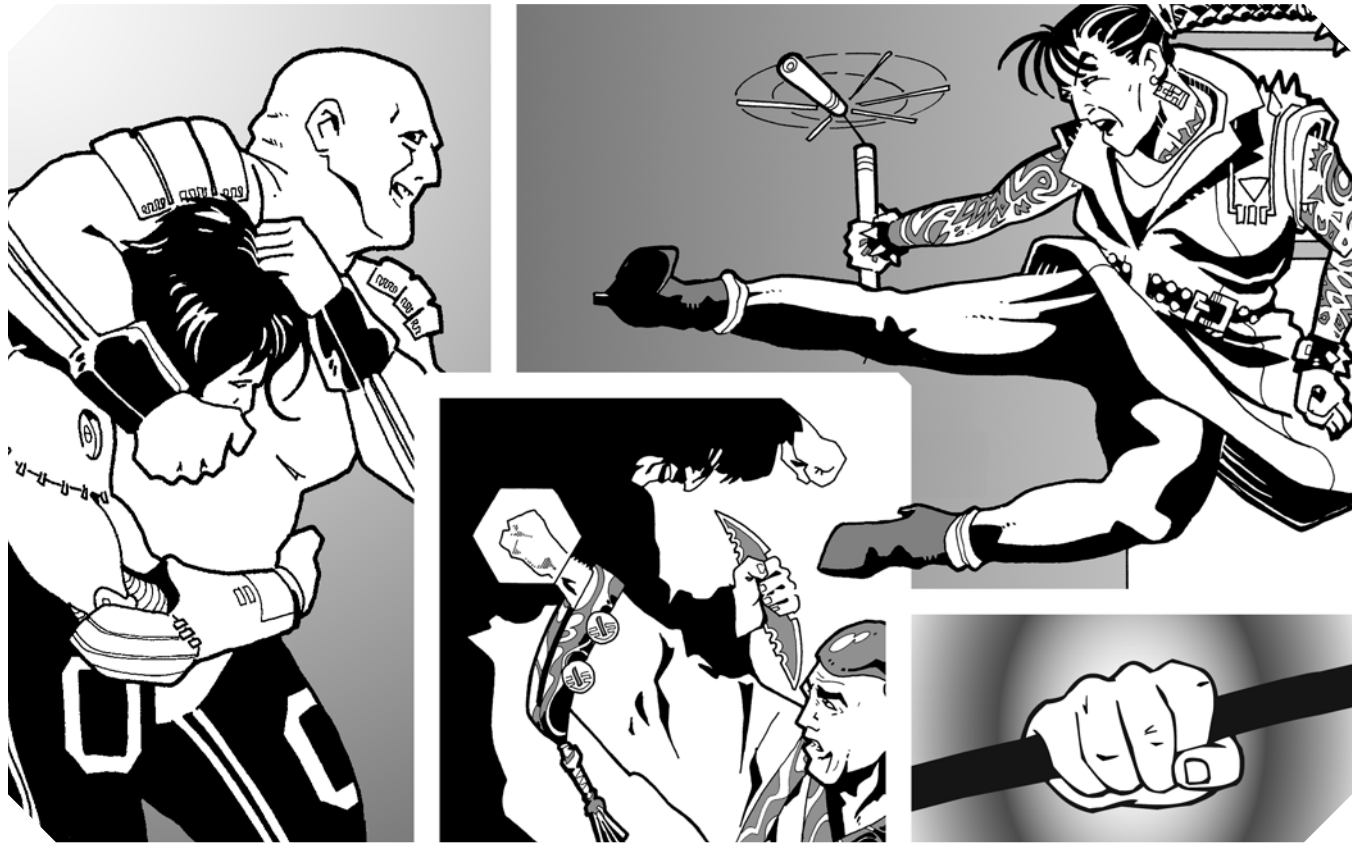


GURPS

Fourth Edition

ACTION 3™

FURIOUS FISTS™



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Jake, why don't you take your fists of fury outside. You're making the poor man nervous.

*– Mace Ryan, **Rapid Fire***

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INTRODUCTION

Action movies have a love affair with hand-to-hand mayhem. Want to underline how tough the hero is? Set aside the high-tech equalizers – guns, cars, spy gizmos, etc. – and have the good guy square off against the villain in single combat. Better yet, have him defeat gun-waving mooks using only a sword, a stick, or his bare hands.

Two words leap to mind here: *martial arts*. Of course, not everyone who can throw a punch or use a melee weapon is a martial artist. Nearly every template in **GURPS Action 1: Heroes** includes basic roughhousing skills: the lifesaving medic can restrain unruly patients, and might even wield his scalpel in anger; the geeky wire rat still receives basic hand-to-hand training; and so on. Only the hacker lacks such chops. But the true martial artist *focuses* on punches and kicks, on nunchaku and ninja stars – that’s his primary role on the squad!

Likewise, not every martial-arts film is an action movie. Many are historical costume pieces, while **Action** makes its home in the world of jets, the Internet, and full-automatic weapons. *Good* martial-arts cinema often minimizes escapades like those in **GURPS Action 2: Exploits**, preferring instead to tell a master or style’s tale, and focusing mainly on aesthetics, technical accuracy, and/or the heroes’ philosophy. **Action** concerns itself with just the fighting!

Thus, **GURPS Action 3: Furious Fists** cuts to the chase and offers rules for creating and playing martial-artist PCs with a straightforward role: Defeat bad guys in situations where guns are forbidden, too noisy, or flat-out uncool, and kick the butt of rival martial artists.

Be aware that **Furious Fists** expands the character-creation guidelines in **Heroes** and is meant to be used alongside them.

It also assumes a campaign that uses the cinematic combat rules found in **Exploits**. **GURPS Martial Arts** isn’t required reading, however; **Furious Fists** includes all the necessary content in simplified, rules-light form. Still, if you enjoy **Furious Fists**, you’ll want **Martial Arts** eventually.



ABOUT THE AUTHOR

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985, ended up the **GURPS** Line Editor in 1995, and has engineered rules for almost every **GURPS** product since. He developed, edited, or wrote dozens of **GURPS Third Edition** projects between 1995 and 2002. In 2004, he produced the **GURPS Basic Set, Fourth Edition** with David Pulver. Since then, he has created **GURPS Powers** (with Phil Masters), **GURPS Martial Arts** (with Peter Dell’Orto), and the **GURPS Action**, **GURPS Dungeon Fantasy**, and **GURPS Power-Ups** series . . . and the list keeps growing.

Sean has been a gamer since 1979. His non-gaming interests include cinema, cooking, and wine. He lives in Montréal, Québec with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.

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!

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We tried to stop her by hitting her fists and feet with our faces, but . . .
– Charles Gunn, *Angel* #3.7
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