

FUZION

Street fighter conversions

BASIC MANEUVERS

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Jab Punch	HtH 1	none	[+2]	[+1]	[-1]	[+0]	
Strong Punch	HtH 1	none	[+0]	[+0]	[+1]	[+0]	
Fierce Punch	HtH 1	none	[-1]	[+0]	[+3]	[-1]	
Short Kick	HtH 1	none	[+1]	[+0]	[+0]	[+0]	
Foreward Kick	HtH 1	none	[+0]	[+0]	[+2]	[-1]	
Roundhouse Kick	HtH 1	none	[-2]	[-1]	[+4]	[-1]	
Block	HtH 1	none	[+4]	[+2]	none	none	Adds to Stamina
Move	A 1 (Athletics)	noe	[+3]	none	none	[+3]	
Grab	HtH 1	none	[+0]	none	[+0]	one	Ignores Block
Bite	AH1, HtH 1	none	[+1]	[-1]	[+1]	[-1]	
Claw	AH1, HtH 1	none	[-1]	[+0]	[+2]	[-2]	

ATHLETICS

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Air Smash	A1, Jump	2	[-1]	[+0]	[+4]	[-1]	aerial
Back flip	A 4	6	[+4]	none	none	[+3]	1wpr
Beast Roll	A 7, Roll/Ver /Roll Attack	3	[+0]	[+0]	[+3]	[-2/+2]	1wpr, Aerial
Breakfall	A 1	2	spc	spc	spc	spc	Knockdown Damage, Dex+Ath Feat, -1 Dmg/Success
Cannon Drill	A 7	6	[+2]	[+1]	[+2]	[+2]	1wpr
Dispacement	HtH 4, A 2, Esquives	5	[+2]	none	[-1]	[+1]	1wpr, Interrupt, Move, Move back & Attack Max=Move
Diving Hawk	A 4, SPR 1, jump	4	[+0]	[+0]	[+5]	[+2]	1wpr, Aerial
Dragon's Tail	A 6, Upper Tail Strike	3	[-1]	[+0]	[+5]	[-2]	Knockdown vs Air, Knockback 1 hex, dmg=AH
Drunk Monkey Roll	A 3	3	[+3]	none	none	[+2]	Crouching
Esquives	A 3, HtH 2	3	[+2]	none	none	Two	Interrupt, Move 2 left or right
Flying Body Spear	A 4, Jump	4	[+0]	[+0]	[+3]	[+1]	1wpr, Aerial
Flying Head Butt	A 4, Head Butt, Jump	3	[+0]	[+0]	[+4]	[+3]	1wpr, Aerial
Flying Heel Stomp	A 4, HtH 3, Jump	4	[+0]	[+0]	[+1]	[+2]	1wpr, Aerial
Flying Punch	A 6, HtH 3, SPR 4, Jump	4	[-2]	[-1]	[+2]	[+5]	1wpr, Aerial, 1/2 Stamina
Ground Fighting	A 6	5	spc	spc	spc	spc	1wpr, Use any non Aerial or Hip man, Others -2 Spd&Dmg
Jump	A 1	1	[+3]	none	none	[+0]	Aerial
Jump Shoulder	A 3, Jump	2	[+0]	[+0]	[+3]	[-1]	Aerial

