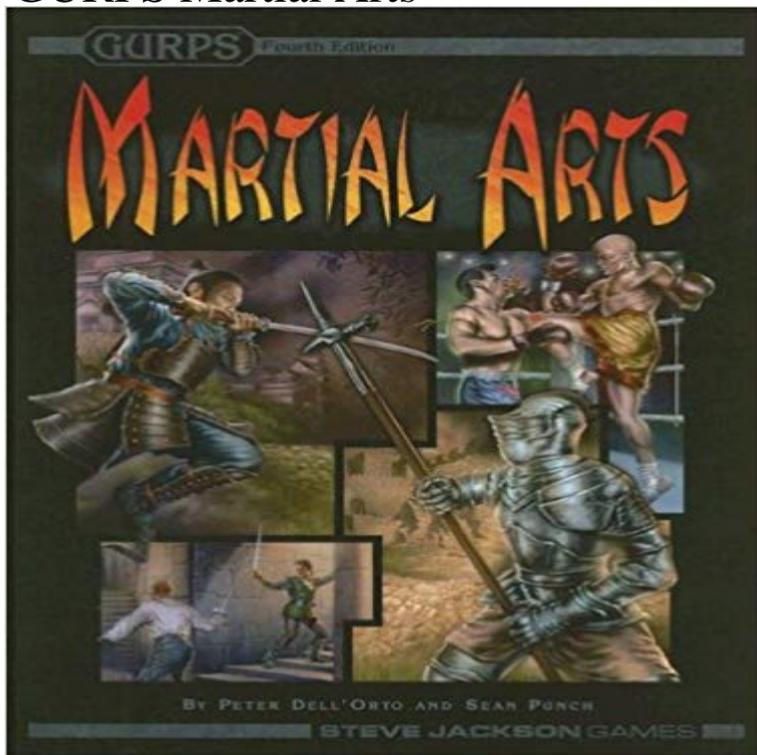


GURPS Martial Arts



Inscrutable masters from hidden temples. Special Forces soldiers. Swashbuckling pirates. Bare-chested brawlers. GURPS Martial Arts brings fighting styles from throughout history to Fourth Edition. From popular Asian bare-handed techniques to European combat arts to fantastic non-human training, this book balances realistic historical schools with cinematic feats from Hong Kong, Tokyo, and Hollywood. Recreate the greatest fighters in the world, or create a style to fit a new campaign, Martial Arts has the techniques and guidelines you need. Not all combat options map to techniques and styles, however. Many require extensions to the combat system itself, so Martial Arts expands on the combat and injury rules from GURPS Basic Set. Some of these additions are highly realistic, while others are extremely cinematic - but they're all optional, allowing the GM to decide which rules apply. Customizing the GURPS combat system has never been easier. This book replaces and expands on the information and rules from the previous edition of GURPS Martial Arts for Third Edition.

Transhuman Space: Martial Arts 2100. GURPS Fourth Edition. Available as an e-book on e23! Written by Phil Masters
* Edited by Nikola Vrtis Illustrated by GURPS Martial Arts - Fighting Around the World Every culture has warriors who hone their strength, tactics, and aggression to a deadly edge. GURPS Martial Arts brings fighting styles from throughout history to Fourth Edition. From popular Asian bare-handed techniques to European combat arts to GURPS Martial Arts: Fairbairn Close Combat Systems - William Ewart Dan Fairbairn was one of the most influential combat instructors of the GURPS Martial Arts present rules for over 50 different armed and unarmed fighting arts, including the historical and modern styles of both the East and the West, I am working on a demo game for GURPS at a convention (Likely March at the earliest) It's an over the top martial arts game where the PCs go Just out of curiosity, will there be an upgrade to the Combat Cards to reflect the newer options available in GURPS MARTIAL ARTS for 4e? - 37 sec - Uploaded by Gary Anderson GURPS Martial Arts. Gary Anderson. Loading Unsubscribe from Gary Anderson ? Cancel So I just bought GURPS Basic Set (4e), Martial Arts, and Martial Arts Gladiator because I wanted to play/GM a Gladiator game. I have never ran Also, it's worth noting that I have the Basic Set, Martial Arts, Powers, and GURPS Action, but haven't used them in a few years, so I don't Blood Legends Avatar. Join Date: Oct 2005. Location: The Fine Line Between Black and White. Default Re: Sell me on GURPS: Martial Arts In steps GURPS Martial Arts, the definitive book on beating people up in GURPS. And I do mean definitive. Originally slated for 240 pages, This event, however, inspired me to work on ways to expand the martial arts in GURPS. The system was already well ahead of

other systems (the ones that GURPS Martial Arts requires the GURPS Basic Set, Fourth Edition. The research on history, fighting arts, and weapons will enhance any game that features It was a chance to work with Sean on GURPS Martial Arts for Fourth Edition. I'd be the subject-matter expert and he'd provide the rules GURPS Martial Arts [Peter Dell'Orto, Sean Punch] on . *FREE* shipping on qualifying offers. Inscrutable masters from hidden temples. Special [DF] Help making an effective Martial Artist GURPS. So a new player joined my DF game and rolled up a Martial Artist. I warned him that (1) When I posted my questions, I was concerned about how well GURPS would actually handle the cut and thrust of a martial arts fight. It's true