

CONTENTS

INTRODUCTION	4	<i>Partial Injuries</i>	50	Escrima	80
About the Authors	4	<i>Example of Martial Arts Combat</i>	51	<i>Running Amok</i>	80
About GURPS	4	<i>Optional Rule: Combinations</i>	54	French Fencing	80
1. HISTORY	5	<i>Competition Types</i>	55	Goju Ryu	81
China	6	<i>Cinematic Combat:</i>		<i>Amok Adventure</i>	81
Bodhidharma	6	<i>Night of the Skull</i>	57	Hapkido	82
Taoism	7	CINEMATIC MANEUVERS	57	Hashishin Style	82
Japan	9	<i>Faster Combat</i>	59	<i>Rashid ibn Hasan al-Alamut</i>	82
Buddhism (Zen Buddhism)	9	<i>Optional Combat Rules</i>	60	Hsing-Yi Chuan	83
Miyamoto Musashi	10	TOURNAMENT COMBAT	61	<i>External vs. Internal,</i>	
Bruce Lee	11	Roleplaying Tournaments	62	<i>Hard vs. Soft</i>	83
Korea	13	<i>Nonhuman Foes</i>	63	Isshinryu	84
<i>Martial Arts and the Law</i>	13	CINEMATIC RULES	64	<i>Chi</i>	84
The Indonesian Archipelago	14	Chambara Fighting	64	Italian Rapier Fencing	84
MYTHS AND MISCONCEPTIONS	14	Multiple Attacks	65	Jeet Kune Do	85
<i>Women in the Martial Arts</i>	15	Multiple Attack Rules	65	Judo	85
2. CHARACTERS	17	<i>Initiative</i>	65	<i>Martial Arts and Psionics:</i>	
Point Cost	18	<i>Controlling Multiple Attacks</i>	66	<i>Optional Rules</i>	85
<i>Beginning Students as PCs</i>	18	Damage and Recovery	67	Jujutsu	86
Choosing a Style	19	<i>More Optional Rules</i>		Kalaripayit	86
<i>Reality, Realism, and Fantasy</i>	19	<i>For Stun Points</i>	68	Karate	87
CHARACTER TYPES	20	UNARMED CRITICAL MISS TABLES	68	<i>Miyamoto Musashi</i>	88
<i>Saburo: Ninja Assassin</i>	20	Striking & Parrying	68	Kempo	88
<i>The Skull: 1930s Crimefighter</i>	22	Grappling, Locks & Throws	69	Kendo	88
ADVANTAGES, DISADVANTAGES		4. STYLES	70	Kenjutsu	88
& SKILLS	25	SKILLS	71	Kobujutsu	89
ADVANTAGES	25	Primary, Secondary and		Kuk Sool Won	90
NEW ADVANTAGES (REALISTIC)	26	Optional Skills	71	Kung Fu	90
NEW ADVANTAGES (CINEMATIC)	27	<i>Creating New Styles</i>	71	Kuntao	91
DISADVANTAGES	28	<i>Developing New Styles</i>		(Sgt.) <i>Sergei Mikoyan</i>	91
NEW DISADVANTAGES	30	<i>During Play</i>	72	Kyudo	92
SKILLS	31	Cinematic Skills	73	Military Hand-to-Hand	92
NEW SKILLS (REALISTIC)	32	MANEUVERS	73	Muay Thai	92
NEW SKILLS (CINEMATIC)	36	Cinematic Maneuvers	74	Ninjutsu	93
FOUR-COLOR MARTIAL ARTS	40	STYLE COST	74	<i>The Ninja Costume</i>	93
Super Martial Artists	40	COMBINING STYLES	75	Pakua	94
Martial Arts Magic	40	<i>Cinematic Abilities &</i>		Pancratium/Mu Tau	94
3. COMBAT	41	<i>Prerequisites</i>	75	<i>Pontius Pertinax</i>	94
The Martial Arts Record Sheet	42	<i>Martial Arts Uniforms</i>	76	Pao Chuan	95
MANEUVERS	42	<i>Aikido Uniforms</i>	76	Pentjak Silat	96
Learning Maneuvers	42	HISTORICAL AND MODERN STYLES	77	<i>Silat Grading System</i>	96
<i>Creating New Maneuvers</i>	42	Aikido/Aiki-jutsu	77	<i>Pentjak Silat Uniform</i>	96
<i>Dirty Tricks in a Campaign</i>	43	An Ch'i	77	Police Hand-to-Hand	97
<i>Concentration and Martial Arts:</i>		<i>Grading Systems</i>	77	Praying Mantis Kung Fu	97
<i>An Optional Rule</i>	44	Okinawan Ranks	77	Professional Boxing	98
<i>Maneuvers and Combat/Weapon Art</i>		Bando	78	Professional Kickboxing	98
<i>or Sport Skills</i>	45	<i>Life After the Black Belt</i>	78	<i>Reina Queen</i>	98
<i>Fright Checks & Martial Artists</i>	47	<i>Bando Animal Forms</i>	78	Professional Wrestling	99
<i>The Contest of Wills</i>	48	Capoeira	79	Savate	99
<i>Vital Organs</i>	49	<i>Style versus Style</i>	79	<i>Savate Grades</i>	99
		Chin Na	79	<i>Savate Costume</i>	99
				Self-Defense Hand-to-Hand	100

