

G U R P S<sup>®</sup>

# MARTIAL ARTS ADVENTURES

*Hard-Hitting Scenarios for GURPS Martial Arts*



**STEVE JACKSON GAMES**



# PURE MIND. CALM SOUL. HANDS OF STEEL!

The indomitable martial artist is unique among adventurers. He does not rely on the trappings of technology, nor does he hide behind bullet-proof vests or high-powered rifles. He defends himself with his hands, feet and soul. His confidence grows from his mastery, and honor and courage are his guides.

This book contains three ready-to-play scenarios for adventurous masters of martial arts. Inside you'll find:

***Pawns of the CloneMaster.*** Chris McCubbin skillfully adapts the now-legendary game *Kung Fu: 2100* to the *GURPS* milieu. Invade the villainous CloneMaster's mansion with your highly-skilled Terminators. Destroy the despot's computer systems and clone banks before the sinister Jellies and gun-wielding technicians can decimate your forces. And above all, beware the CloneMaster!

***Dark Arena.*** From the author of *GURPS Martial Arts*, C.J. Carella, comes a cinematic adventure in the tradition of late-night karate movies. Famous martial artists are being abducted by a scheming millionaire to participate in a highly illegal full-contact tournament . . . to the death! The PCs are caught in the middle as they fly to a secret hideout in mainland China, where the perils of the dark arena await . . .

***Rightful Possession.*** Stephen Dedman's gripping adventure sends unsuspecting PCs back in time to Bushido Japan, where they must deal with an irate ghost and battle for control of a very special, and *deadly*, magical wakizashi.

Also included are new rules for the *GURPS Martial Arts* system, including new styles, skills and maneuvers. The *GURPS Basic Set* and *GURPS Martial Arts* are required to run these adventures.

---

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# GURPS MARTIAL ARTS ADVENTURES

*Hard-Hitting Scenarios for GURPS Martial Arts*

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# INTRODUCTION

Few genres are built for adventure like martial arts. From ancient Japanese ninja to the modern masters of late-night kung fu movies, martial artists have always been revered and admired as honorable bravados whose thrilling exploits constantly test the limits of human endurance . . . and often exceed them.

Street-fighters and samurai alike draw from the same canon of unwritten law. Skill and raw courage can defeat technology and firepower. The soul is the bastion of strength – true power comes from within. Hands, feet and mind are the most powerful weapons.

This book contains three scenarios that propel intrepid warriors into the dangerous world of the martial arts.

*Pawns of the CloneMaster*, by award-winning author Chris McCubbin, takes players into the world of the classic pocket-box game, *Kung Fu 2100*. As powerful Terminators, the heroes must defuse a deadly trap and destroy the evil CloneMaster and his treacherous technology before his henchmen can wear the Terminators down.



*Dark Arena* is a high-stakes journey into the bleak underbelly of the criminal world. Famous martial artists are being kidnapped and forced to compete in a deadly tournament, where the chances of survival are slim. The PCs are working with Interpol to stop the illegal tourney . . . by joining in! Can they halt the games before getting crushed by a giant sumotori or slaughtered by vicious animals? The answer lies in the dark arena . . .

*Rightful Possession* transports modern-day fighters into Bushido Japan, where they must unravel the mystery behind a cursed wakizashi. Battles with ghosts, dragons and giant centipedes punctuate this gripping scenario where the fate of an ancient and honored clan rests with the heroes' choices.

Finally, we've included new *Martial Arts* rules written by *Martial Arts* author C.J. Carella. New skills, maneuvers and styles are explained in depth, including styles for some fantasy and alien races. Also presented are optional rules and new equipment – historical, cyberpunk and more.

So test your skill and honor with these challenging and sometimes brutal adventures. Only those with strength, courage and mastery will prevail.

– Jeff Koke

## About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

*Pyramid*. This bimonthly magazine includes new rules and articles for *GURPS*, as well as information on our other lines: *Car Wars*, *Toon*, *Ogre Miniatures* and more. It also covers top releases from other game companies – *Traveller*, *Call of Cthulhu*, *Shadowrun*, etc.

*New supplements and adventures*. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

*Errata*. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

*Q&A*. We do our best to answer any game question accompanied by an SASE.

*Gamer input*. We value your comments. We will consider them, not only for new products, but also when we update this book in later printings!

*BBS*. For those who have home computers, SJ Games operates a multi-line BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours per day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call! We also have discussion areas on CompuServe, GENie, and America Online.

## Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set*, Third Edition. An MA refers to *GURPS Martial Arts*; J represents *GURPS Japan*. *GURPS Magic* is shown by an M; *GURPS Cyberpunk* is indicated by a CY, *GURPS Fantasy Folk* by an FF and *GURPS Aliens* by an A.



# 1 PAWNS OF THE CLONEMASTER

By Chris W. McCubbin

Illustrated by Kevin Atkinson

Based on the game *Kung Fu 2100*, by B. Dennis Sustare

Rising Dream turned from the fallen technician and glided to the reinforced door. To his left, Shadow Lotus vanished into the computer room. Rising Dream stood a moment, quieting his spirit, then sought the door's weak point. The gunfire behind him had quieted, and the only sound that came to his ears was a muffled, rhythmic thudding and the thin whine of dying electronics as Shadow Lotus dealt with the main computer banks in the next room. Finding what he sought, Rising Dream launched his right fist at the indicated spot. In the hallway beyond, technicians and servants scurried away as the portal exploded in their faces.



Rising Dream stepped over the wreckage of the door. One of the servants ran at him, brandishing a large kitchen knife. In acknowledgement of his bravery, Rising Dream granted the man an honorable death. The rest of the room's former occupants had all evaporated through the demolished door. Rising Dream strode down the hallway and turned into the first room he came to – the communications center.

He turned toward the computer banks, to his right, but a figure stood between him and his goal. He wore a gi like Rising Dream's own, but rather than the white with red belt of the Society of Thanatos, the intruder wore midnight blue with gold belt – the colors of the CloneMaster's household.

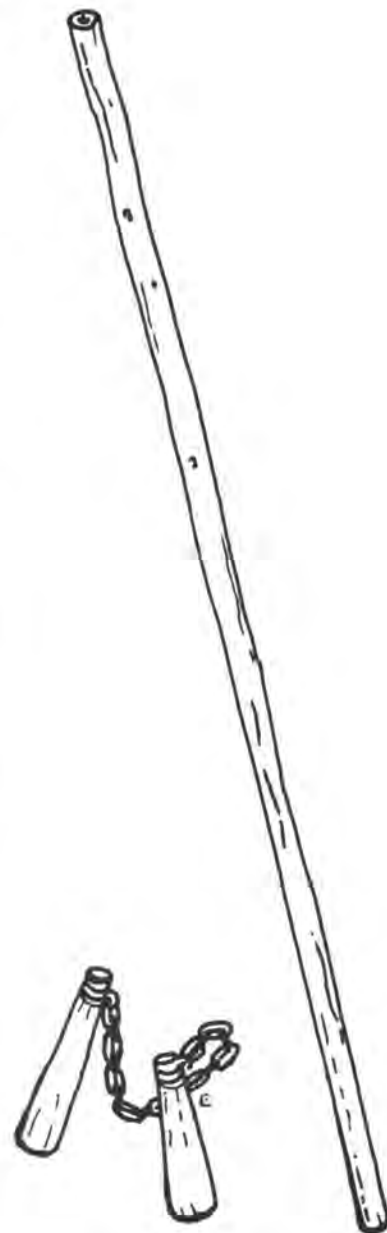
"Hello, Davy, you're looking well," the Jelly taunted him with his birth name. Scorning to make any reply, Rising Dream assumed a defensive stance and waited, forcing the Jelly to make the first move.

He did not have to wait long. The nameless one launched a low kick, which Rising Dream avoided, then a blow to the head, which he blocked, but then an unexpected third punch impacted squarely into his gut. Rising Dream felt something inside tear away from its neighbors.

"Nameless Jelly Dog!" he growled, as his foot crashed into his opponent's jaw. When the Jelly tried to counter with a punch, Rising Dream broke the wrist of the attacking arm, then swept the Jelly's feet out from under him.

A moment later it was over. Leaving the broken body of the traitor where it lay, Rising Dream stepped over the Jelly and sent his fist deep into the interior circuitry of the communications computer. Only when the last spark had died and the last readout faded did he stop to see to his own condition.

Rising Dream slowed his breathing, searching for the Heart of the Mountain. It came to him, and he felt new strength flow into his limbs.