FUZION

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Kippup	A 3	1	spc	spc	spc	spc	Reduces Knockdown to -1
Light Feet	A 6, Jump	5	spc	spc	spc	[+1/+3]	0/1wpr, Adds to movement
Pounce	A 4, Jump	3	[-1]	[-1]	[+2]	[+4]	1wpr, Aerial, Knockdown, Dmg=AH
Rolling Attack	A 4	5	[+0]	[+0]	[+3]	[+4]	1wpr, Aerial
Tail Sweep	A 1, Upper Tail Strike	3	[-1]	[+0]	[+1]	none	6 adjacent hexes, Knockdown, Crouching
Thunderstrike	A 3, Jump	2	[+0]	[+0]	[+5]	[-1]	Aerial
Tumbling Attack	A 4, Backflip	5	[-1]	[+0]	[+1]	[+0]	1wpr, knockback 1, 1dmg test per hex
Typhoon Tail	A 4, Tail Seep, Jump	4	[-2]	[-1]	[+5/+2]	[+1]	1CHI, 1Wpr, Aerial, Knockback 1, 2 Dmg Tests, 2nd All Adj hexes
Upper Tail Strike	A 4	4	[+1]	[+0]	[+2]	[+1]	Knockdown vs Air, Dmg=AH
Vertical Rolling Attack	A 4, Jump	4	[+0]	[+0]	[+3]	[+0]	1wpr, Aerial, KD vs Air
Wall Spring	A 4, Jump	2	[+2]	[+1]	noe	[+0/+2]	Aerial, Played w/any Basic maneuver

PUNCH

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Boshi-Ken	HtH 4, Shikan-ken	3	[-1]	[+0]	[+2]	[+0]	-1 Move next trn
Buffalo Punch	HtH 3	2	[-2]	[-1]	[+5]	one	
Dashing Punch	HtH 6, A1	6	[+0]	[+0]	[+4]	[+2]	1wpr
Dashing Uppercut	HtH 6, A1, Dashing Punch	3	[+0]	[+0]	[+4]	[+2]	1wpr, Knockdown vsw Aerial
Dim Mak	HtH 6, SPR 4, Chi Kung Healing	5	[+0]	[+0]	[+0]	[+0]	1Chi, Delayed Dmg (#turns), -1dot Phy Attr
Dragon Punch	HtH 6, Jump, Power Uppercut	6	[+0]	[+0]	[+6]	[-2]	1wpr, Aerial, KD vs Air, Jump vs Projectile
Ducking Fierce	HtH 3	2	[-1]	[+0]	[+4]	none	Crouching
Ear Pop	HtH 3	3	[-1]	[+0]	[-4]	[-1]	Ignores Stamina
Elbow Smash	HtH 1	2	[+2]	[+1]	[+2]	one	
Fist Sweep	HtH 4	3	[-1]	[+0]	[+3]	[-2]	Crouching, Knockdown
Flaming Dragon Punch	HtH 6, SPR 3, Dragon Punch	5	[-1]	[+0]	[+6]	[-2]	1chi, 1wpr, Aerial, KD vs Air, Jump vs Proj, 2 dmg test
Haymaker	HtH 1	2	[-2]	[-1]	[+4]	[-2]	
Head Butt	HtH 1	2	[+0]	[+0]	[+3]	[-2]	
100 Hand Slap	HtH 7	6	[-2]	[-1]	[+0]	one	1wpr, 3 dmg test
Hyper Fist	HtH 6, Power Uppercut	6	[+1]	[+0]	[+0]	one	1wpr, 3 dmg test
Monkey Grab	HtH 3	2	[-2]	[-1]	[+1]	[+0]	
Power Uppercut	HtH 1	1	[-1]	[+0]	[+3]	one	
Rekka Ken	HtH 6, A 3	6	(+3)	[+1]	spc	spc	1wpr, +3 Punch speed, 3 turns pose 1 +1 Glory

FUZION

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Shikan-Ken	HtH 3	4	[+1]	[+0]	[+1]	[+0]	Str(Resisted) or Knockback 1 hex
Shockwave	HtH 6, SPR 3	4	[+0]	[+0]	[+0]	none	1chi, Knockdown, rng=Str
Shuto	HtH 4, Shikan-Ken	3	[-1]	[+0]	[+3]	[-2]	Ignores bonuses from armor, No Armor +1dmg
Spinning Back Fist	HtH 3	2	[-1]	[+0]	[+2]	[+1]	
Spinning Clothes Line	HtH 6, A 4	6	[+0]	[+0]	[+0]	[-2]	1wpr, Affects all adj hexes
Spinning Knuckle	HtH 4, A 1, Spin Back Fist	4	[-1]	[+0]	[+1]	[+3]	1wpr, 2 dmg test, evade FB
Triple Strike	HtH 4	2	[-2]	[-1]	[+0/+1]	nonw	2 punch/1 kick, best two damage tests
Turbo Cloths line	A 6, Spinning Clothes Line	5	[+1]	[+0]	[+0]	[-1]	1wpr
Turn Punch	HtH 6	6	spc		spc	two	1wpr, 1st: -1, +4, 2nd: -1, +5, 3rd +0, +6, 4th: +1, +7
Widowmaker	HtH 4, Jump, Haymaker	1	[-3]	[-2]	[+5]	Two	Knockdown, Aerial

