

Duel

A Street Fighter sourcebook Proposal by Andrew J Lucas

This book will contain all the information a Storyteller or player requires to create or play Duelist class Street Fighters. It will also present new fighting styles as well expand upon the existing styles by presenting Team maneuvers. To better understand the concepts behind this project I have put together a tentative table of contents with a description of some of the concepts involved.

Duel

1 Introduction.

Introduces the basic concepts of the duelist class, weapon combat, team maneuvers and the new styles.

2 Prologue

A short fictional piece which sets the tone of the book. Perhaps a match between two duelists.

3 Duelist class

i Duelists: How to create a duelist streetfighter

ii Crosstraining: How to use the existing fighting styles with weapon combat

4 Weapons

i Classes of weapons: There are a lot of different weapons, many of which are very similar to each other. To capture the simplicity of the Storyteller system, I have developed simple proficiency rules. All weapons will fall into one of the following classes:

Sword

Knife

Chain

Staff

Spear

Axe

Punch

Fencing

Projectile

Any weapon which falls into these classes may be wielded by a fighter trained in its use. Therefore a fighter trained in Staff can use a quarterstaff or bo at no penalty, but would suffer a penalty when using a Katana.

ii Weapon Maneuvers: In the spirit of Street Fighter, combatants will have access to powerful maneuvers, verging upon the mystical. Maneuvers which are comparable to the hand-to-hand techniques used in the game. Examples would be Bladestorm, Cyclone staff, Thousand-bladed knife or the Blinding chain.

iii Protection: Armor and shields would be expanded upon here as well as their effects on combat. Of course there will be maneuvers associated with shields and armor such as; Shield Roll, Head strike, Armored body slam or Ricochet Shield strike. To use any of these special abilities the fighter must be trained in Armor or Shield.

iv Weapon list: An extensive number of weapons and their modifiers will be listed here according to their weapon class. This list will consist of:

Hand Wraps

Weapon	Technique	Speed	Damage	Move
Brass knuckles				
Thai Wrap				
Tekko	Punch	+2	+1	+0

Knives

Weapon	Technique	Speed	Damage	Move
Tanto				
Dagger				
Stiletto				
Knife	Knife	+2	+1	+0
Tonfa	Knife	+2	+2	+0
Punch Dagger				
Katar	Knife	+1	+3	+0
Rochin (Okinawan short spear)				
	Knife	+2	+1	+0
Sai	Knife	+2	+1	+0
Iron fan	Knife	+3	+1	+0

Weapon	Technique	Speed	Axes	
			Damage	Move
Sickle Hatchet Tomahawk Kama	Axe	+2	+2	+0
Pole arm Guisarme Chinese 'Big Chopper' Halberd	Axe	-1	+5	+2

Weapon	Technique	Speed	Swords	
			Damage	Move
Gladius Short Sword Wakazashi Ninja to	Sword	+2	+2	+0
Bokan (wooden sword) Escrima Stick	Sword	+1	+2	+0
Shinai	Sword	+1	+2	+0
Long Sword Katana	Sword	+1	+3	+0
Broad Sword Scimitar Chinese straight Sword	Sword	-1	+4	+0

Weapon	Technique	Speed	Fencing	
			Damage	Move
Rapier	Fencing	+2	+1	+1
Saber	Fencing	+1	+2	+1
Main Gauche	Fencing	+2	+1	+1

Foil				
Epee	Fencing	+3	+1	+1

Weapon	Technique	Speed	Staffs Damage	Move
Bludgeon				
Sap	Staff	+2	+1	+1
Morning Star				
Warhammer				
Trudgel				
Club	Staff	+3	+3	+2
Quarter Staff				
Bo Staff	Staff	+0	+2	+1
Nunchaku	Staff	+1	+2	+0
Chinese Three				
sectional Staff	Staff	+2	+3	+0
Jo Staff	Staff	+0	+2	+0

Weapon	Technique	Speed	Spears Damage	Move
Eiku				
(Okinawan paddle)	Spear	+0	+2	+1
Naginata				
Spear	Spear	+0	+3	+1
Trident				
Bohemian Ear Spoon	Spear	+1	+4	+1

Weapon	Technique	Speed	Chains Damage	Move
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Chijiriki	Staff +			
	Chain	-2	+3	+1
Kasarigama	Axe +			
	Chain	-1	+2	+1
Bull whip	Chain	-1	+1	+1
Chinese Steel whip	Chain	-2	+3	+1
Lasso	Chain	-2	-	+2
Manrikigusari				
Bola	chain	-1	+1	+1
Net	Chain	-3	-	+2

Shields

Weapon	Technique	Speed	Damage	Move
Buckler				
Timbe	Shield	+0	-	+0
(Okinawan Tortoise shell shield)				

Armor

A list of the various armors will be presented here.

Projectiles

A list of various projectile weapons such as slings and bows will be presented here.

- 5 Playing a duelist
 Role-playing hints for duelist characters

- 6 New Fighting Styles
 Like the Street Fighter Player's Handbook, another three fighting styles will be presented, along with maneuvers based upon them.

- 7 The Duelist World
 Tournaments and life as a Duelist are elaborated in this section. Some fighters (and Tournaments) view the use of shields or armor as an affront to a fighters honor.

8 Team Maneuvers

A lot of martial arts movies involve team maneuvers, wherein all the individual members of a fighting team cooperate in a unified attack. The power Rangers and similar shows are a good example of team maneuvers. This section will detail how teams can increase their effectiveness in combat and have a number of team maneuvers such as The Fastball Special and others.

9 World Class

A sample NPC proficient in each of the weapon classes will be presented in this section along with a brief personal history.

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