

WHITE WOLF INPHOBIA

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IN OUR AWESOME 50TH ISSUE:

STREET FIGHTER

SHAD-LOO WANTS TO KICK YOUR ASS

VAMPIRE: THE MASQUERADE

MORTALS AREN'T GONNA TAKE
IT ANYMORE

WEREWOLF: THE APOCALYPSE

THE WYRM WANTS CHILDREN! IS THIS
THEIR LAST CHRISTMAS?

EMBRACING THE MASK, PT 3 OF 4

THE FIRST OFFICIAL MAGE: THE
ASCENSION COMIC



**SPECIAL SCRATCH
AND SNIFF COVER!**



WRAITH: THE OBLIVION

WAYS TO KEEP DEAD PEOPLE TOGETHER. EW.

RAW
MEAT
FOR
MEDIA
GOOBERS

STREET FIGHTER

BEST OF THE BEST BY MIKE TINNEY

In Street Fighter: The Storytelling Game, the corruption of Shadoloo is widespread. The evil M. Bison plots and schemes to undo governments and collapse empires to seize the world in his clutches. The only ones who can stop him are brave warriors who fight for good, but Bison is prepared for them, pitting pawns of his own against the world's champions. Presented here are some of Bison's most trusted agents.

One of the most powerful enforcement tools of Shadoloo is its so-called Alpha Teams. These teams consist of warriors who are hand-picked by Lord Bison himself for their martial ability and ruthlessness. When Bison wants a problem solved permanently, he turns to one of his World Warriors, such as Vega, or to one of Shadoloo's Alpha Teams. Alpha Teams rarely fight in tournaments, which is unfortunate for other Street Fighters. Ironically, the "safest" place to meet one of these incredible fighters is in the ring itself; at least there are rules in the ring. The only law of the streets is lawlessness.

Alpha Team: Shadow Fist

The following is a dossier on the Alpha Team called Shadow Fist. Like most Alpha Teams, Shadow Fist has only three members. However, each member is almost a match for a World Warrior. Together, the members of Shadow Fist can handle nearly any problem.

LADY DEATH

Lady Death's true identity is one of Shadoloo's best-kept secrets. Only M. Bison, the Dragon Triat and Lady Death herself know her true identity. The only clue to suggest that she is really M. Bison's personal student is her mastery of the dark art of Ler Drit. Of all the unfortunates who have attempted to learn Ler Drit from Lord Bison, only Lady Death has survived and mastered the art's fearsome psychic powers.

Lady Death is every bit as ambitious as her mentor. She has already risen through the ranks of Shadoloo to become one of the overlords of Europe, and she doesn't plan to stop there. She has her sights set on Lord Montgomery's position as Dragon of Europe. From there, a confrontation with Bison for control of Shadoloo is inevitable.

Lady Death runs her European organization with absolute efficiency. She expects nothing short of perfection from her underlings. Any who fail her are disposed of in sudden executions.

Despite her position on an Alpha Team, Lady Death manages to compete in Street Fighter tournaments from time to time. She is more interested in accumulating power within Shadoloo than becoming a World Warrior, but remains active on the circuit in anticipation of facing her Lord Bison one day. She knows that when she makes her bid for power, her battle will not be one of politics.

Image: A tall, aristocratic woman, Lady Death would be attractive if not for her stern demeanor. Like Bison, she is powerfully built and moves with cool, smooth efficiency. She wears a black, one-piece jumpsuit with slits cut up the sides of the arms and legs for ease of movement. She also wears high heels that are reinforced with metal alloy, and their striking surfaces are sharpened to a razor edge (+1 Damage on all kicks).

Roleplaying Hints: Power is what it's all about. You have more than most governments, yet it's not enough. You constantly strive for more. You perceive everyone else as inferior and make sure that they know it.

Quote: "Ambition is a dangerous thing. I don't think you realize what you've gotten yourself into."



STREET FIGHTER

Name: LADY DEATH
Player:
Chronicle:

Style: LER DRIT
School: BISON'S SHADOLOO
Stable: NONE

Team: SHADOW FIST
Concept: BISON'S STUDENT
Signature: TURNS BACK ON
 FALLEN OPPONENT

ATTRIBUTES

PHYSICAL

Strength ●●●●●
Dexterity ●●●●●
Stamina ●●●●●●●

SOCIAL

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

MENTAL

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

ABILITIES

TALENTS

Alertness ●●●●○
Interrogation ●●●●●●
Intimidation ●●●○○
Insight ●●○○○
Streetwise ●●○○○
Subterfuge ●●●●●

SKILLS

Blind Fighting ●●●○○
Drive ●●○○○
Leadership ●●●●○
Security ●○○○○
Stealth ●●●●○
Survival ●●●○○

KNOWLEDGES

Arena ●●●○○
Computer ●●○○○
Investigation ●●●○○
Medicine ●●○○○
Mysteries ●●●●○
Style Lore ●●●●●