KICK

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Air Hurricane	HtH 6, A 4, Jump, Hurrican Kick	2	[-1]	[+0]	[-1]	[+1]	1chi, 1wpr
Ax Kick	HtH 3, Jump	5	[-1]	[+0]	[+4]	[-2]	Aerial, affects Crouching, Knockdown
Backflip Kick	HtH 3, A 3	4	[+0]	[+0]	[+2]	2 back	Move is done after dmg
Cartwheel Kick	HtH 3, A 3	3	[+0]	[+0]	[+1/hex]	[+4]	1wpr, Travel Straight line, KB 1hex/Movement
Double Dread	HtH 4, Double Hit Kick	4	[-2]	[-1]	[+1, +4]	[+1]	1wpr, make 2 dmg tests
Double Hit Kick	HtH 3	2	[-2]	[-1]	[+1]	[-1]	make 2 dmg tests
Double Hit Knee	HtH 3	2	[+0]	[+0]	[+0]	[-2]	make 2 dmg tests
Dragon Kick	HtH 7, SPR 6, Jump	6	[-1]	[+0]	[+6]	[-2]	1chi, 1wpr, Aerial, KD vs Air, Jump vs Proj, 2 dmg test
Flash Kick	HtH 4, A 3, SPR 3	5	[-1]	[+0]	[+7]	none	1chi, 1wpr, Aerial, Knockdown vs air
Flying Knee Thrust	HtH 3, A 1	2	[+1]	[+0]	[+2]	[+1]	1wpr, Aerial
Flying Thrust Kick	HtH 6, A 6, Jump	5	[+0]	[+0]	[+6]	[-2]	1wpr, Aerial, KD vs Air, Jump vs Projectile
Foot Seep	HtH 3	2	[-2]	[-1]	[+3]	[-2]	Crouching, Knockdown
Forward Flip Knee	HtH 3, A 3	4	[-2]	[-1]	[+4]	two	Aerial
Forward Slide Kick	HtH 3, A 3	4	[+0]	[+0]	[+2]	[+0]	Knockdown
Great Wall of China	HtH 7, Lightening Leg	6	[-2]	[-1]	[+1]	[-2]	2wpr, 3 dmg tests, all 3 adj hexes
Handstand Kick	HtH 3, A 1	2	[-1]	[+0]	[+4]	[-2]	Knockdown vs Aerial
Heel Stamp	HtH 1, A 1	3	[+2]	[+1]	[-4]	[+1]	Knockback=Str+Ath, Back 1 hex
Hurrican Kick	HtH 6, A 4	6	[+0]	[+0]	[-1]	[-1]	1chi, 1wpr, Move str=move, dmg all, Knockback 1 hex
Lightning leg	HtH 6, Double Hit kick	6	[-2]	[-1]	[+1]	none	1wpr, 3 dmg tests
Revers Frontal Kick	HtH 4, Double Hit Kick	3	[-1]	[+0]	[+3]	[-1]	Ignores Block
Scissor Kick	HtH 4, A 4, Jump	5	[+0]	[+0]	[+3]	[+3]	1wpr, Make 2 dmg tests

