

Walking in Shadow

A Street Fighter source book(s) proposal
by Andrew J Lucas

This book will contain information expanding upon the Street Fighter RPG and the world it describes. The source material will greatly increase the Storyteller's opportunities to take the players beyond the arenas. There will also be sections which the player will be able to use to expand their characters. Finally there will be a globe spanning adventure which will introduce the players to the world of the Street Fighter, as well as an in-depth expose of the Shadoloo.

I have put together a table of contents and a brief description of the sections to give you a better idea of how I envision the book.

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1 Introduction.

2 Prologue.

A short fiction piece which will set the tone for the book. I would like to write it from the point of view of a young naive fighter, who has just encountered the Shadoloo crime organization for the first time.

3 So you think you're tough?

Player hints for developing their Street Fighters into well rounded characters. Sections would include;

Role-playing hints, for the new player.

New fighting styles.

Including Savate, Ninjitsu and Jujitsu among others.

New maneuvers.

Attacks and defenses specific to the new styles will be presented along with other new maneuvers and combos, like the *lightening ram*.

4 Stables.

How to run a stable. Responsibilities and commitments, as well as how to find a Street Fighter circuit tournament, when most governments regard them as illegal activities. For the Storyteller a number of Street Fighter stables will be presented so that she will be able to conduct a full scale tournament without having to make up 20 plus NPC's as combatants.

5 Managers.

How to play a manager as the Storyteller or a player character. What the agenda of a Manager is and how he does what

he does. Four or five managers will be presented as well as typical skill groups common to managers.

6 Staff.

This section will be very brief and touch upon the support staff a wealthy Street Fighter may have access to, trainers etc. and how they affect the rules.

7 Arenas.

How you find other people's arenas and what you need to do to get one of your own. In most cases, money will be all you need to purchase an arena. However, I believe that if a Street Fighter builds enough honor and glory, his hometown will give him one. An example of this would be Dahlsim's temple or the street in Chun li's hometown where she meets challengers.

Pilgrimage

This will be a full blown adventure designed to introduce players to the world of Street Fighter and the corruption of Shadoloo. The essence of the story is a fight for glory and the corruption of a friend by evil. The players have just recently formed their own stable and are entering their first Street fighter tournament. Unknown to them, the tournament is actually a recruiting drive sponsored by M. Bison and Shadoloo.

As the globe spanning tourney progresses, the players will encounter a number of other stables all with varying martial styles and opinions. One Street Fighter in particular will become their friend. This contestant will be targeted by Shadoloo for recruitment, regardless of who actually wins the tournament.

The players will become involved in their friend's problems as well as their own and will eventually end up confronting the force behind the recruiting, the true evil controlling Shadoloo, M. Bison. (they will not have an opportunity to challenge him in combat, that's for later books).

Eventually the tournament will end and Bison will play his hold card, forcing the hapless Street Fighter to join Shadoloo, forsaking his honor forever. Bison will coerce the man's surrender by holding a loved one hostage. Regardless of whether the players win or lose the tourney, they will lose this encounter, because M. Bison is so much more powerful than they are. It will give them a driving need to improve their skills and honor to end his evil ways.

My intention here is to establish a major NPC who the players sympathize with, who will show up in later adventures. This character will grow more powerful with each encounter and will become a tragic figure. He is working for Shadoloo to preserve the life of one he holds very dear. Yet he still retains some small remnants of honor which will be reflected in his appearances as an NPC. The character will slowly sink into the ways of Shadoloo, eventually becoming as twisted and evil as M. Bison himself.

Shadoloo.

Most of this chapter is for the Storyteller only.

1 Who they are, and where they came from.

The entire 'fictional' history of the Shadoloo is exposed, with various suggestions as to how you can use this information in a campaign setting. Some of this information will be presented in such a way that it can be given to the players as seeds to future adventures (plot hooks). Throughout this section there will be references to a shadowy controlling figure (M. Bison) who has been around for centuries and is apparently immortal.

2 What they do.

As a global criminal organization Shadoloo has extensive holdings and an equally huge number of people working within it. This chapter shows how well established Shadoloo is in the world and presents some of the major players in the crime syndicate as NPC's.

3 M. Bison.

This section will be quite interesting, and will need to present a whole new fighting style, which M. Bison is the (only?) master of. If the characters ever actually come up against Bison, they had best be very, very careful. My impression of M. Bison is that he would make a great background character who never actually fights the player's until they grow and become much stronger. I also see him as being much stronger than the World Warriors.

Bison has powers unlike other Street Fighters. Evil black powers which I think should be an intrinsic part of his fighting style. This style should have a suitably evil name, like *The path of the Dark Chi*, for example. Players will not have access to these evil powers but Bison's lieutenants will.

4 Who opposes them.

This section details the efforts of various police forces to curtail M. Bison's criminal empire. The national police forces have met with limited success when dealing with Shadoloo, and have decided to organize a loosely controlled taskforce. This taskforce is headed by Interpol, and includes many operatives throughout the world. Chun li and Cammy are just two of the more unusual members being approached to join this task force. Storyteller hints for incorporating player characters into this organization will be presented along with a number of NPCs for them to interact with.

5 Rivals.

Of course an organization the size of Shadoloo is going to have enemies, other than the police. Details on the Yakuza, Mafia, Tong and other criminal groups will be presented. Because M. Bison is so fond of hosting Street Fighting tourneys, these groups all have stables of Street Fighters waiting for the opportunity to pounce upon any weakness they perceive in Shadoloo.

6 Rumors.

This section will consist of a number of player aids for the Storyteller to give to his players. Included will be police reports, photographs and dossiers of important NPCs, crime scenes and newspaper articles.

I realize that there is a lot of information here and that it might not be feasible to present it all in one book. Ideally, I would like to see it organized in three;

Walking in Shadow

The Shadoloo sourcebook.

So You Think You're Tough?

A Street Fighter player and storyteller handbook. Including the stables, new styles and other information.

Pilgrimage

The world spanning tournament, which is actually a Shadoloo recruiting drive.

I would very much like to know your impressions on these proposals, and look forward to talking to you soon.

Yours Truly

Andrew J Lucas