ADVANTAGES

BACKGROUNDS

ARENA ●●●○○
BACKING ●●●●●
CONTACTS ●●●●○
RESOURCES ●●●●●
SENSAI (M BISON) ●●●●●
STAFF ●●●●●
 ○○○○○

TECHNIQUES

Punch ●●●●○
Kick ●●●●●
Block ●●●●○
Grab ●●●○○
Athletics ●●●●●
Focus ●●○○○

SPECIAL MANEUVERS

| | |
|--|-------------------|
| DUCKING FIERCE | FLYING HEEL STOMP |
| EAR POP | MIND CONTROL |
| FLYING KNEE THRUST | MIND READING |
| FORWARD SLIDE KICK | PSYCHO |
| SCISSOR KICK | CRUSHER |
| HANDSTAND KICK | PSYCHIC VISE |
| MISSILE REFLECTION | |
| ENERGY REFLECTION | |
| THROW | |
| IRON CLAW | |
| JUMP | |
| Combos: SCISSOR KICK - HANDSTAND KICK - ROUNDHOUSE KICK (DIZZY) | |
| BLOCK - PSYCHOCRUSHER | |
| FORWARD SLIDE KICK - JAB - IRON CLAW (DIZZY) | |

RENOWN

Glory
 ●●●●●○○○○○
 □□□□□□□□□
Honor
 ●○○○○○○○○○
 □□□□□□□□□

Division: FREESTYLE
Rank: B

Standing

Wins 50 Losses 0
 Draws 0 KOs 48

CHI

●●●●●●●●●●
 □□□□□□□□□□

WILLPOWER

●●●●●●●●○○
 □□□□□□□□□□

HEALTH

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

EXPERIENCE

ITOKETIP

A thousand years ago in an obscure Himalayan temple, peasants gathered to appease an evil god, a god who brought famine instead of harvest and locusts instead of rain. The god spoke through a high priest named Itoketip, and the peasants gave the priest offerings of food, jewels and gold. They also offered him their sons and daughters so that the evil god would be appeased. If the peasants failed to do so, Itoketip would go to his temple and commune with his god, who in turn granted Itoketip the power to punish the peasants with floods, fire and famine.

Then one season the peasants did not come. In their place came a hero sent to destroy Itoketip and his temple. A great battle raged between the hero and priest. For days they fought, razing the evil temple in their titanic struggle. In the end, Itoketip was defeated and left for dead, buried beneath the ruins of his terrible god's shrine.

The priest stayed buried for a thousand years and might have remained so for a thousand more, if not for Bison's archeological team on the hunt for mystical artifacts. The team discovered the ruined temple and Itoketip. The body was brought before M. Bison, who used his psychic abilities to awaken the priest. Convinced that Bison had brought him back from the dead, Itoketip agreed to join Shadoloo and serve his new god, M. Bison. Bison further sealed Itoketip's trust by using Shadoloo's resources to rebuild the priest's temple. From his restored seat, Itoketip lords over a new generation of unfortunate peasants.

In truth, Itoketip never died. How he survived, buried for a thousand years, no one can say. Perhaps it was some inner Chi power that enabled him to hibernate, or perhaps the evil god he worshipped did somehow exist and protected his servant.

Image: A tall, thin man of Indian descent, Itoketip still dresses in his ceremonial robes, even when he fights "barbarians" in the name of Shadoloo. His head is shaved on both sides, but the hair on the top of his head has grown quite long and is tied back in a ponytail.

Roleplaying Hints: You are still unfamiliar with this time, but ignorance of modern ways does not lead you from your chosen path. You are set on restoring your power and re-establishing your authority as the speaker for a powerful god: M. Bison.

Quote: "Well, young one, do you think you can stand against the power of the gods?"



STREET FIGHTER

Name: ITOKETIP
Player:
Chronicle:

Style: KABADDI
School: ???
Stable: NONE

Team: SHADOW FIST
Concept: ANCIENT PRIEST
Signature: STORM CLOUDS
 ROLL IN

ATTRIBUTES

PHYSICAL

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

SOCIAL

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

MENTAL

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

ABILITIES

TALENTS

Alertness ●●●●●
Interrogation ●●○○○
Intimidation ○○○○○
Insight ●●●●●●
Streetwise ○○○○○
Subterfuge ●○○○○

SKILLS

Blind Fighting ●●●●●
Drive ○○○○○
Leadership ●●●○○
Security ○○○○○
Stealth ●●●●○
Survival ●●●●○

KNOWLEDGES

Arena ●○○○○
Computer ○○○○○
Investigation ○○○○○
Medicine ●●●●○
Mysteries ●●●●●●
Style Lore ●○○○○

ADVANTAGES

BACKGROUNDS

ARENA ●●●●○
BACKING ●●●●●
FAME ●○○○○
STAFF (FOLLOWERS) ●●●○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

