

# GURPS®

Fourth Edition

# MARTIAL ARTS™

## TECHNIQUES CHEAT-SHEET



Written by **SEAN PUNCH**

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

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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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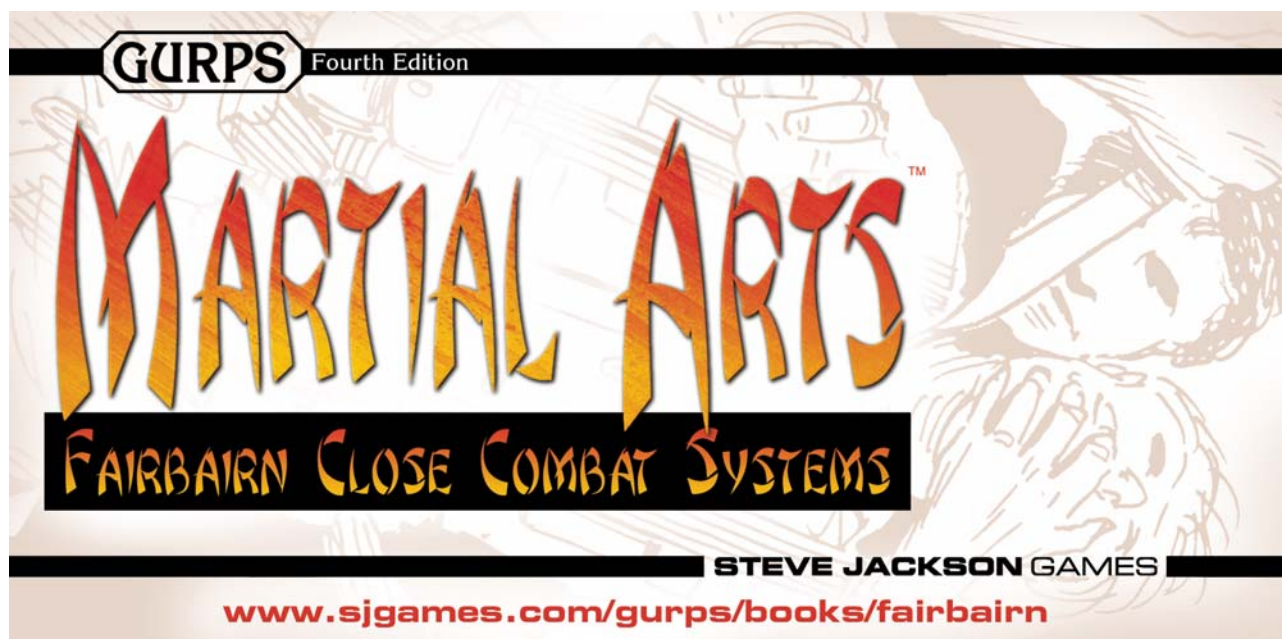
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