

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.

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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.

Campaign Types

Some notes on adjusting the standard campaign types (*Heroes*, pp. 5-6) to accommodate martial artists:

Brotherhood in Blue: Any martial-artist template *might* work; just add the law enforcement or security lens. However, chasing scumbags through city streets is classic cop action, so traceurs fit particularly well. Ninjas and weapon masters border on inappropriate – few detectives have leave to behead suspects with a katana!

Caper: The GM can *make* martial artists vital to elaborate capers by including a heavy obstacle for the big guy, a high wall for the traceur, and so on. As most crews avoid noise and murder, unarmed combat skills are valuable. The criminal lens remains appropriate – but masterminds employ specialists, and the athlete lens better suits those whose specialty is strength or speed.

Commandos: Modern battlefield weaponry makes it difficult to keep hand-to-hand fighters alive, even in over-the-top campaigns. At minimum, the GM should *require* the military lens and encourage players to choose the big guy (tough enough to survive), ninja (sneaky enough to avoid harm), or weapon master (melee weapons are better than nothing!).

Mercs: If the campaign is genuinely military, the notes for commandos apply. If civilian, see the advice for caper and troubleshooters campaigns.

Spy vs. Spy: Martial-artist agents should have the intelligence or security lens. The ninja *is* a spy, and fits best –

but weapon masters with sword canes have been around since the 1960s, traceurs are the latest craze, and the big guy and fast guy offer suitably *sneaky* muscle.

Task Force: Any martial artist with the intelligence, law enforcement, military, or security lens could work. Otherwise, the advice for the caper campaign holds: The GM should confront the task force with obstacles that *require* the traceur, ninja, etc.

Troubleshooters: The fact that martial artists don't wield guns makes them useful to private operators who lack legal authority and don't want the attention of people who have it. A team assembled by professionals will want a martial artist who's a career expert, making the athlete and martial-arts master lenses most suitable.

Vigilante Justice: Action tales are full of martial artists who deal street justice. The usual lenses – notably law enforcement – *could* work, but in movies, heroes with the martial-arts master and wise master lenses regularly seek revenge on scum, while those with the rich adventurer lens battle crime using costly toys and equally expensive martial-arts lessons.

War Against Terror: Hand-to-hand combat is no match for high-tech weapons wielded by killers who fight dirty. Martial artists should have the law enforcement, military, or security lens, and load up on Guns skills. The ninja and traceur have the greatest odds of being useful.

TEMPLATES

BIG GUY

250 points

Time to separate the men from the boys.

– Ray Jackson, *Bloodsport*

You're a master of barehanded combat – but not the sort who jumps readily to mind. In fact, you prefer *not* to jump, and favor physical strength and grit over acrobatics. This doesn't mean that you lack finesse; you simply like to settle scraps with solid hits, not by dancing around. As far as you're concerned, leaping is a way to exit moving vehicles and second-story windows . . . and in those situations, you're tough enough to take the fall!

Attributes: ST 15 [50]; DX 13 [60]; IQ 10 [0]; HT 14 [40].

Secondary Characteristics: Damage 1d+1/2d+1; BL 45 lbs.; HP 15 [0]; Will 11 [5]; Per 10 [0]; FP 14 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0].

Advantages: DR 1 (Limited, Crushing, -40%) [3]; Luck [15]; and Trained by a Master [30]. ● A further 30 points chosen from among lens advantages (p. 4 and *Heroes*, pp. 4-5), additional martial-arts abilities, ST +1 to +3 [10/level], DX +1 [20], HT +1 to +3 [10/level], HP +1 to +5 [2/level], Will +1 to +6 [5/level], FP +1 to +5 [3/level], Arm ST 1-2 [5/level], Combat Reflexes [15], Daredevil [15], Enhanced Parry 1-3 (Bare

Hands) [5/level], Fearlessness [2/level], Fit [5] or Very Fit [15], Hard to Kill 1-2 [2/level], Hard to Subdue 1-2 [2/level], High Pain Threshold [10], Lifting ST 1-2 [3/level], Rapid Healing [5] or Very Rapid Healing [15], Serendipity 1-2 [15/level], Striker (Crushing; Shin, -20%) [4], Striking ST 1-2 [5/level], Strong Chi 1-4 [5/level], Wild Talent 1 [20], raise DR to DR 2 (Limited, Crushing, -40%) [6] for 3 points, or replace Luck [15] with Extraordinary Luck [30] for 15 points.

Disadvantages: -20 points chosen from among Compulsive Behavior (Brawling) [-10*], Duty (Agency, mob, service, or similar; Extremely Hazardous; 9, 12, or 15 or less) [-10, -15, or -20], Obsession (Beat a specific rival or win a certain tournament) [-5*], Sense of Duty (Team) [-5], or Vow (Always fight unarmed) [-15]. ● Another -15 points chosen from among those traits or Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Bully [-10*], Callous [-5], Honesty [-10*], Impulsiveness [-10*], On the Edge [-15*], Overconfidence [-5*], Pacifism (Cannot Harm Innocents) [-10], or Stubbornness [-5]. ● A further -15 points chosen from either of the previous lists or Basic Move -1 or -2 [-5/level], Alcoholism [-15], Appearance (Unattractive or Ugly) [-4 or -8], Chummy [-5] or Loner [-5*], Gluttony [-5*], Ham-Fisted 1-2 [-5/level], Odious Personal Habits [-5 to -15], Overweight [-1] or Fat [-3], or Social Stigma (Criminal Record) [-5].