FUZION

Street fighter conversions

Slide Kick	HtH 3, A 1	3	[-1]	[+0]	[+3]	[+1]	knockdown
Spin Foot Seep	HtH 3, A 1, foot Sweep	2	[-2]	[-1]	[+3]	none	1wpr, affects all adj hexes
Step Front Kick	HtH 6, Ddouble Hit Kick	5	[+0]	[+0]	[+1]	[+1]	1wpr, make 2 dmg tests
Tiger Knee Kick	HtH 4, A 3, Jump	6	[+3]	[+2]	[+2]	[+0]	2chi, Aerial Knowckdown, dodge projectiles
Wirlwind Kick	HtH 6, A 6	6	[-2]	[-1]	[+0]	[-1]	2chi, Aerial, Move str=move, dmg all, Knockback 1 hex
Wounded Knee	HtH 4	3	[-2]	[-1]	[+3]	[-1]	-2 Move/2trn, -2 speed Kick/2trn

GRAB

Maneuver

Prerequisites

Pts

ITV

WA

DMG

MA

IGNORES BLOCKS

Special

Air Suplex	HtH 4, A 4, Jump, Suplex	3	[-1]	[+0]	[+4]	[+0]	AerialNo Blck, Aerial, Knockdown
Air Throw	HtH 3, A 1, Jump, Throw	3	[+2]	[+1]	[+5]	[+0]	1wpr, Knockdown, Throw 3, Interrupts Aerial
Back Breaker	HtH 4	3	[-1]	[+0]	[+3]	one	
Back Roll Throw	HtH 4, A1, Throw	2	[-1]	[+0]	[+4]	one	Throw=Str+Kck
Bear Hug	HtH 3	3	[-1]	[+0]	[+3]	one	Sustained Hold
Brain Cracker	HtH 4	2	[+0]	[+0]	[+2]	one	Sustained, Dmg=punch
Choke Throw	HtH 1, A 1, Jump	3	[-1]	[+0]	[+2]	[+0]	Knockdown, Aerial
Disengage	HtH 3, A 3	4	[+1]	[+0]	none	[-2]	Second Escape attempt, Dex vs Str, Move
Dislocate Limb	HtH 7, A 1	4	[-1]	[+0]	[+1]	[+1]	-3 Spd, -2 dmg(Punch, Grab)
Eye Rake	HtH 3	2	[+2]	[+1]	[-3]	[+0]	Opponet Blinded, -1 honor, -1 Glory
Grappling Defense	HtH 6	5	[+4]	[+0]	none	[-1]	Soak=Grab+Stamina, even vs Sustained
Hair Throw	HtH 4, A 3, Throw	3	[-2]	[-1]	[+5]	two	Throw=Str
Head Bite	HtH 3	3	[+1]	[+0]	[+3]	one	Sustained Hold
Head Butt Hold	HtH 3, Head Butt	3	[-1]	[+0]	[+3]	one	Sustained Hold
Improved Pin	HtH 4, A 3, Pin	4	[+0]	[+0]	[+2/+1]	[+1/Two]	1wpr, Sustained
Iron Claw	HtH 7	6	[+1]	[+0]	[+4]	one	1wpr, Sustained Hold
Jaw Spin	HtH 6, A 4, Tearing Bite	4	[+1]	[+0]	[+5]	none	1chi, Allow opponet to hit, dmg=AH+Str
Knee Basher	HtH 4	3	[-1]	[+0]	[+4]	one	Sustained, Knockdown
The Rising Storm Crow	HtH 4, A 4, Throw	6	[-3]	[-2]	[-3/x2]	[+2]	1wpr, min 2MV, dmg= -3 dmg/x2 Str, KD
Neck Choke	HtH 4	3	[-1]	[+0]	[+3]	one	Sustained
Pile Driver	HtH 4, A 1	4	[-2]	[-1]	[+4]	one	knockdown
Pin	HtH 3	5	[-1]	[+0]	[+2/+0]	[+1/none]	1wpr, Hold=Str+3, Sustained
Ripping Bite	HtH 4, Bite	3	[-1]	[+0]	[+1]	one	1wpr, -1 Str & Dex, Dmg=AH+Str
Siberian Bear Crush	HtH 4, A 3, Back Breaker	6	[+3]	[+2]	[+3]	[+1]	1wpr, Aerial, Knowckdown
Siberian Suplex	HtH 6, A 3, Suplex	4	[+0]	[+0]	[+2]	one	1wpr, 2dmg tests

