

# GURPS

# MARTIAL ARTS ADVENTURES

*Hard-Hitting Scenarios for GURPS Martial Arts*

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# STEVE JACKSON GAMES

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# INTRODUCTION

Few genres are built for adventure like martial arts. From ancient Japanese ninja to the modern masters of late-night kung fu movies, martial artists have always been revered and admired as honorable bravados whose thrilling exploits constantly test the limits of human endurance . . . and often exceed them.

Street-fighters and samurai alike draw from the same canon of unwritten law. Skill and raw courage can defeat technology and firepower. The soul is the bastion of strength – true power comes from within. Hands, feet and mind are the most powerful weapons.

This book contains three scenarios that propel intrepid warriors into the dangerous world of the martial arts.

*Pawns of the CloneMaster*, by award-winning author Chris McCubbin, takes players into the world of the classic pocket-box game, *Kung Fu 2100*. As powerful Terminators, the heroes must defuse a deadly trap and destroy the evil CloneMaster and his treacherous technology before his henchmen can wear the Terminators down.



*Dark Arena* is a high-stakes journey into the bleak underbelly of the criminal world. Famous martial artists are being kidnapped and forced to compete in a deadly tournament, where the chances of survival are slim. The PCs are working with Interpol to stop the illegal tourney . . . by joining in! Can they halt the games before getting crushed by a giant sumotori or slaughtered by vicious animals? The answer lies in the dark arena . . .

*Rightful Possession* transports modern-day fighters into Bushido Japan, where they must unravel the mystery behind a cursed wakizashi. Battles with ghosts, dragons and giant centipedes punctuate this gripping scenario where the fate of an ancient and honored clan rests with the heroes' choices.

Finally, we've included new *Martial Arts* rules written by *Martial Arts* author C.J. Carella. New skills, maneuvers and styles are explained in depth, including styles for some fantasy and alien races. Also presented are optional rules and new equipment – historical, cyberpunk and more.

So test your skill and honor with these challenging and sometimes brutal adventures. Only those with strength, courage and mastery will prevail.

– Jeff Koke

## About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

*Pyramid*. This bimonthly magazine includes new rules and articles for *GURPS*, as well as information on our other lines: *Car Wars*, *Toon*, *Ogre Miniatures* and more. It also covers top releases from other game companies – *Traveller*, *Call of Cthulhu*, *Shadowrun*, etc.

*New supplements and adventures*. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

*Errata*. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

*Q&A*. We do our best to answer any game question accompanied by an SASE.

*Gamer input*. We value your comments. We will consider them, not only for new products, but also when we update this book in later printings!

*BBS*. For those who have home computers, SJ Games operates a multi-line BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours per day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call! We also have discussion areas on CompuServe, GENie, and America Online.

## Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set*, Third Edition. An MA refers to *GURPS Martial Arts*; J represents *GURPS Japan*. *GURPS Magic* is shown by an M; *GURPS Cyberpunk* is indicated by a CY, *GURPS Fantasy Folk* by an FF and *GURPS Aliens* by an A.