Punch ●●●○○
Kick ●●●○○
Block ●●●○○
Grab ●●○○○
Athletics ●●●○○
Focus ●●●●●●

SPECIAL MANEUVERS

ELBOW SMASH
DRAGON PUNCH
DOUBLE-DREAD KICK
FLYING KNEE THRUST
WOUNDED KNEE
MAKA WARA
PUNCH DEFENSE
HEAD BUTT HOLD
KNEE BASHER
JUMP
AIR SMASH
TOUGH SKIN
Combos: _____

RENOWN

Glory
 ●●●●●○○○○○
 □□□□□□□□
Honor
 ●○○○○○○○○○
 □□□□□□□□

CHI

●●●●●●●●
 □□□□□□□□

WILLPOWER

●●●●●○○○○○
 □□□□□□□□

HEALTH

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

Division: FREESTYLE
Rank: 8

Standing

Wins 35 Losses 1
 Draws 0 KOs 30

EXPERIENCE

HU (THE TIGER)

Of all the members of Shadow Fist, Hu's motives for joining are the most paradoxical. Hu became a soldier of Shadoloo after becoming disgusted with his mentor's actions and failures. Ironically, his mentor was Sagat!

When Sagat lost to Ryu and later became a servant of Shadoloo, Hu lost all respect for him. Hu originally joined Shadoloo because he hoped to stir any remaining vestiges of honor within Sagat. Much to Hu's disappointment, Sagat did nothing to avenge himself or convince Hu to remain true. Believing that Sagat had compromised his values, Hu developed a hatred for Sagat and embraced the destructive and decadent lifestyle that Shadoloo offered.

Hu has proven his loyalty to M. Bison time and time again. He hopes to replace Sagat as one of Bison's hand-picked World Warriors. For a time, Hu tried to fight with honor. However, his honor was gradually worn away. In seeking revenge against Sagat, Hu has sacrificed much of what he once stood for and has become more like his former mentor than he will ever admit.

Image: A tall Asian, Hu weighs in at 195 lbs. of muscle and bone. He wears only trunks when he fights. His arms and legs are covered with the scars of his many battles.

Roleplaying Hints: You are somber and brooding. When in the arena, you go for the knockout every time. You show no mercy and no fear. You try to maintain what little honor you have left, but even that is quickly being stripped away.

Quote: "After I've finished with you, I'll pick my teeth with your bones."



STREET FIGHTER

Name: HU
Player:
Chronicle:

Style: THAI KICKBOXING
School: SAGAT'S
Stable: NONE

Team: SHADOW FIST
Concept: ANGRY STUDENT
Signature: CLENCHES FISTS
 AND SCREAMS UPWARD

ATTRIBUTES

PHYSICAL

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

SOCIAL

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

MENTAL

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

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ●○○○○
Intimidation ●●●●●
Insight ●●●●○
Streetwise ●●●○○
Subterfuge ●○○○○

SKILLS

Blind Fighting ●●●●○
Drive ●○○○○
Leadership ●○○○○
Security ●●○○○
Stealth ●●●●○
Survival ●●●●○

KNOWLEDGES

Arena ●●●●○
Computer ○○○○○
Investigation ●●○○○
Medicine ●○○○○
Mysteries ●●○○○
Style Lore ●●●●●

ADVANTAGES

BACKGROUNDS

BACKING ●●●●●
CONTACTS ●●●○○
RESOURCES ●●●○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

Punch ●●●●○
Kick ●●●●●
Block ●●●●○
Grab ●●●○○
Athletics ●●●●●
Focus ●●○○○

SPECIAL MANEUVERS

| | |
|--------------------|----------------|
| ELBOW SMASH | MIND CONTROL |
| SLIDE KICK | PSYCHIC VISE |
| SAN HE | GHOST FORM |
| MISSILE REFLECTION | REGENERATION |
| ENERGY REFLECTION | STUNNING SHOUT |
| THROW | TELEPATHY |

JUMP
FLYING HEAD BUTT
FIREBALL
IMPROVED FIREBALL
INFERNOSTRIKE
Combos: BLOCK - IMPROVED FIREBALL
 - IMPROVED FIREBALL (DIZZY),
 STUNNING SHOUT - INFerno STRIKE,
 BLOCK - SLIDE KICK - ELBOW SMASH
 (DIZZY)

RENOWN

Glory
 ●●●●●●●○○
 □□□□□□□□
Honor
 ●●●○○○○○○
 □□□□□□□□

CHI

●●●●●○○○○○
 □□□□□□□□

WILLPOWER

●●●●●●○○○○
 □□□□□□□□

HEALTH

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

EXPERIENCE

Division: FREESTYLE
Rank: 9
Standing
 Wins 60 Losses 1
 Draws 0 KOs 2