FUZION

Street fighter conversions

Sleeper	HtH 4	5	[-1]	[+0]	[+2]	one	1wpr, Sustained, 3 trns=Dizzy
Spinning Pile Driver	HtH 6, A 4, Jump, Pile Driver	6	[-2]	[-1]	[+7]	two	2chi, Aerial, Knockdown
Stomach Pump	HtH 9	4	[+0]	[+0]	[+4]	one	Sustained Hold
Storm Hammer	HtH 7, A 4, Jump	6	[-2]	[-1]	[+7]	one	2chi, Aerial
Suplex	HtH 1	2	[+0]	[+0]	[-2]	one	knockdown, Knockback 1
Tearing Bite	HtH 3, A 3, Bite	3	[+1]	[+0]	[+4]	one	1chi, Throw=(Str-1) opposite direction
Thigh Press	HtH 3, A 3	3	[-1]	[+0]	[+4]	one	knockdown
Throw	HtH 1	1	[-2]	[-1]	[+2]	one	knockdown

BLOCK

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Deflecting Punch	HtH 6, Punch Defense	2	[+2]	[+1]	[+2]	none	damage after opponents attacks
Kick Defense	HtH 3	1	[+4]	[+3]	none	none	+4 Soak Kick, -2 Soak Other
Maka Wara	HtH 6	5	spc	spc	spc	spc	Normal Soak, Dmg=(Stm+Blk)-3
Punch Defense	HtH 3	1	[+4]	[+3]	none	none	+4 Soak Punch, -2 Soak Other
San He	HtH 4, SPR 3	5	[+2]	[+1]	none	none	1chi, Soak=Stamina+(Block x2)
Missile Reflect	HtH 6	2	[-3]	[+2]	none	[-1]	Block=Dexterity(Catch 6) Thrown Wps 1, Bow 2, Guns 3
Energy Reflection	HtH 6, SPR 6, Missile Reflection	4	[+1]	[+0]	none	none	1chi, Block=Wits(Catch 6) any 2

FOCUS

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Acid Breath	SPR 4	4	[-2]	[-1]	[+3/+0/-3]	[-1]	1chi, Sustained for 3turns, wahsed off
Air Blast	HtH 1, SPR 3, Elm 3	4	[-1]	[+0]	[+3]	none	1chi, Invisible (Bld Fgt+Per)
Balance	SPR 6	5	spc	spc	spc	spc	+1 Move using Aerial
Chi Kung healing	SPR 6	5	[-1]	[+0]	none	[-1]	1chi/pt, Heal 1pt of Heal per Chi max is Focus
Chi Push	SPR 6, Chi Kung Healing	6	[-3]	[+2]	[+3]	none	2chi, Dmg=Wts+Fcs+3+1/Chi, see Description
Cobra Charm	SPR 3	4	[-1]	[+0]	noe	[-1]	1chi, Range 3, Wits+Mysteries Resisted, Sustained (Int)
Deaths Visage	SPR 4	4	[+1]	[+0]	none	none	1chi, Wpr(Opponents) vs Man+Fcs, Flee/Run max 3 trns
Drain	SPR 3, Elm 3	4	[-1]	[+0]	[+1]	[-1]	1chi, Invisible, no Soak, next Trn -1 Spd, Move
Drench	HtH 1, SPR 3, Elm 3	3	[+1]	[+0]	[+2]	[-2]	1chi, Ranged Attack, Dmg=Pch
Elemental Skin	SPR 3, Elm 6	6	[-2]	[-1]	spc	none	1chi, 1wpr, F: Att Dmg=Fcs, +1 Dmg(P,K,G), W: -1 Dmg/Hlth, A: -2Dmg Pen, -1 Dmg/Hlt vs Proj, E: -2 Dmg Pen, Imm Thr & KD
Elemental Stride	SPR 3, Elm 7	5	[+1]	[+0]	none	spc	1chi, Teleport through Element, Spd=Stm+Fcs
Entrancing Cobra	SPR 3	5	[+2]	[+1]	none	[-1]	1chi, Dex+Fcs(NJ) vs Wts+ Mys, Dizzied next Trn