<i>The Shaolin Initiation</i>	100
Shaolin Kung Fu	101
<i>Shaolin Uniform</i>	101
Streetfighting	102
<i>Tommy Kwong</i>	102
Sumo	102
Tae Kwon Do	103
<i>Sumo Dress</i>	103
<i>Tae Kwon Do Ranks</i>	104
T'ai Chi Chuan	104
Uechi Ryu	104
White Crane Kung Fu	105
Wing Chun Kung Fu	105
<i>Master Yi</i>	105
Wudong	106
<i>Sha-Shan</i>	106
Wushu Kung Fu	106
FICTIONAL STYLES	107
<i>Arlah</i>	108
ALIEN STYLES	108
Engaijutsu	108
Kronin Karate	109
<i>Swooping Kick</i>	109
FANTASY STYLES	109
Aerie Fighting	109
Dragon-Man Kung Fu	110
<i>Sister Magrethe Demonslayer</i> ..	110
Smasha	111
<i>Staff Vault</i>	112
<i>Taurelen Laureril</i>	112
Sylvan War Lore	112
FUTURISTIC STYLES	113
Cyberninjutsu	113
Force-Swordsmanship	114
<i>Kaa Martial Art</i>	114
Spacer Kung Fu	115



5. WEAPONS & EQUIPMENT	116
CHINESE WEAPONS	117
Swords	117
Knives	117
Staffs and Polearms	117
Flails	118
Whips	118
JAPANESE WEAPONS	118
Swords	118
Knives	118
Axes	118
Clubs and Staffs	118
Polearms and Spears	118
Flails	118
Ranged Weapons	119
Other Weapons	119
NINJA EQUIPMENT	119
WEAPONS	119
Swords	119
Polearms	119
Blowpipe	119
Ranged Weapons	119
Special Weapons	119
SPECIAL EQUIPMENT	120
Explosives	120
Enhanced Weapons	120
Poisons	121
Delivery Methods	121
OTHER GADGETS	122
Bamboo Snorkel	122
Disguised Weapons	122
Climbing Spikes	122
Gliders	122
Grapnel and Rope	122
Inflatable Shoes	123
INDIAN WEAPONS	123
Swords	123
Staffs and Clubs	123
INDONESIAN WEAPONS	123
Knives	123
Swords	123
Staffs and Clubs	123
Polearms	124
Ranged Weapons	124
KOREAN WEAPONS	124
Swords	124
Staffs and Clubs	124
Special Weapons	124
PHILIPPINE WEAPONS	124
Knives	124
Swords	124
Staffs and Clubs	124
EUROPEAN FENCING WEAPONS	125
Swords	125
Knives	125
Cloaks	125
MODERN WEAPONS	126
Staffs and Clubs	126
Flails	126

ULTRA-TECH WEAPONS	126
Clubs	126
Swords and Knives	126
Whips	127
Ranged Weapons	127
Cybernetic Weapons	127
Special Weapons	128
Training Equipment	128
Rubber Weapons	128
Electronic Foils	128
Digital Weapons	128
Digital Sparring Armor	128
Virtual Reality Sparring Armor ..	128
Wing Chun Wooden Dummy ..	129
ARMOR	129
Ancient Chinese Armor	129
Ancient Japanese Armor	129
Kendo Armor	129
Ninja Armor	129
Boxing Gloves	129
Modern Body Armor	129
WEAPON TABLES	130
6. CAMPAIGNS	136
CINEMATIC VS. REALISTIC	
CAMPAIGNS	137
<i>The Secret Abilities Campaign</i> ..	137
<i>Different Worlds</i>	138
<i>Japan</i>	138
CAMPAIGN SETTING	139
<i>China and Korea</i>	139
China	140
<i>Fantasy: The Land of Yrth</i>	140
<i>Adventuring in Yrth</i>	140
<i>Special Ops</i>	141
Japan	142
<i>Cliffhangers</i>	142
Other Settings	143
Horror	143
Swashbucklers	144
Old West	145
Time Travel	146
Campaign Themes	146
<i>Survivors</i>	147
<i>Adventure Seeds</i>	148
<i>Martial Arts in Other</i> <i>GURPS Backgrounds</i>	150
<i>Creating NPCs for Martial Arts</i> <i>Campaigns</i>	152
<i>The Quest for the Master</i>	153
<i>Silly Rules</i>	154
Kung Fu for Laughs	154
GLOSSARY	155
BIBLIOGRAPHY	156
RECORD SHEET	157
CAMPAIGN PLAN	158
INDEX	159