Flurry of Blows: Pay 1 FP *per strike* to halve the Rapid Strike or Very Rapid Strike penalty, dropping fractions. An ordinary fighter could pay 1 FP to strike at -3/-6, or 2 FP to hit at -3/-3. A martial artist with Trained by a Master could, for instance, attempt four attacks at -9, but spend 1-4 FP to make one to four of those blows at just -4.

Mighty Blows: Pay 1 FP *per blow* to get the damage bonus of All-Out Attack (Strong) while retaining defenses. This normally can't be combined with All-Out Attack (Strong), but see *Focused Fury* (p. 15).

Extra Steps

A martial artist with Trained by a Master or Weapon Master, and who has more than one melee attack thanks to Extra Attack or All-Out Attack (Double), can “trade” some of his attacks for extra steps on a one-for-one basis. He can insert these steps anywhere in his attack sequence – even amidst a Dual-Weapon Attack or a Rapid Strike (neither of which can be traded for steps) – or use them to leap away after attacking.

Kayo

If an attacker has managed to sneak up behind someone – typically thanks to Stealth – he may attempt to use a *crushing* attack to knock out his quarry without grievous bodily harm. He must declare this before striking. Roll an attack to the head, with all the usual modifiers. On a hit, roll damage normally and subtract the DR of headgear, plus another DR 2 for the skull. Instead

of suffering injury, the victim must make a HT roll at a penalty equal to the penetrating damage (if damage is *exactly* 0 after DR, roll at full HT) or be knocked out for 15 minutes.

Multiple Fast-Draws

Ninjas, especially, like to whip out multiple throwing weapons for *Ranged Rapid Strike* (below). Every turn, you may Fast-Draw *one* weapon per hand at no penalty (draws with the “off” hand have the usual -4). If you willingly discard or hurl a weapon – but *not* if you fail at Fast-Draw or lose a weapon on a critical miss – you may continue to make Fast-Draw attempts on your turn. Attempts with a given hand have a cumulative -2 per Fast-Draw roll after the first. Two-handed Fast-Draw attempts count against the total for *both* hands, and use the *worst* penalty accrued for either hand.

It's possible to Fast-Draw multiple, identical weapons *at once*. These must weigh less than 1 lb. Make a single roll at -2 per weapon. For the sake of future Fast-Draw rolls, this counts as one previous attempt *per weapon*.

Success and failure have their usual effects in all cases.

Ranged Rapid Strike

Those with Weapon Master – most often ninjas – can use Rapid Strike (p. B370), including *Very Rapid Strike* (p. 25), with *thrown* weapons. Apply the usual penalties to hit, adjusted for Weapon Master: -3 for two throws, -6 for three, etc. This move *can* target multiple opponents.

Some Bulletproof Advice

Realistically, bringing fists to a gunfight means being massacred. In an action-movie campaign, the first defense against this is the GM's common sense. If *all* the PCs are martial artists, this might be as trivial as making every fight a melee. If the squad includes gunmen, however, it's unfair to eliminate gunplay. Here are some tips for keeping martial artists alive:

- *Chases (Exploits, pp. 31-35)*. Consider running encounters between gun-waving mooks and martial artists as chases. High-skill heroes will easily win the Quick Contest of Chase Rolls and control the range. Reducing range to Close neutralizes the guns' range advantage and allows Move and Attack maneuvers to deliver melee attacks – which cause no Chase Roll penalties with Trained by a Master or Weapon Master! Widening the gap gives mooks insurmountable range penalties and lets martial artists flee via Hide (the ninja's standby), Stunt Escape (the traceur's), or dashing beyond Extreme range.

- *Sneaky Fighting (Exploits, p. 37)*. If a pitched battle is unavoidable, martial artists should attempt *Death from the Shadows* at the outset. Success means a close-range surprise attack on a mook gunman! A beleaguered martial artist who reaches concealment can try Disappear (p. 16) to escape.

- *Banter (Exploits, p. 39)*. Cunning heroes may be able to play mind games. Martial artists might drive off better-armed foes through *Uttering Threats*, while teammates with guns can take the heat off via *Drawing Aggression*. See *Don't Shoot!* (p. 23) for a third option.

- *Tumbling (Exploits, p. 37)*. In a battle where deception fails, this rule lets a martial artist skilled at Acrobatics give gun-toting enemies -2 to hit as he closes to melee range, while he enjoys +2 to Dodge. With *Acrobatics Galore* (p. 23), this bonus can thwart *many* foes.

- *Dodge!* Don't forget that **GURPS** allows a Dodge roll against bullets. Martial artists can exploit this by raising Dodge via Combat Reflexes, Enhanced Dodge, or higher Basic Speed. They can get +2 more from Acrobatic Dodge (p. B375) – more than once, with *Acrobatics Galore*. And they can claim +3 from *Dodge and Drop* (p. B377), using Acrobatic Stand (p. 16) to spring up in time to do it again.

- *Extra Effort Rules (Exploits, pp. 37-38)*. Most martial artists have many FP to spend on Feverish Defense to dodge gunfire (another Dodge bonus!) and Heroic Charge to run down gunmen.

- *Cinematic Combat Rules (Exploits, p. 38)*. Even the GM who doesn't allow every cinematic option should consider permitting *Bulletproof Nudity, Cinematic Explosions, Gun Control Law, Melee Etiquette, Mook Marksmanship, TV Action Violence*, and/or *Unarmed Etiquette* – and offensive use of *Flawless Firearms* – when heroes with Trained by a Master or Weapon Master face guns.

- *It's Better to Be Lucky (Exploits, p. 41)*. The GM should remind players of martial artists that they can “push their luck” or buy success to survive a mook firing squad. Every PC starts with Luck and should consider saving points gained from quirks for lucky breaks.

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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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