FUZION

Street fighter conversions

Envelop	SPR 3, HtH 3, Elm 4, Drench	4	[-2]	[-1]	[+1/-1]	[-2]	1chi, Stm or Dizzied/Trn, Sustained max=Fcs, Rng=Fcs, -2 Spd
Extended Limbs	SPR 6	5	Spc	spc	Spc	Spc	Rng=Fcs, combine w/Basic Maneuvers
Fireball	SPR 4	5	[-2]	[-1]	[+2]	none	1chi, rng=wts+Fcs
Fire Strike	SPR 3, Elm 4, Flaming Fist	4	[-1]	[+0]	[+3]	none	1chi, Length=Fcs, Str line
Flaming Fist	HtH 1, SPR 2, Elm 3	3	spc	spc	[+3]	spc	1chi, Add Dmg Mod to Basic Maneuver
Flight	A 1, SPR 3, Elm 4	3	[+1]	[+0]	none	Stm	1chhi/phase, (Fcs+Dex)x10mph, 1 Trn to Activate,
Flying Fireball	SPR 6, Fireball, Jump	4	[-2]	[-1]	[+2]	[+0]	1chi, 1wpr, Aerials cannot Avoid
Ghost Form	SPR 7	6	[+1]	[+0]	None	[+0]	2chi+1/pahse, Immune Solid Attacks,
Heal	SPR 4, Elm 4	5	[-1]	[+0]	none	[-1]	1chi/pt, Affects Nature 5sq Ft/chi
Heatwave	SPR 3, Elm 4	4	[+0]	[+0]	[+2]	[+0]	1chi, Dmg only for Dizzy, No Real Dmg, No Block
Ice Blast	SPR 4	4	[-2]	[-1]	[+3]	none	2chi, Rng=Wts+Fcs, Hold, Str Feat 4 success
Inferno Strike	SPR 7, Improved Fireball	6	[-2]	[-1]	[+4]	none	2chi, Rng=Wts+Fcs, Dmg 6 adj hexes
Leech	SPR 4, HtH 3	5	[+0]	[+0]	spc	none	1chi/pt, chi/transfer 1 Health(Max=Fcs), Target must be Held
Levitation	SPR 7	5	[+0]	[+0]	none	Spc	1chi/phase, Move=Fcs, 1Chi/Hex
Lightness	A 3, SPR 4, Elm 4	4	[+1/+2]	[+0]	none	[+1/+3]	1chi, +2 Spd/+3 Move All Jump Man, Duration=Fcs
MInd Control	SPR 7, Psychic Vice	6	[-3]	[-2]	none	none	2chi, Int(Resisted), Rng=Wts+Fcs, Hnr vs Wts break
Mind Reading	SPR 6, Telepathy	4	none	none	none		1chi, Rng=Wts+Fcs, Wpr Resisted, Reveal 2 cards
Musical Accompaniment	SPR 3	2	spc	spc	spc	spc	1chi, +1 Spd, Dmg, Move, Announce begining trn
Pit	SPR 4, Elm 4, Wall	4	[-1]	[+0]	[+1]	[-1]	1chi, Pit 5' deep, Move-4, Contact w/ground
Pool	SPR 3, Elm 6	3	[+1]	[+0]	none	[-2]	Imm Physical Man, ex-Fire, Ice Blast
Psychic Rage	SPR 6	4	[-2]	[-1]	none	none	1chi, Rng=Wts+Fcs, Wpr Resist, Honor Resist/Break
Psychic Vice	SPR 6	6	[+0]	[+0]	[+0/spc]	none	1chi, 1wpr, Rng=Wts+Fcs, -1 Wpr/Spd(Dmg), >Int=Dizzy
Psycho Crusher	SPR 7, A 4, Psychokinetic Channeling	6	[-1]	[+0]	[+5/+1]	[+6]	2chi, No Blk +5 dmg, Knockdown, Blk +1dmg/hex, Knockback 1/hex
Psychokinetic Channel	SPR 4	5	[+0]	[+0]	[+2]	[+0]	1chi, Played w/Basic Maneuver +2 damage
Push	SPR 4, Elm 4, Air Blast	5	[-2]	[-1]	[+1]	none	1chi, Rng=3, Width=Fcs, Knockback=Dmg, Air Knockdown
Regeneration	SPR 4	3	[+0]	[+0]	none	none	1chi/pt, max=Fcs, 1chi per Health Point
Repeating Fireball	SPR 7, Fireball	4	[-2]	[-1]	[+0]	none	2chi, Rng=Fcs+Wts1 FB per pt of Focus
Sakki	SPR 7	4	none	none	none	Spc	Danger Sense, Move=(Fcs+Ath)
Shrouded Moon	SPR 3, A 1	3	[+0]	[+0]	none	[-1]	1chi, Per+Alertness(target) vs Fcs+Stealth, -2 spd/tgt, +1Spd/NJ
Shock Treatment	SPR 4	5	[+0]	[+0]	[+7]	none	1chi, affects all adjacent hexes
Sense Element	SPR 2	2	none	none	NA	NA	Per+EBackground
Sonic Boom	SPR 4	4	[-3]	[-2]	[+4]	none	1chi, Rng=Wts+Fcs
Speed of the Mongoose	SPR 4	4	[+2]	[+1]	none	[-2]	1chi, No Att 1st Trn, 2nd Trn +4 Spd & +6 Move