INTRODUCTION

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 (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *GURPS*. It also covers all the hobby's top games – *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun* and many more – and other SJ Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures* and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

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. Or download them from the Web – see below.

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 on later printings!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata and updates, and hundreds of pages of information. We also have conferences on Compuserve and America Online. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to: www.io.com/~ftp/GURPSnet/www.

The *GURPS Martial Arts* web page is at www.sjgames.com/gurps/books/martialarts.

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition (Revised). 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*. A P reference means *GURPS Psionics*. A J reference means *GURPS Japan*. A SU reference means *GURPS Supers*.

The martial arts, in all their many forms, have captured the imaginations of generations. As a spectator sport, a mystic discipline or a way to shape the human body into a finely honed weapon, the skills of hand-to-hand combat and physical and mental conditioning are fascinating.

Fantasy and adventure fiction have been deeply influenced by the martial arts. The unyielding samurai, always ready to lay his life on the line, has become the epitome of the warrior spirit. Dark-clad ninja noiselessly moving in the night have become classic villains – and occasionally heroes. The "code" of the martial arts master, who acts only in self-defense or in defense of the helpless, serves as a worthy guideline for any hero.

This worldbook is dedicated both to the GMs and players who want to role-play in the martial arts world of the past and the present, and to those who wish to explore the cinematic universe of Bruce Lee and Chuck Norris. I hope you will find martial arts history as rich and exciting as its fantasy, and that both can serve you well for roleplaying.

This book may enrich other campaigns as well. A martial arts character can fit in any background (see Chapter 6); after all, they have been around for thousands of years, and have touched every corner of the world. GMs and players who enjoy mixing different backgrounds and settings should remember the TV series *Kung Fu*, where a Chinese monk traveled through America's western frontier.

So put on your gi, tighten your obi, pack your katana and nunchaku, and enter the world of *GURPS Martial Arts*!

ABOUT THE AUTHORS

C.J. Carella has finally worked his way up from being an amateur starving writer to becoming a professional starving writer. Born in New York, C.J. has lived in Peru, Venezuela and Connecticut, in that order. His realistic martial arts experience comes from the study of Karate-do Shitoryu. His cinematic martial arts background includes a few million hours of exposure to martial arts fiction in all possible mediums, from books to movies to video games.

He has a B.A. in Medieval History from Yale University. His hobbies/obsessions include science fiction and fantasy, comic books and gaming, all of which he calls "research material."

His love affair with *GURPS* began with the publication of the *Man to Man*. His writing credits include *GURPS Imperial Rome*, *GURPS War Against the Chtorr* and *GURPS Voodoo* for Steve Jackson Games, as well as *Pantheons of the Megaverse* and *Rifts Mercenaries* for Palladium Books. He is now working full time as a game designer in Detroit, Michigan; his last surviving cat is currently in exile.

Sean Punch is a former particle physicist who now works as *GURPS* line editor and overall system guru for SJ Games. He considers his change in careers to be a step up. He currently works via the Internet, where he is better known as Dr. Kromm. He has been a fanatical gamer since 1979.

Sean and his wife, Bonnie, presently live in Montréal, Québec with their three cats and one bird.

Miyamoto Musashi

This legendary swordsman lived during the tumultuous times of the 17th century in Japan. His martial arts prowess and ruthlessness are legendary. More recently, he has also become famous for his work on swordsmanship and philosophy, *The Book of Five Rings*, which has a huge following among both martial artists and businessmen.

Musashi (his full name was Shinmen Musashi no Kami Fujiwara no Genshin), was born in the Miyamoto village around 1584. He soon developed an interest in the fighting arts, and at the age of 13, he killed an adult samurai by throwing him to the ground (perhaps with early jujutsu moves?) and then hitting him with a stick. This was but the first of a long string of victories.