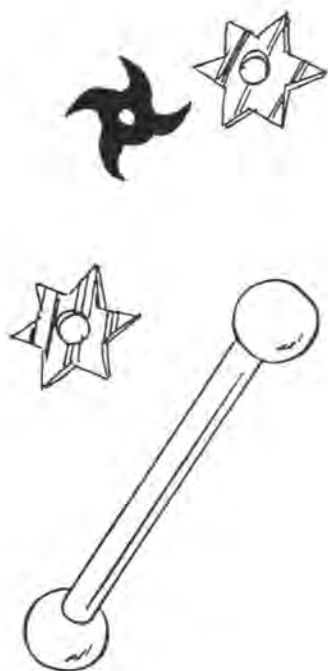
### About the Author

Chris McCubbin is a Nebraska native. He came to gaming by way of the comics industry, where he worked as an editor on Fantagraphics Books' two respected magazines, *Amazing Heroes* and *The Comics Journal*.

McCubbin has written six books for SJ Games, including *GURPS Fantasy Folk*, winner of the 1991 Gamer's Choice Award for Best Roleplaying Supplement. He's also written several adventures for *GURPS*.

In addition to being SJ Games' staff writer, he's also the company art director, and was the editor of the late *ADQ*.

He enjoys good movies, fun books, decent restaurants, alternative rock music and BBSing. He lives in Austin with his wife, Lynette Alcorn, and their cats – Polychrome, Clipper and Oliver.



### About the Game

This adventure originated in the spring of 1980, when Steve Jackson's magazine, *The Space Gamer*, published a drawing by Mitch O'Connell (the original drawing is reprinted on p. 5) as the contest for the issue. The challenge was to come up with the best game or game scenario to explain the action in the picture, along with a short fictional vignette.

The winner of the contest was B. Dennis Sustare, who was already an established game designer, best known for his off-beat RPG *Bunnies & Burrows* (coincidentally, also recently reincarnated as a *GURPS* worldbook). Sustare turned in an outline for an original game, *Assault on the CloneMaster*, a science-fiction combat game for two players. This idea so impressed Jackson that he invited Sustare to develop his concept into a complete game, to be published in *TSG*. The game appeared in *TSG* #30, as *Kung Fu 2100* (so we were using the name "Terminator" several years before the movie came out).

A few months later, Jackson decided to expand beyond magazines and publish games. The newborn Steve Jackson Games debuted with three games and the first package of *Cardboard Heroes Miniatures*. One of these games – the only one not designed by Jackson himself – was *Kung Fu 2100*. It was packaged in a plastic "pocket box" and cost \$3 (sigh).

Sadly, the game *Kung Fu 2100* has been out of print for several years, but SJ Games is pleased to have this opportunity to return to its origins, and the brutal, exciting world of the CloneMasters and the Terminators.

He crossed the room and threw open the door. A single man in flowing robes of blue and gold crouched by the final clone tank. A handgun spoke, but with an imperceptible motion Rising Dream evaded the shot – he felt, rather than heard, the passing of the bullet inches from his right eardrum. The next shot passed equally close to his left ear, then Rising Dream had the gun in his own hand. He crushed the hated thing and contemptuously tossed it aside.

"Immortality," the CloneMaster begged. "Riches beyond your dreams and life eternal. I can give you that." He tugged pitifully at Rising Dream's gi.

Ignoring the creature before him, Rising Dream drove his fist through the plastic of the clone tank, spilling the acrid nutrient bath across the floor of the room. The half-formed thing within slumped out of the wrecked tank and onto the CloneMaster, who only whimpered softly to himself. Then, to Rising Dream's amazement, he took the vaguely-humanoid mass tenderly into his arms, crooning to it like a mother holding an injured child.

Time to finish it. Though the CloneMaster gave no hint of hearing, Rising Dream spoke, "Richard Michael Garson – self-styled 'CloneMaster' – you have been tried and found guilty of assassination of the human spirit by the Society of Thanatos. The sentence is death." Implacable as an iron meteor, the fist descended . . .

## Background

In the year 2006, mankind perfected the technique of cloning exact replicas of adult human beings, with all skills and memories intact. The process, however, was very expensive, requiring massive mainframe computers for the storage and transfer of human memory, a sophisticated biological laboratory for the creation of the clone cultures and, in case of emergency, special equipment to accelerate the growth of a new clone.

Only the richest and most powerful could afford clones, and, in truth, even if the rich and powerful could have afforded to bring cloning to the masses, they had little interest in prolonging the lives of the fractious and ignorant general population.

