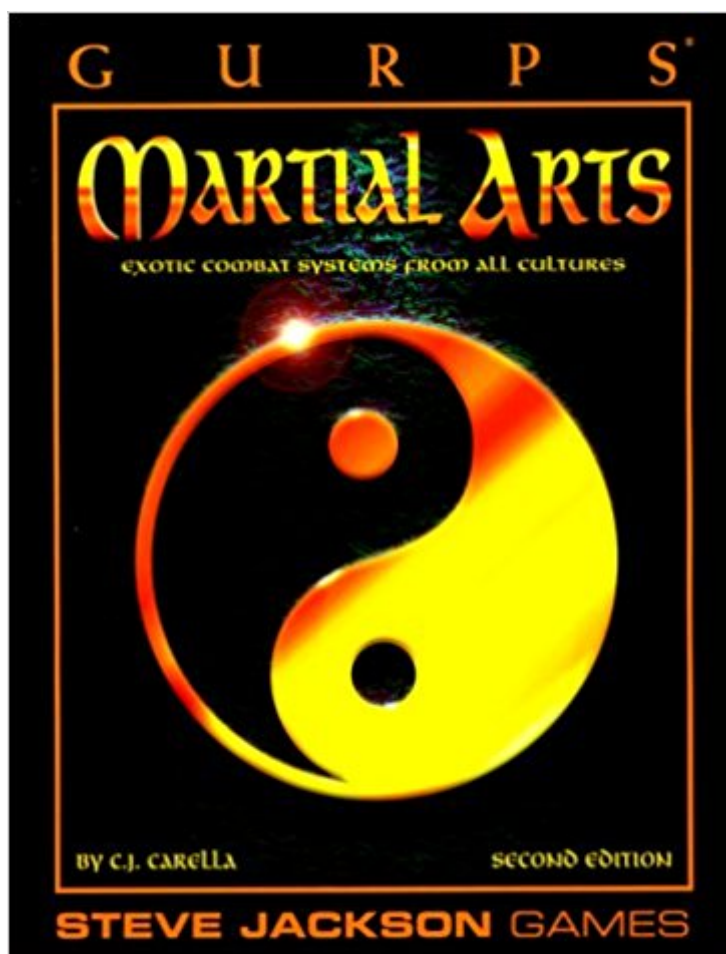


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# GURPS Martial Arts (GURPS: Generic Universal Role Playing System)



## Synopsis

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, as well as fantasy and science fiction styles. Each style is presented in both its realistic and cinematic forms. From the French fencing of swashbuckling cinema to Kendo down at the dojo, from Kung Fu at the Shaolin Temple to Savate on the piers of Marseilles.

## Book Information

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## Customer Reviews

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, as well as fantasy and science fiction styles. Each style is presented in both its realistic and cinematic forms. From the French fencing of swashbuckling cinema to Kendo down at the dojo, from Kung Fu at the Shaolin Temple to Savate on the piers of Marseilles.

A poor GURPS book, one that has overwhelming biases and an uncomfortable obsession with anything "ninja". Most of the martial forms described are done so in a somewhat bland slapdash manner. In my opinion how the authors described their thinking, in their methodology, to frame a particular art for GURPS was very poor, and how other martial systems might be constructed or implemented--or even why you would want to--is nearly absent. The overwhelming tone of the book is "kung fu action theater", with brief and rather forced nods towards other settings. If you want to do games with an "Asian" theme, ie. China, Japan, or perhaps Korea, this is fine, although it would

make far more sense to get GURPS China and/or Japan. Martial arts from the rest of the world, and their place and evolution in societies other than China and Japan are mentioned only in passing; more space is devoted to describing how to be a ninja and ninja toys and ninjas in generic fantasy land and ninjas in space and cyberpunk ninjas, than discussing martial forms that exist(ed) on the rest of the planet. For a GURPS product, this book is almost unusably Generic and hardly Universal, doesn't contribute much to non-ninja Roleplaying, or the the System as a whole. This book is superfluous. Get a copy of Compendium I (which you really ought to have anyway) as that has all the useful bits from this book without the badly aged selection biases of the authors, and is far more useful and coherent in any event.

