

GURPS®

Fourth Edition

MARTIAL ARTS™

TECHNIQUES CHEAT-SHEET



Written by **SEAN PUNCH**

Summarized from *GURPS Martial Arts*, by **PETER DELL'ORTO** and **SEAN PUNCH**

GURPS System Design ■ **STEVE JACKSON**
GURPS Line Editor ■ **SEAN PUNCH**
e23 Manager ■ **STEVEN MARSH**
Page Design ■ **PHIL REED** and
JUSTIN DE WITT

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An e23 Game Aid for *GURPS*®

STEVE JACKSON GAMES

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TECHNIQUES

This “cheat-sheet” summarizes the combat techniques from *GURPS Martial Arts*. It’s meant as a game aid, not as a substitute for the rulebook – there simply isn’t space to put *every* special consideration into a guide like this! When in doubt, *look up the technique*. The *Techniques Table* uses a lot of special notation; be sure to read all the notes before using it.

Kai deflected it with her hand and followed through with a lightning-fast riposte. “Whipping Branch Strikes Ape!”

– *GURPS Martial Arts, Third Edition*

Technique

This is the technique’s name, occasionally annotated to distinguish specialties.

“*” indicates a *cinematic* technique, usually restricted to cinematic campaigns.

“†” indicates a *silly* technique, usually available only in silly campaigns.

Difficulty

The technique’s difficulty: Average (A) or Hard (H).

“H+2” and “H+3” indicate Combinations, which are Hard and have an extra cost equal to the number of attacks: +2 or +3 points for two or three attacks, respectively.

Prerequisite

The technique’s prerequisite(s) – or “None,” if it doesn’t absolutely require skill. Techniques that offer a choice require specialization to the prerequisite skill.

Default

The technique’s default level(s), which may vary by specialty.

Maximum

The maximum level to which the technique can be increased by someone without Technique Mastery.

Damage

The technique’s damage or other effects – or “N/A” for utility and most defensive techniques. Unarmed attacks often give a formula for crushing (cr) or piercing (pi) damage based on thrust (thr) or swing (sw) damage.

“‡” after a formula means that standard skill-based damage bonuses apply.

“Per attack” means the technique delivers regular damage for a basic attack with the prerequisite skill, including any relevant skill-based damage bonus.

“Kick,” “Punch,” and “Slam” mean the technique does the indicated kind of unarmed damage, including any relevant skill-based damage bonus.

“QC” means damage depends on a Quick Contest.

Bonuses and penalties. Techniques often have damage modifiers, both in formulas (e.g., “thr-4”) and attached to basic attacks (e.g., “Per attack+2”). Sometimes these are per die: “-1/d” is -1 per die, “+1/2d” is +1 per 2d, “+1/d” is +1 per die, and “+2/d” is +2 per die.

“ST+2” means a lower-body grappling attack that bases damage on ST+2.

Special effects. Affliction-like effects (Blind, Deaf, Pain, Squeamish, Stun), restraint (Bind, Cuff, Entangle, Grab, Grapple, Hook, Pin, Tie Up), and special combat outcomes (Cripple, Disarm, Feint, Knockback, Knockdown) frequently depend on doing a certain amount of damage, winning a Quick Contest, and/or the target failing a roll. Be sure to check the technique description!

Page

The page on which the technique appears in *GURPS Martial Arts*.

Abbreviations

The following abbreviations are used throughout the *Techniques Table*:

1H: One-handed.

2H: Two-handed.

AD: Active defense (Dodge, Block, or Parry).

app.: Appropriate.

CS: Combat skill (any UCS or WS).

GS: Grappling skill (Judo, Sumo Wrestling, or Wrestling).

HL: Hit location penalty (e.g., -3 for the vitals).

MWS: Melee weapon skill (e.g., Broadsword or Knife).

PS: Prerequisite skill.

RCS: Ranged combat skill (e.g., Bow or Guns).

SS: Striking skill (Boxing, Brawling, or Karate).

TA: Targeted Attack.

UCS: Unarmed combat skill (any SS or GS).

WS: Weapon skill (any MWS or RCS).

