling.
52. **Monkey Boxing**: Use Kung Fu. Remove Dragon Punch, Dim Mak, and Rekka Ken. Add Beast Roll (3), Rolling Attack (3), and Vertical Rolling Attack (2).
53. **Ninjutsu**: Use Spanish Ninjitsu. Add all Focus maneuvers from Shotokan Karate. Name your style of Ninjutsu.
54. **Old Bujutsu**: Use Kung Fu. Remove Dim Mak. Make Fireball (3), Improved Fireball (3), and Flying Fireball (3). Add Stunning Shout (2).
55. **Pankration**: Use Sanbo.
56. **Pencak Silat**: Use Kung Fu. Remove Dim Mak, Rekka Ken, and Dragon Kick.
57. **Pro Wrestling**: Use Sanbo.
58. **Pro Wrestling**
59. **Psycho Power**: Use Ler Drit.
60. **Rindokan Karate**: Use Western Kickboxing. Add Maka Wara (3), San He (3), and Toughskin (3).
61. **Saikyo-ryu**: Use Shotokan Karate. Fireball has a range equal to Wits. Remove Improved Fireball and Flying Fireball.
62. **Sambo**: Use Sanbo.
63. **San Shou**: Use Western Kickboxing. Replaced all sustained hold effects with knockdown and throw effects (all Grabs are sweeps or throws).
64. **Savate**: Use Western Kickboxing. Add Flash Kick (4).
65. **Secret Agent Combat Training**: Use Special Forces Training.
66. **Secret Agent**
67. **Senjutsu**: Use Kabaddi.
68. **Shaolin Temple Boxing**: Use Kung Fu (Chi 2, Will 5).
69. **Shaolin**
70. **Shorinji Kempo**: Use Kung Fu. Remove Dim Mak, Rekka Ken, and Dragon Kick.
71. **Shorin-ryu Karate**: Use Western Kickboxing. Remove Hyper Fist and Rekka Ken. Add Fireball (3).
72. **Shotokan Karate**: Use Western Kickboxing. Remove Hyper Fist and Rekka Ken. Add Fireball (3), San He (3), and Toughskin (2).
73. **Shotokan**
74. **Shuai Jiao**: Use Native American Wrestling (Chi 4, Will 3).
75. **Snake Fist**: Use Kabaddi. Remove Head Butt maneuvers and all Fireball maneuvers. Add Dim Mak (4).
76. **Soaring Heavens Kung Fu (*feitinkuen*)**: Use Kung Fu.
77. **Spanish Ninjitsu**: Use Spanish Ninjitsu.

78. **Special Forces Training:** Use Special Forces Training.
79. **Special Forces**
80. **Street Fighting:** Use Boxing. Remove Hyper Fist and Rekka Ken. Add Flying Head Butt (2).
81. **Street Fighting**
82. **Sumai (Old Style Combat Sumo):** Use Sumo.
83. **Sumo:** Use Native American Wrestling. Remove Diving Hawk and Thunder Strike. Replace all Sustained Hold effects with KD.
84. **Tae Kwon Do:** Use Wushu (SFtSG, p. 99). Remove Rekka Ken and Backflip. Add Flash Kick (4). Add Tae Kwon Do Kicks (1), which gives a Kick version of Jab, Strong, and Fierce Punch.
85. **Tae Kwon Do**
86. **Tae Kwon Do**
87. **Thai Kickboxing (Muay Thai):** Use Thai Kickboxing. Remove Dragon Punch (unless learned from Sagat).
88. **Thai Kickboxing**
89. **Thunderfoot Martial Arts (Folkstyle Wrestling):** Use Native American Wrestling.
90. **Tiger Claw (Fu Jow Pai):** Use Kung Fu. Remove Dim Mak. Add Tiger Claw, which allows a basic punch to be made at -1 movement for +1 damage. (The Tiger Claw combat card must be selected at the beginning of the turn alongside the Basic Punch it will modify.)
91. **Wado-ryu Karate:** Use Western Kickboxing. Remove Hyper Fist and Rekka Ken. Add Back Roll Throw (1), Back Breaker (2), and Neck Choke (1).
92. **Wing Chun:** Use Boxing (Chi 2, Will 5). Add Trapping Strike (Monkey Grab Punch) (1). Make Rekka Ken (4). Remove Grab and Athletics maneuvers.
93. **Wing Chun**
94. **Wrestling:** Use Sanbo. Remove all Punch, Kick, & Athletics maneuvers.
95. **Wrestling**
96. **Wudan Temple Boxing:** Use Kung Fu (Chi 5, Will 2).
97. **Wudan Temple Boxing**
98. **Yağlı Güreş (Turkish Wrestling):** Use Sanbo.
99. **Yoga:** Use Kabaddi.
100. **Yoga**