This is an excellent reference for use with GURPS, covering various martial arts styles and maneuvers in somewhat more detail than the basic rules. If you are running a martial artist or special ops character, a book like this is invaluable! The next edition of it is arguably better -- it covers more martial arts styles, such as Brazilian Jujutsu and English Quarterstaff -- but is very pricey when available on . The later edition is apparently for 4th Edition GURPS, while this one is for 3rd. This one does contain data on some obscure historical styles, and what the famed "Black Belt" truly signifies for a martial artist (as well as what skill levels a character would need to earn such).

Here's what's missing: Pankration, Ancient Greek Martial Art Krav Maga, Israeli (Russian derived) Martial Art Fiore Classic medieval (high middle ages) Martial Art training in the art of the classic two handed sword Grecco Roman wrestling (alluded to, but not delineated) Grecco Roman short sword Martial Art And a few others I cannot remember at the moment. And yet there's rules for European fencing, but no rules for Native American fighting. Rules for a plethora of Asian Based martial arts, but no mention of India's derivative martial art. The book, for a the tome that it is, just isn't that thorough enough for what you might expect from a book that promises to give rules for gaming pleasure. Having said all that, it is interesting, and even posits some theoretical martial arts by alien or fantasy creatures found in classic sci fi and classic fairy tales. I've gamed a lot, but I've never done GURPS in all the 30 years it's been around. But I find the GURPS books to be absolutely fantastic and well researched resources for a variety of topics, including the Martial Arts. Giving a two-star rating to this book may seem harsh, but when this book was published there was more knowledge of various forms of martial arts, though to be honest the current research into Fiore and classic medieval swordsmanship was in its infancy at the time, and still continues to this day (yes, I took several classes in it, and no, I am by no means proficient in the use of the classic sword used

by knights of old). The other drawback of this book is more specific to one particular "art", and that is so-called "ninjitsu". Ninjitsu is actually more or less the art of concealment, deception and escape. It was a military infiltration technique used in medieval Japan, and not really a "self defense" style as such. Ninjas, historically, were mountain men who lived outside the rule of lords, and offered assassination services to lords for money. They used cheap straight swords made of inferior metal than that of the Samurai sword. And yet all that history is nowhere mentioned in this book. They were essentially paid hitmen who hid and stole away after their job was done. There are similar omissions throughout this volume that leads one to believe that the research that went into it was probably the best at the time, but still not thorough enough for the book to be considered a complete reference. Not a bad book as such for gaming, but I would look to later publications or other sources to complete your knowledge of martial arts for Role Playing

I have been interested in GURPS and Martial Arts for a long time. This book contains tons of styles and the rules for skills and maneuvers are very nicely done. Although it doesn't have every martial art in existence it does have a wide selection and rules for creating/integrating your own. I integrated Taiko in and it worked really well. This book can add flavor to GURPS combat even if it is weapon-oriented (a lot of martial arts are.) However I would recommend the 2nd Edition but overall I loved it! The possibilities are pretty much limitless and that is what makes it so good

GURPS Martial Arts is a book with lots of different martial arts styles for your characters. It also includes maneuvers, which are like skill subsets. I really like how this book lets you build your own martial arts styles. Martial Arts also includes tables for all the weaponry, such as Sai (for anyone who's ever watched Teenage Mutant Ninja Turtles, Raf uses a pair of these). A lot of the illustrations are gory, reminding you that GURPS was never meant for kids (Steve Jackson Games should make that clearer, I think). BUT, aside from the "Silly Combat Rule" Bulletproof Nudity, there's no adult content! And while there's gore in some of the pictures, everyone's fully clothed. That's really, really nice.

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