Techniques Table

Technique	Difficulty	Prerequisite	Default	Maximum	Damage	Page
Acrobatic Stand	A	Acrobatics	Acrobatics-6	Acrobatics	N/A	65
Aggressive Parry	H	Any SS	Parry-1	Parry	Worse of thr-4 or thr-2 at -1/d cr‡	65
Arm or Wrist Lock	A	Judo, Wrestling, or app. MWS	PS	PS+4	QC	65
Armed Grapple	H	Cloak or app. MWS	PS-2	PS	Grapple	67
Attack from Above	A	Any MWS or UCS	PS-2	PS	Per attack	67
Axe Kick	H	Karate	Karate-4	Karate	Better of thr+1 or thr at +1/2d cr‡	67
Back Kick	H	Karate	Karate-4	Karate	Kick	67
Back Strike	H	Any MWS	PS-2	PS	Per attack at worse of -2 or -1/d with swung	67
Backbreaker*	H	None	ST-3 or Wrestling-3	ST+3 or Wrestling+3	sw cr	82
Bind Weapon	H	Jitte/Sai or any fencing	PS-3	PS	Bind	67
Binding*	H	Judo or Knot-Tying	PS	PS+4	Tie Up	82
Breakfall	A	Acrobatics, Judo, or Wrestling	PS	PS+5	N/A	68
Cavalry Training	H	Riding and any MWS	PS-2	PS	Per attack	69
Choke Hold	H	Judo, Wrestling, or app. WS	Judo-2, Wrestling-3, or app. WS-3	PS	QC	69
Close Combat	H	Any MWS	PS-4, -8, or -12	PS-2, -4, or -6	Per attack	69
Close Combat – Ranged	H	Any RCS	PS-Bulk	PS	Per attack	69
Combat Riding	H	Riding	Riding	Riding+4	N/A	69
Combination – 2 Attacks	H+2	Any 2 TAs, even defaults	TAs-6	TAs	Per attacks	80
Combination – 3 Attacks	H+3	Any 3 TAs, even defaults	TAs-12	TAs	Per attacks	80
Combination, 2H – 2 Attacks	H+2	Any 2 TAs, even defaults	TAs-4	TAs	Per attacks	80
Combination, 2H – 3 Attacks	H+3	Any 3 TAs, even defaults	TAs-9	TAs	Per attacks	80
Counterattack	H	Any MWS or UCS	PS-5	PS	Per attack	70
Crack	A	Whip	Whip-4	Whip	Per attack+2	70
Disarming	H	Any MWS or UCS	PS	PS+5	Disarm	70
Double Eye-Poke†	H	Brawling or Karate	PS-5	PS	Blind	88
Drop Kick	H	Brawling, Sumo Wrestling, or Wrestling	Brawling-1, Sumo Wrestling-1, or Wrestling-2	PS	Slam+2	70
Dual-Weapon Attack*	H	Any UCS or 1H CS	PS-4	PS	Per attack	83
Dual-Weapon Attack (Bow)*	H	Bow	Bow-4	PS	Per attack	83
Dual-Weapon Defense*	H	Any MWS or UCS	Block-1 or Parry-1	Block or Parry	N/A	83
Ear Clap	A	Any SS	PS-3	PS-1	thr-3 cr‡, Deaf, Stun	70
Elbow Drop	H	Brawling or Wrestling	Brawling-4 or Wrestling-5	PS	Better of thr+2 or thr at +1/d cr‡, Knockdown	70
Elbow Strike	A	Brawling or Karate	PS-2	PS	thr-1 cr‡	71
Entangle	H	Kusari or Whip	PS-4	PS	Entangle	71
Evade	A	Acrobatics or Judo	PS	PS+5	N/A	71

Techniques Table (Continued)

