

CONTENTS

INTRODUCTION	4	Realism Level	29	Committed Attack	99
Publication History	4	<i>Beginning Students as PCs</i>	30	Defensive Attack	100
About the Authors	4	CHARACTER TEMPLATES	31	Evaluate	100
1. HISTORY	5	<i>Del Duque (350 points)</i>	33	Feint	100
TIMELINE	6	<i>Frauds</i>	35	Ready	101
ASIA	8	<i>Adrian Froste (200 points)</i>	37	<i>Who Draws First?</i>	103
China	8	<i>Kai Lian (250 points)</i>	39	Move	105
<i>Xia</i>	8	ADVANTAGES, DISADVANTAGES,		Move and Attack	107
<i>Monks and Martial Arts</i>	9	AND SKILLS	42	Wait	108
India	10	Advantages	42	ADDITIONAL COMBAT OPTIONS	109
<i>Northern vs. Southern Kung Fu</i>	10	<i>Desirable Advantages</i>	43	Melee Attack Options	109
<i>Religion, Philosophy, and Fists</i>	11	<i>Chi Powers for Martial Artists</i>	46	<i>A Matter of Inches</i>	110
Indonesian Archipelago	12	Perks	49	<i>Untrained Fighters</i>	113
Japan	12	Disadvantages	53	Close-Combat Options	114
<i>Ryu</i>	12	<i>Common Disadvantages</i>	53	<i>Teeth</i>	115
<i>Ninja: Legend vs. History</i>	13	Skills	54	<i>Grab and Smash!</i>	118
Korea	14	<i>Combat Skills</i>	55	Ranged Attack Options	119
Other Nations	14	<i>Wildcard Skills for Styles</i>	60	<i>Rapid Fire with Thrown Weapons</i>	120
EUROPE AND THE MIDDLE EAST	15	New Skills	61	Active Defense Options	121
Ancient Greece and Rome	15	3. TECHNIQUES	63	<i>Harsh Realism for</i>	
<i>Gladiators</i>	15	Learning Techniques	64	<i>Unarmed Fighters</i>	124
Medieval Europe	16	REALISTIC TECHNIQUES	65	CINEMATIC COMBAT	125
<i>Yeomen Archers</i>	16	<i>Techniques That Aren't</i>	66	Multiple Attacks	126
<i>Masters of Defence</i>	17	<i>Optional Rule: Targeted Attacks</i>	68	Chambara Fighting	128
<i>Fechtbücher and Traveling Masters</i>	17	<i>"Go for the eyes!"</i>	72	<i>Mind Games</i>	130
Renaissance Europe	18	<i>Dirty Tricks</i>	76	Extra Effort in Combat	131
Modern Europe	18	<i>Using Your Legs</i>	79	More Cinematic Combat Rules	132
Beyond Western Europe	18	<i>Optional Rule: Combinations</i>	80	TOURNAMENT COMBAT	134
AFRICA	19	CINEMATIC TECHNIQUES	82	Roleplaying Tournaments	134
THE NEW WORLD	20	<i>Secret Techniques</i>	86	Competition Types	134
Brazil	20	<i>Silly Techniques</i>	88	INJURY AND RECOVERY	136
United States	20	CREATING NEW TECHNIQUES	89	Realistic Injury	136
<i>Women in the Martial Arts</i>	20	Designing Realistic Techniques	93	Cinematic Injury	139
SOME FAMOUS MARTIAL ARTISTS	21	Designing Cinematic Techniques	94	5. STYLES	140
MYTHS AND MISCONCEPTIONS	25	Useless Techniques	95	<i>Cinematic Abilities</i>	
Boards Don't Hit Back	25	Designing Techniques		and <i>Prerequisites</i>	141
Don't Bring a Fist to a Knife Fight	25	for Nonhumans	95	COMPONENTS OF A STYLE	141
When Do I Learn Weapons?	26	4. COMBAT	96	Skills	141
Martial Arts and the Law	26	EXPANDED COMBAT MANEUVERS	97	Techniques	141
<i>Bad Reenactments</i>	26	Aim	97	Perks	142
<i>Style™</i>	27	All-Out Attack	97	Optional Traits	142
2. CHARACTERS	28	Attack	98	<i>Style vs. Style</i>	143
Power Level	29	Change Posture	98	CHOOSING A STYLE	144

GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
 Indexer ■ NIKOLA VRTIS
 Page Design ■ PHIL REED and
 JUSTIN DE WITT

Managing Editor ■ PHIL REED
 Production Manager ■ MONICA STEPHENS
 Art Director ■ WILL SCHOONOVER
 Production Artist ■ ALEX FERNANDEZ
 Print Buyer ■ MONICA STEPHENS

Marketing Director ■ PAUL CHAPMAN
 Sales Manager ■ ROSS JEPSON
 Errata Coordinator ■ ANDY VETROMILE
GURPS FAQ Maintainer ■
 STÉPHANE THÉRIAULT

Research Assistance: Kim Bernard, Richard Johnson, Seth Milstein, and Brian Wasson

Lead Playtester: Jeff Wilson

Playtesters: Alex Borghgraef, Dave Brown, Jonathan Carryer, Giuseppe Chiapparino, Ken Clary, Doug Cole, Ciaran Daly, Andy Dokachev, Shawn Fisher, Scott Harris, Leonardo Holschuh, Dan Howard, Rob Kamm, Jonathan Lang, Jason Levine, Norman Lorenz, Phil Masters, Antoni Ten Monros, and Emily Smirle

Special Thanks: Phil Dunlap, Jin Kazeta, Don Wagner, Old Sensei Don,

Kromm's Victims (Marc Bourbonnais, Martin Bourque, Bonnie Punch, Mike Ryan, Stéphane Thériault, Robert Thibault), and Peter's Victims (Andy Dokachev, Jessica Dokachev, Mike Dokachev, Aaron Falken, John Milkewicz, Sean Nealy, and Tom Pluck)

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid* and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. **GURPS Martial Arts** is copyright © 1996, 1998, 2007 by Steve Jackson Games Incorporated. All rights reserved. Printed in Thailand.

The scanning, uploading, and distribution of this book via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

Learning New Styles During Play	146
<i>Creating New Styles</i>	146
Combining Styles	147
<i>The Training Sequence</i>	147
HISTORICAL AND MODERN STYLES	148
<i>Do vs. Jutsu</i>	148
Aikijutsu	149
Armatura	150
Armatura Equestris	150
Bajutsu	151
Bando	151
<i>Bando Animal Forms</i>	151
Boxing	152
Capoeira	153
<i>The Sweet Science</i>	153
Chin Na	154
Dagger Fighting	155
Escrima	155
<i>"Kung Fu"</i>	155
Fencing Styles	156
<i>Stickfighting</i>	157
Furusiyya	159
<i>Sport Fencing</i>	160
Hapkido	161
Hoplomachia	161
Hsing I Chuan	162
<i>External vs. Internal, Hard vs. Soft</i>	162
Hung Gar Kung Fu (Tiger-Crane Style)	163
Hwa Rang Do	163
Jeet Kune Do	164
<i>Martial-Arts Uniforms</i>	165
Judo	166
Jujutsu	166
Kajukenbo	168
Kalaripayit	168
Karate	169
<i>Marma</i>	169
Kempo	172
Kenjutsu	173
Knightly Mounted Combat	175
<i>Armed Styles</i>	176
Kobujutsu	178
Kuntao	178
Kusarijutsu	179
Kyujutsu	179
Longsword Fighting	180
<i>Archery</i>	181
Masters of Defence	
Weapon Training	182
Military Hand-to-Hand	182
<i>The Purpose of Military Hand-to-Hand</i>	184
Muay Thai	185
Naginatajutsu	186
Pa Kua Chuan	187
<i>Polearm Fighting</i>	187
Pak Hok	188
Pankration	188
Pentjak Silat	189
<i>Mixed Martial Arts</i>	189
<i>Silat Traditions</i>	190
Pollaxe Fighting	191
Praying Mantis Kung Fu	191
Quarterstaff	192
<i>Staff Fighting</i>	192
Savate	193
<i>Savate Rankings</i>	193
Shaolin Kung Fu	194
Shortsword Fighting	195
Shurikenjutsu	195
<i>Shaolin Traditions</i>	195
<i>Spears Fighting</i>	196
Sojutsu	197
Sumo	198