FUZION

Street fighter conversions

Sptaneous Combustion	SPR 4, Elm 6, Heatwave	5	[-1]	[+0]	[+5/+2]	[-2]	2+1chi/phase, Fcs vs FcsSustained, Roll Out Fire -2 Spd
Stone	F2, HtH 3, Elm 3, Wall	3	[-2]	[-1]	[+3]	None	1chi, Dmg=Str+Fcs
Stunning Shout	SPR 3	4	[+2]	[+1]	none	[-2]	1chi, Wpr (Resisted, Loose Action, -1 SPD/Success
Telepathy	SPR 4	3	none	none	none	none	1chi/phase, Max people=Fcs,
Thunderclap	SPR 4, HtH 1	5	[+0]	[+0]	[-3]	none	1chi, Affects aveyone within 3 hexes
Toughskin	SPR 3	4	spc	spc	spc	spc	1chi, Use w/ Basic Maneuver, +2 Soak
Vacum	SPR 4, Elm 6, Air Blast	4	[-2]	[-1]	[+2]	[-2]	1chi, Stm or Dizzied,
Venom	SPR 3, A 3, HtH 3, Bite	3	[+1]	[+0]	[+2]	[-2]	1chi, 2Trn -1Spd, -1Hlth
Wall	SPR 2, Elm 3	3	[-2]	[-1]	[+2]	none	Rng=Fcs+Per, Health=Fcs, Stm=ElBck
Weight	SPR 4, Elm 64, Wall, Stone, Pt	4	[-2]	[-1]	none	[-1]	1chi, Projectile, No Jump, -2 Spd, -2 Move, next Trn
Yoga Flame	SPR 6, Firball	4	[-2]	[-1]	[+7]	one	2chi, Affects 3 hexes behind opponant
Yoga Teleport	SPR 7	6	[+3]	[+2]	none	spc	2chi, Rng=INT+FCS
Zen No Mind	SPR 4	4	Spc	spc	Spc	Spc	1wpr, Pick 3 cards, play 1 at end of round