Technique	Difficulty	Prerequisite	Default	Maximum	Damage	Page
Exotic Hand Strike	A	Karate	Karate-1	Karate	thr cr‡	71
Eye-Gouging	H	Brawling, Judo, or Wrestling	PS-5	PS	thr-4 cr; Blind	71
Eye-Pluck*	H	Brawling or Karate	PS-10	PS-4	thr-3 cr‡, Cripple	72
Eye-Poke	H	Any SS	PS-9	PS-4	thr-3 cr	72
Eye-Poke Defense†	H	Any UCS	Parry	Parry+5	N/A	88
Eye-Rake	H	Brawling or Karate	PS-5	PS	Blind	72
Feint	H	Any UCS, MWS, or special	PS	PS+4	Feint	73
Fighting While Seated*	H	Any CS	PS-2	PS	Per attack	83
Finger Lock	H	Arm Lock	Arm Lock-3	Arm Lock	QC	73
Flying Atomic Wedgie†	H	Brawling or Wrestling	PS-8	PS	Pain	88
Flying Jump Kick*	H	Karate	Karate-7	Karate	Kick at <i>better</i> of +2 or +1/d	83
Flying Lunge*	H	Any <i>thrusting</i> MWS	PS-4	PS	Per attack at <i>better</i> of +2 or +1/d	83
Grand Disarm*	H	Any MWS or UCS	Fencing-9, MWS-11, or UCS-11	PS	Disarm(s)	84
Ground Fighting	H	Any CS	PS-4	PS	Per attack	73
Halitosis Attack†	A	OPH (Foul Breath)	HT-5	HT+5	Stun	88
Hammer Fist	A	Brawling or Karate	PS-1	PS	thr-2 cr‡	73
Hand Catch*	H	Any GS	Parry-3	Parry	Grab or Grapple	84
Hand Catch (PMW)*	H	Parry Missile Weapons	Parry-3	Parry	Grab	84
Hand-Clap Parry*	H	Judo or Karate	Parry-5	Parry	Grab, Disarm	84
Handcuffing	A	None	Binding, DX-2, Judo-1, or Wrestling-2	Binding, DX, Judo, or Wrestling	Cuff	73
Hands-Free Riding	H	Riding	Riding-3	Riding	N/A	73
Head Butt	H	Brawling or Karate	PS-1	PS	thr-1 cr	74
Head Lock	H	Judo or Wrestling	PS-3	PS	QC	74
Hook	H	Any app. MWS	PS-5	PS	Hook	74
Horse Archery	H	Bow and Riding	Bow-4	Bow	Per attack	74
Initial Carving*	H	Any fencing	PS-4	PS	Per attack	85
Jam	H	Brawling or Karate	Parry-1	Parry	<i>Worse</i> of thr-3 or thr-1 at -1/d cr‡	74
Judo Throw	H	Judo	Judo	Judo	thr-1 cr; Knockdown, Stun	75
Jump Kick	H	Karate	Karate-4	Karate	<i>Better</i> of thr+1 or thr at +1/2d cr‡	75
Kicking	H	Brawling or Karate	PS-2	PS	thr cr‡	75
Knee Drop	H	Brawling or Wrestling	Brawling-3 or Wrestling-4	PS	<i>Better</i> of thr+2 or thr at +1/d cr‡	76
Knee Strike	A	Brawling or Karate	PS-1	PS	thr cr‡	76
Leg Grapple	H	None	DX, Wrestling, or Judo	DX+4, Wrestling+4, or Judo+4	Grapple	76
Leg Lock	A	Judo or Wrestling	PS	PS+4	QC	76

Techniques Table (Continued)