<i>Sumo Traditions</i>	198
Sword-and-Buckler Play	199
Sword-and-Shield Fighting	199
Tae Kwon Do	200
T'ai Chi Chuan	200
Taihojutsu	201
Taijutsu	202
<i>Ninja and Ninjutsu</i>	202
Wing Chun	203
Wrestling	204
Wushu	206
FICTIONAL STYLES	207
Death Fist	207
Dragon-Man Kung Fu	208
Force-Swordsmanship	209
Freefighting	210
Smasha	210
6. WEAPONS AND EQUIPMENT	211
WEAPONS	212
<i>Cross-Cultural Encounters</i>	212
<i>Combination Weapons</i>	214
<i>Weapons of Quality</i>	216
<i>Hidden Weapons</i>	218
<i>Unorthodox Attacks</i>	220
<i>Silly Weapons</i>	223
<i>Improvised Weapons</i>	224
Melee Weapon Table	226
Muscle-Powered Ranged Weapon Table	231

TRAINING EQUIPMENT	232
<i>Special Arrows</i>	232
Gloves	233
Targets	233
Training Weapons	234
Weights	234
Armor	234
7. CAMPAIGNS	235
CINEMATIC VS. REALISTIC	
CAMPAIGNS	236
The Realistic Campaign	236
The Cinematic Campaign	238
<i>Special-Case NPCs</i>	238
Hybrid Campaigns	239
CAMPAIGN SETTING	241
Classical Greece and Rome	241
Historical China	242
Historical Japan	243
Post-Classical Europe	244
Fantasy	245
Modern Day	246
Post-Apocalypse	246
Science Fiction	246
CAMPAIGN THEMES	247
<i>The Quest for the Master</i>	248
GLOSSARY	251
BIBLIOGRAPHY	252
INDEX	254

About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new **GURPS** rules and articles. It also covers the **d20** system, *Ars Magica*, *BESM*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *Illuminati*, *Car Wars*, *Transhuman Space*, and more. *Pyramid* subscribers also get opportunities to playtest new **GURPS** books!

New supplements and adventures. **GURPS** continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized SASE, or just visit www.warehouse23.com.

e23. Our e-publishing division offers **GURPS** adventures, play aids, and support not available anywhere else! Just head over to e23.sjgames.com.

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 available on our website – see below.

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. To discuss **GURPS** with SJ Games staff and fellow gamers, come to our forums at forums.sjgames.com. The **GURPS Martial Arts** web page is www.sjgames.com/gurps/books/martialarts.

Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the books that interest you! Go to the book's web page and look for the "Bibliography" link.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

INTRODUCTION

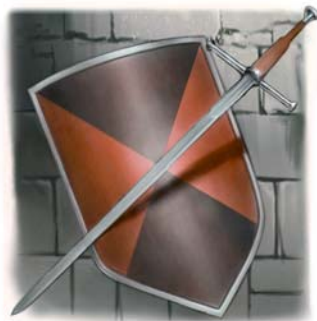
Say “martial arts” and most people start talking about karate, katanas, and ninja . . . or kung fu (or the old *Kung Fu* TV series) . . . or Bruce Lee. Non-Asiaphiles will share their views on such sports as boxing and fencing . . . or no-holds-barred fighting . . . or good old rasslin’ (“Pro wrestling is real!”). And Europhiles will bring up *pankration* in ancient Greece, English “Masters of Defence,” and the deadly truth about the rapier, pausing only to lament that Europe gets short shrift with martial-arts fans – or to recruit you as a live-steel reenactor.

