

Insight

This is the skill of Analyzing an opponents style in order to predict their next movements and see openings in their defenses. This skill can be used to determine their style of fighting, level of skill, etc. To use Insight you roll Insight Level+Intelligence+1d10 vs the opponents Intelligence+Insight Level+Style Level. If you don't the Skill Expert: Specific Martial Art with the Opponents style you get a -3 penalty on the skill roll. Depending on how much you made the roll by:

Roll Made Effect By

Exactly Users level of skill with his style (Student, Expert, Master, etc). If style is Hard or Soft, External or Internal.

1 or 2 points Exact Skill level and actual Style Known. Any physical disadvantages the character has (breathing problems, old wounds, etc). What form of attack the opponent favors (punches, kicks, grappling, etc).

3 or 4 points Disciplines Known (physical apparent ones only), and levels for each (if a little off)

Beats Opponent by half or more. Where the targets "open gate" is. The Open Gate is an area on the body that is left vulnerable when using Chi Gung. Also Knows exact levels of Disciplines Known.

Also if you beat the opponents roll you get a +2 to Accuracy for all Defense Rolls vs the opponent for the entire combat, for every 10 rolled this way you add another +1 to accuracy. If you fight this opponent again and you make the roll you only get a +1 to Accuracy not +2.

Also if you make your roll you are automatically considered familiar with the opponents style (And do not get the -3 Penalty for not having Expert: Specific Martial Arts Style).

Expert: Chinese Healing Methods

This is the skill of using Herbs and Acupuncture to heal people. This skill teaches all the chi centers of the body, and what herbs and Acupuncture techniques effect what chi flow. Each Herb has a specific use, some heal certain poisons and others make you stronger or make you immune to pain (pain killers).

This skill can be used to heal damaged energy centers in the body. This works just like Chi Mastery but teaches nothing of chi manipulation. Indian and Korean Mystics are said to have very similar skills (with some regional differences) so this skill can be used for Indian and Korean Healing.

Expert: The Martial World

This is extensive knowledge about the subculture that is the Martial Arts. You know how to find schools for the martial arts in any nation or city with time, you know of unusual happenings in the Martial Arts World and to send messages to others in the Martial World (by what's called the Martial Artist Grapevine).

This skills could help someone find the martial artist who is killing people who is using an unusual but ancient kung fu technique, for example. This skill also enables the martial artist to keep up on current tournaments and who is on top of the Sporting Competitions.

Expert: Specific Martial Art

A martial artist with this skill gives him extensive knowledge about a particular martial art style. This gives him knowledge in History (How the Style came about, including major factors that led to its development and personalities of the style), Philosophy (Understanding of the philosophical side of the style), Personalities (Knowledge of the Major practitioners of the style, at least by name or reputation), Schools (Knowledge of different substyles and who the trainers are), Symbols (Knowledge of the distinctive symbols of styles and what they mean).

The Character can also gain information about other Style by taking a -5 penalty to his skill roll. However styles that are more common (Boxing, Karate, or even Kung Fu in ancient China) could be anywhere from a -5 to a -1 penalty. This dose not allow the user to know the different substyles or schools of the martial art, however.

Perception

This is the skill of being a trained observer. It can be both a trained and learned skill, some people can just pick it up after a while. When trying to notice things you roll Perception+Intelligence+Alertness or Acute Sense (Sight for noticing things, Hearing for hearing noises, etc) level+1d10. When someone is trying to sneak past you, make an opposed check. Using your Perception Skill versus their Stealth or Arts of Invisibility roll.

Science: Specific Martial Art

This Skill is knowledge about the science of martial arts. This skill includes knowing the kinesiology of your techniques. This is the study of kinetics, basically the power and accuracy of your techniques. Many modern schools use Martial Art Science when teaching the martial art, and even older styles have been using science in the martial arts for a very long time. Look at Pakua has an example, Pakua use Geometry in its strikes and stances.

Credits

Hero Games: The Ultimate Martial Artist 4th Edition by Steven S. Long for their Ideas on the Analyze Style Skill and Specific Martial Art Knowledge Skill.

Steve Jackson Games: GURPS Martial Arts 2nd Edition by C.J. Carella for its Style Familiarity rules.

Ewen "Blackbird" Cluney for his task of trying to please everybody with Thrash 2.0

Ted MacKinnon for helping me out with martial arts in general.

My Players in Thrash: Dark Days for being my little test subjects for my handling of the Insight rules. Ted MacKinnon, Alan Whipple, Russell Mott, Philippe Paulin, Drew and JackieB.