Technique	Difficulty	Prerequisite	Default	Maximum	Damage	Page
Leg Throw	H	Judo	Judo-2	Judo	thr-1 cr (ST+2), Knockdown, Stun	79
Lethal Eye-Poke*	H	Karate	Karate-11	Karate-5	thr-2 pi‡	72
Lethal Kick*	H	Karate	Karate-4	Karate	thr-1 pi‡	85
Lethal Strike*	H	Karate	Karate-2	Karate	thr-2 pi‡	85
Low Fighting	H	Any CS	PS-2	PS	Per attack	77
Low-Line Defense	H	Boxing or Sumo Wrestling	Parry-2	Parry	N/A	77
Lower-Body Arm Lock	A	Judo or Wrestling	PS-2	PS+4	QC (ST+2)	79
Lower-Body Arm Lock	A	Judo or Wrestling	PS-2	PS+4	QC (ST+2)	79
Lower-Body Head Lock	H	Judo or Wrestling	PS-5	PS	QC (ST+2)	79
Lower-Body Leg Lock	A	Judo or Wrestling	PS-2	PS+4	QC (ST+2)	79
Mounted Shooting	H	Riding or any vehicle <i>and</i> any RCS	RCS-4	RCS	Per attack	77
Neck Snap	H	None	ST-4	ST+3	sw cr	77
Noogie†	H	Brawling or Karate	PS-5	PS	Pain	88
Nose Slap†	H	Brawling or Wrestling	PS-5	PS	Stun, Disarm	88
Piledriver*	H	Wrestling	ST-5 or Wrestling-5	ST or Wrestling	<i>Better</i> of thr+4 <i>or</i> thr+2 at +2/d cr‡, Pin	85
Pole-Vault Kick*	H	Jumping <i>and</i> Karate	Karate-4	Karate	<i>Better</i> of thr+3 <i>or</i> thr+1 at +1/d cr‡	87
Pressure-Point Strike*	H	Pressure Points/Secrets <i>and</i> app. CS	CS-2	CS	Per attack	87
Push Kick	H	Karate or Brawling	PS-3	PS	Knockback	78
Quick Mount	A	Acrobatics, Jumping, or Riding/vehicle	PS-3	PS	N/A	78
Retain Weapon	H	Any MWS	PS	PS+5	N/A	78
Retain Weapon – Ranged	H	Any RCS	DX	DX+5	N/A	78
Return Strike	H	Flail or Kusari	PS-5	PS	Per attack	78
Reverse Grip	A	Any MWS	PS-6, -4, or -0	PS	N/A	78
Roll with Blow*	H	Acrobatics or any UCS	PS-2	PS	N/A	87
Sacrifice Throw	H	Judo	Judo	Judo	Knockdown	78
Scissors Hold	H	Wrestling	Wrestling-2	Wrestling	Grapple	79
Snap Weapon*	H	None	ST-4 or ST-based Jitte/Sai-4	ST+3 or ST-based Jitte/Sai+3	QC	87
Spinning Kick	H	Karate	Karate-3	Karate	Kick, Feint	79
Spinning Punch	H	Karate	Karate-2	Karate	Punch, Feint	79
Spinning Strike	H	Any MWS	PS-2	PS	Per attack, Feint	79
Springing Attack*	H	Any MWS or UCS	PS-2	PS	Per attack at <i>better</i> of +2 <i>or</i> +1/d	87
Stamp Kick	H	Brawling or Karate	PS-3	PS	thr+1 cr‡	80
Staying Seated	A	Riding	Riding	Riding+4	N/A	81
Sweep	H	App. MWS or UCS	PS-3	PS	Knockdown	81
TA – Grab, Strike, or Throw	H	Any MWS or UCS	PS-HL	PS-HL/2	Per attack	68
TA – Grapple	H	Any GS	PS-HL	PS	Per attack	68

Techniques Table (Continued)

Technique	Difficulty	Prerequisite	Default	Maximum	Damage	Page
Timed Defense*	H	None	AD-2	AD	N/A	89
Triangle Choke	H	Judo or Wrestling	Judo-4 or Wrestling-5	PS	QC (ST+2)	79
Trip	H	Any GS	Parry-1	Parry	Knockdown	81
Two-Handed Punch	A	Brawling	Brawling-2	Brawling	Better of thr+1 or thr at +1d cr‡	81
Uppercut	A	Any SS	PS-1	PS	thr cr‡	81
Wet Willy†	H	Brawling or Karate	PS-6	PS	Squeamish	88
Whirlwind Attack*	H	Boxing, Karate, or any MWS	PS-5	PS	Per attack(s)	89
Wrench (Limb)	H	None	ST-4	ST+3	sw cr	82
Wrench Spine	H	None	ST-4 or Wrestling-4	ST+3 or Wrestling+3	sw cr	82