Musashi dedicated his life to the mastery of fencing techniques. He lived in the wilds, a wandering ronin, learning and developing his art to maximum efficiency and defeating all challengers. Musashi favored the wooden sword, or *bokken*, over the normal steel blade, although he used normal katanas extensively during his life. He successfully defeated almost all enemies, from swordsmen to exotic weapon-users. Due to his skill and dedication, he became a *Kenshi* (sword saint).

He also proved to be a master of strategy, helping lead the army that destroyed the Christian daimyos of Shimawara in 1638. A few years after this, he became a hermit and wrote *The Book of Five Rings* less than a month before his death in 1645.

Adventure Ideas: Samurai or ronin PCs might encounter Musashi. Picking a fight with him will most likely be a losing proposition (see p. 88 for a character write-up). But if the adventurers behave properly and courageously, he might take a liking to them (a Very Good or better reaction roll) and perhaps even give them a few lessons. Being trained by Musashi could be worth 1d character points per month of training (he would not stay in one place much longer than this), all to be put in the Katana skill. Also, the PCs' Reputation would go up by 1 (paid for by unspent or future character points) if they let it be known that they were students of Musashi. This would gain them respect, but might also draw challenges!



To betray a clan lord was an unforgivable transgression that brought terrible dishonor to the betrayed; the only way to redress such a sin was to commit *seppuku*, or ritual suicide. Seppuku was also required of samurai who failed to adequately perform their duties. Interestingly enough, many powerful noblemen, also of the samurai class, had no such qualms about betraying their superiors, such as the emperor and the shogun.

Samurai were trained in *bujutsu* (“martial arts”). Swordsmanship and archery were the primary skills taught, but other weapon skills, such as the *naginata* (light halberd), spear and knife were also imparted to the aspiring warriors. A few empty-hand techniques, mainly how to grapple opponents, were also taught, but they were completely secondary to weapon training. Since samurai were never unarmed (a samurai would almost always have at least his short-sword at hand), there were very few chances to put those skills to use.

The katana, or Japanese longsword, was both a weapon and badge of office. Worn with the shortsword (*wakizashi*), they formed the *daisho*, or paired swords. Only members of the samurai class were permitted to wear these weapons together. Eventually, the use of the katana was also restricted to the samurai – commoners could only use the wakizashi.

The samurai class was not restricted to men. Women, too, belonged to this class; they were not required to fight in war (although there are many tales of women who did), but were trained in the use of weapons. The *naginata* was their weapon of choice.

At first, the samurai class was fairly flexible in admitting new members. Many commoners rose in status through skill, luck and intelligence. As the shogun's power consolidated and eventually led to the pacification of Japan, the samurai title became hereditary, and the martial skills of the class began to deteriorate. As firearms reduced swordsmanship to a secondary or even superfluous skill, other abilities such as calligraphy, poetry and philosophy grew in importance in their training. *Jutsu* martial skills (designed exclusively for combat effectiveness) declined in popularity. They were supplanted by *Do* (pronounced “dough”) skills, which remove themselves from martial concerns and make the study of the martial art a way of life; many of the combat movements became stylized and less effective. Practicality and lethal intent gave way to artistic achievement and spiritual development. Thus *Kenjutsu* (swordsmanship) became *Kendo* (the Way of the Sword, or Sword Art). Also, since the use of the sword in combat declined, the number of experienced warriors who could teach others grew scarce.

Many samurai did not take easily to the gradual undermining of their traditional position. Some became *ronin* (literally “wave man,” or person without a place; it referred to a samurai without a master) and made a living performing for the public, teaching sword techniques and other martial skills. Some resorted to banditry. Other samurai vented their resentment by committing acts of violence in the streets. The cities' constables had to adopt new techniques to deal with troublesome (and often drunk) samurai (see *Japanese Martial Arts*, p. 12).

Eventually, the samurai class evolved from a warrior caste into an administrative and governmental group. Their traditional martial spirit was not forgotten completely; even today, many Japanese of samurai lineage own and train with the katana and wakizashi.

The Ninja

In ancient Japan, where everything had a place and society had rigid rules of behavior for all its members, the ninja seem an anomaly, a reflection of a culture with a split personality. The ninja were the dark side of Japan, an unacknowledged facet that was both used and feared.

LIFE AFTER THE BLACK BELT

The black belt is but the first of a series of levels of mastery. In Karate, those grades are known as Dan (degree). A “regular” black belt is a First Dan. Each subsequent Dan represents an improvement of two skill levels, or three at the higher Dans, as detailed below.