Sport vs. combat, unarmed vs. armed, movies vs. reality, Asia vs. everywhere else – the truth about the martial arts can be confusing. Who’s right? The answer is “All of the above.”

GURPS Martial Arts examines the fighting arts of the world, or at least a good-sized sample chosen from the past three millennia. It doesn’t let fiction color reality or realism stand in the way of a good story – such decisions are left to the GM. Of course, because many martial arts originated with the warriors who carved out the world’s great empires, and the best-kept records are those of the Asian and European powers, there is an almost inevitable bias toward the fighting styles of those regions. But *Martial Arts* does its best to venture outside that territory; to balance the historical with the modern; to give equal time to combat, sport, and art; and, especially, to dispel myths.

The biggest myth laid to rest is that the martial arts aren’t appropriate for every genre and setting – that they only belong in historical games and those based on action movies. *Martial Arts* definitely supports cinematic games – of the Hollywood, Hong Kong, and Tokyo varieties – while also presenting historically accurate styles, but it doesn’t assume a genre or a setting. You can use it to give fantasy warriors the depth of knowledge and ability that spells give wizards . . . or for hand-to-hand combat in a gritty modern technothriller . . . or for futuristic swashbuckling with force swords.

So grab your katana, rapier, or *iklwa* – or just bandage your knuckles. Say a prayer to Allah, scream a *kiai*, or psyche yourself up with a little shadowboxing. You won’t know who’s out there until the arena door opens – but with *Martial Arts*, you’ll be ready!



Longsword



Chain Whip

PUBLICATION HISTORY

This is the third edition of *GURPS Martial Arts*. It was inspired by *GURPS Martial Arts, Second Edition* (1996), which itself combined *GURPS Martial Arts, First Edition* (1990) with *GURPS Martial Arts Adventures* (1993). Other important *GURPS Third Edition* supplements were *GURPS Japan, Second Edition* (1999) for Japanese fighting styles and equipment; *GURPS Low-Tech* (2001) for weapons in general; and *GURPS Swashbucklers, Third Edition* (1999) for European swords and swordplay. The authors also wish to thank Volker Bach for access to two articles originally published in *Pyramid* magazine: “The Western Way of War” and “Vechten Unde Schirmen: European Martial Arts Before The Rapier.”

The current volume is a new work, not a revision of *any* of the above – they served primarily as sources of concepts, references, and terminology, not text.

ABOUT THE AUTHORS

Peter V. Dell’Orto started roleplaying in 1981, with *Dungeons & Dragons*, and has played *GURPS* since *Man to Man*. He has been active as a *GURPS* playtester, editor, and contributing author since 1996, and has written many *GURPS* articles for *Pyramid* magazine. Peter is an enthusiastic martial artist who has trained in places as varied as a McDojo, a private instructor’s garage, and a hardcore gym. He has practiced Goju-ryu and Shorin-ryu Karate, T’ai Chi, Kali Silat, and Wing Chun, and has trained in at least a dozen other styles. His most recent studies have been in Kachin Bando and Kendo, and fighting amateur in Shooto. His other hobbies include fitness, reading, painting miniatures, and music. Born and raised in New Jersey, he presently lives and trains in Niigata, Japan.

Sean “Dr. Kromm” Punch set out to become a particle physicist and ended up as the *GURPS* Line Editor. Since 1995, he has compiled the two *GURPS Compendium* volumes, written *GURPS Wizards* and *GURPS Undead*, edited or revised over 20 other *GURPS* books, and masterminded rules for dozens more. Most recently, he created the *GURPS Basic Set, Fourth Edition* with coauthor David Pulver and wrote *GURPS Powers* with coauthor Phil Masters. Sean has been a fanatical gamer since 1979. His non-gaming interests include cinema, computers, and wine. He lives in Montréal, Québec with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.