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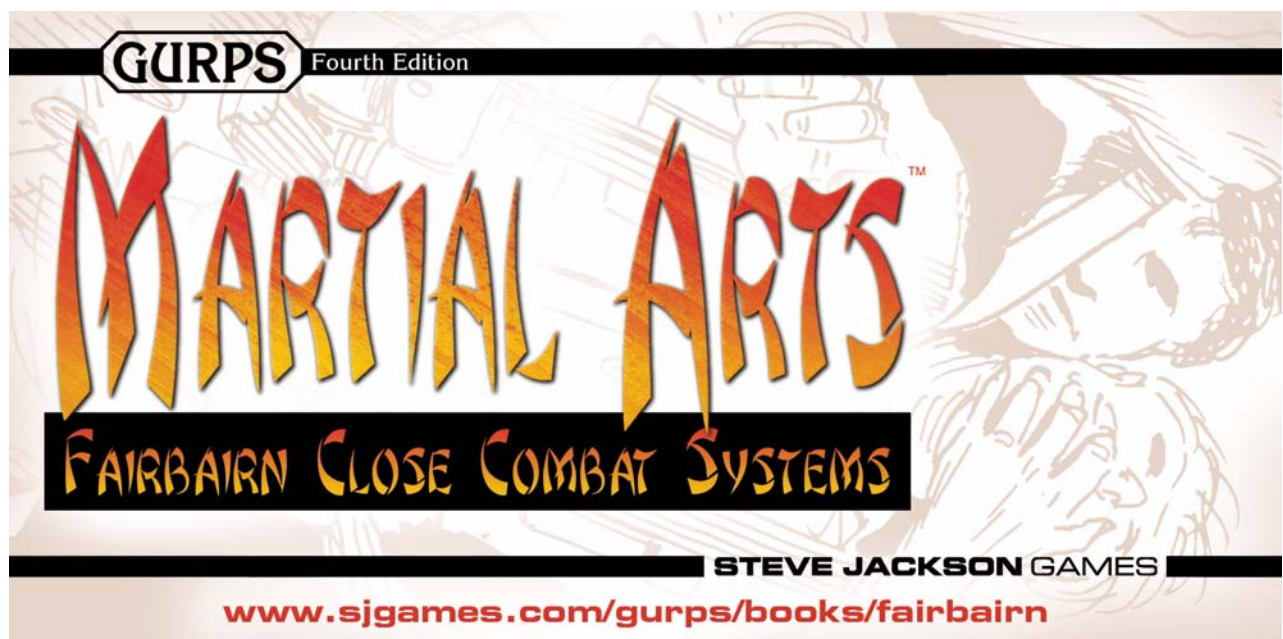
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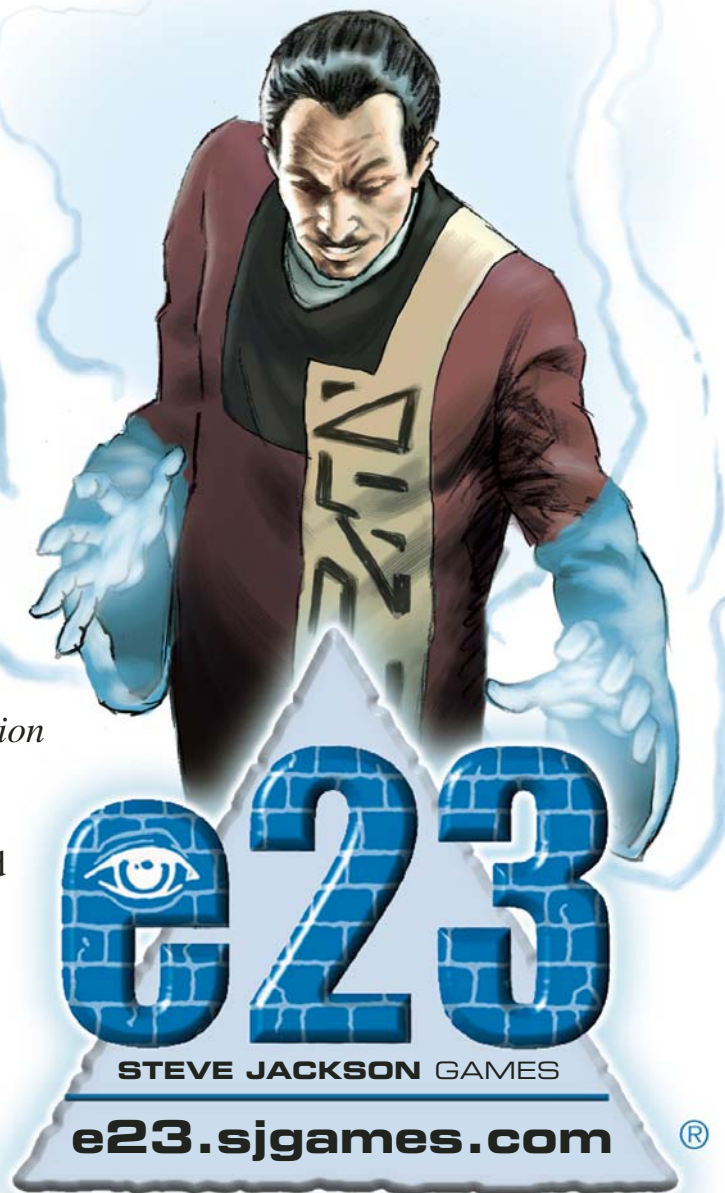
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