First Dan: (Black Belt): Skill Level 15.

Second Dan: Skill Level 16-17.

Third Dan: Skill Level 18-19.

Fourth Dan: Skill Level 20-21.

Fifth Dan: Skill Level 22-23.

Sixth Dan: Skill Level 24-26.

And so on, 3 levels per Dan. There are very few masters of Fifth Dan level or higher. Tenth Dan martial artist (minimum skill level 36!) are extremely rare. Martial artists that claim such a level will be considered fakes unless they have a good Reputation or can provide solid documentation to back their claim; this documentation (the equivalent of a diploma) must come from a well-known school or master. Winning duels will not prove a claim, especially in the present; your skill as a brawler is not the issue. 10th Dans under 40 years old will be met with great skepticism.

BANDO ANIMAL FORMS

The Bando style described above is the Boar form of Bando. Each animal form has a different emphasis, with different Maneuvers and skills. They are briefly described below. All the other skills of Bando remain unchanged.

Bull Form: Strong stances and powerful takedowns are used in this form.

Skills: Wrestling.

Cinematic Skills: Immovable Stance, Push.

Cobra Form: This form emphasizes attacks on the vital points.

Maneuvers: Finger Lock, Hit Location (Karate).

Cinematic Skills: Pressure Points, Pressure Secrets.

Eagle Form: Concentrates on double-handed parries and swift strikes.

Maneuvers: Riposte [2 points].

Panther Form: Like their namesakes, Panther practitioners circle around the victim, then pounce.

Skills: Acrobatics, Jumping.

Cinematic Skills: Flying Leap.

Cinematic Maneuvers: Springing Attack.

Python Form: Gripping and strangling maneuvers are the main focus.

Maneuvers: Choke Hold, Neck Snap.

Cinematic Skills: Pressure Points.

Scorpion Form: Aping the stinger of the scorpion, practitioners seize and strike nerve clusters in painful ways.

Maneuvers: Hit Location (Karate).

Cinematic Skills: Pressure Points, Pressure Secrets.

STYLES

BANDO (BURMESE MARTIAL ART)

15 POINTS/19 POINTS

Developed in the former British colony of Burma, Bando has long been valued by military men for its combat effectiveness. Among its better known practitioners are Britain’s famed Gurkha soldiers. Because of its emphasis on practicality, it is sometimes referred to as “the jeep of the martial arts.”

Bando was introduced in America in 1959 by Dr. Maung Gyi, whose father was instrumental in modernizing the system in his native Burma.

Developed by military men for training and conditioning, modern bando combines self-defense (thaing), unarmed combative sport (bando) and armed combative training (banshay). While thaing and bando weren’t fused into one system until the 1930s, the roots of the system reach back to ancient Burma where *bama lethway*, or Burmese boxing, was once the national sport of nobility.

The primary targets for the Bando fighter are the legs, followed by the torso and finally the head. Training in the art is not picked up overnight; the mental and physical aspects of the art are ingrained over a period of several years. Advanced students then can train in one of the advanced “animal forms” that the style offers (see sidebar). The basic combat philosophy behind Bando calls for speed, deception and a continuous attacks: the enemy is to be defeated quickly and decisively. The targeting of limbs means that the attack needs not be lethal, as long as the enemy is rendered incapable of further aggression. That quest for a fierce and decisive victory has gained Bando practitioners a reputation as formidable opponents.

Bando may not be the flashiest of the martial arts, but it is certainly one of the most explosive. This is particularly true of the boar system of Bando (for other animal varieties, see sidebar). This little known animal style emphasizes hard locks, explosive power and close-in techniques designed to steamroll an opponent. In keeping with the animal itself, the bando boarman prefers to fight in close combat. The elemental philosophy of the system is quite simple: no enemy should be able to survive a close-in encounter with a trained practitioner.

Primary Skills: Boxing, Judo, Karate, Philosophy (Buddhism), Savoir-Faire (Dojo).

Secondary Skills: Knife, Short Staff, Whip.

Optional Skills: Body Language, Karate Sport, Language (Malay), Tournament Law.

Maneuvers: Aggressive Parry, Arm Lock, Elbow Strike, Head Butt, Head Lock, Jab, Knee Strike, Riposte (Karate), Shin Kick, Stamp Kick.

Cinematic Skills: Breaking Blow, Mental Strength, Power Blow.

Cinematic Maneuvers: Roll with Blow.