For this reason, what should have been the greatest cultural leap forward since the domestication of fire instead sparked class warfare on a scale never before seen. All over the world the people rose up against their rulers, demanding – illogically, but irresistibly – equal rights to immortality.

Locked in their fortified towers, the elite slaughtered billions of insurgents with their private armies, poison gases and designer plagues. Eventually, the broken, scattered remnant of the Earth's populace was forced to submit to their once and future masters.

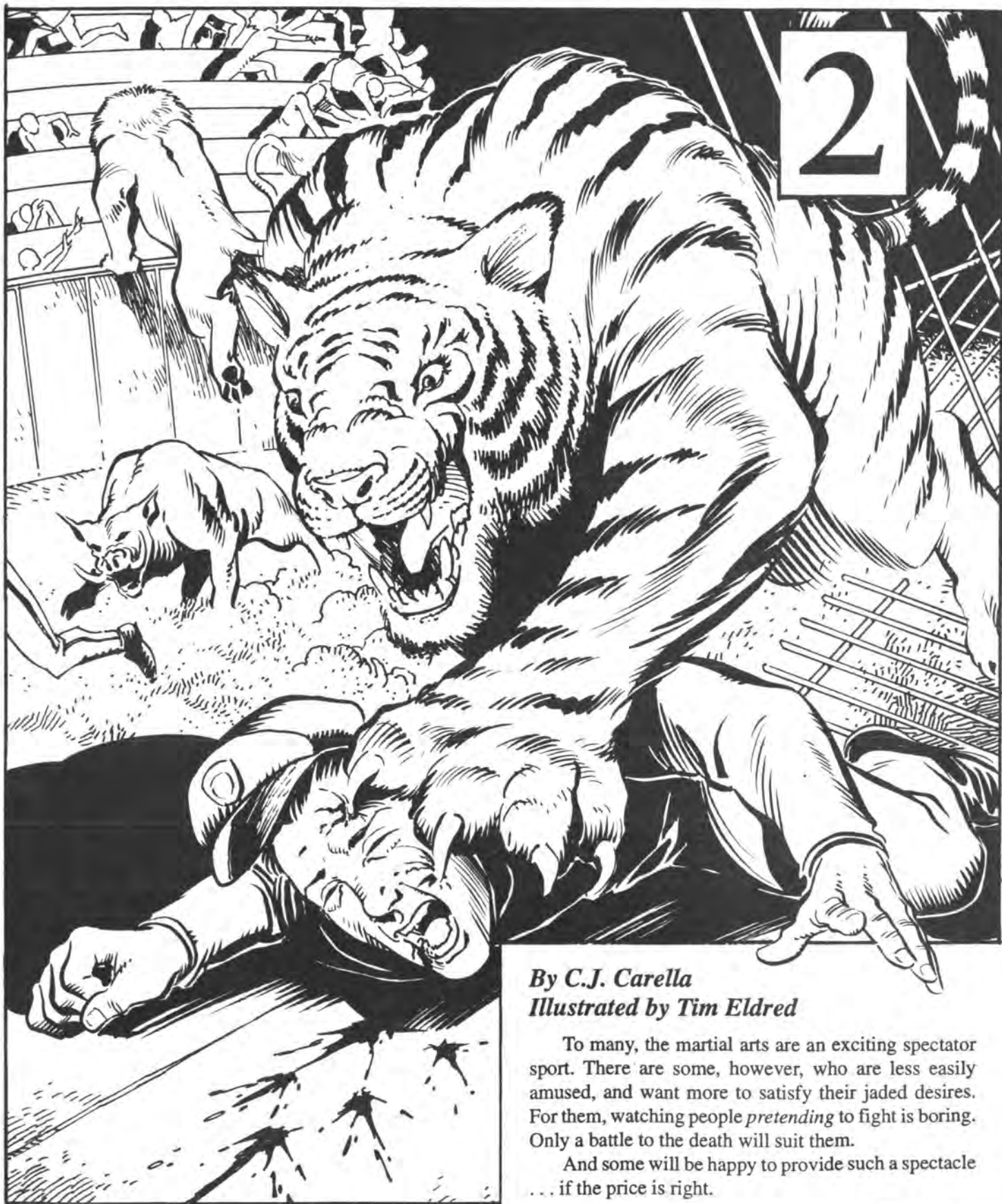
The rulers restored order with a brutal efficiency. The old cities were razed to the ground, and all technology – even metal itself – was forbidden to the masses. The "CloneMasters," as they began calling themselves, divided the world up into feudal fiefs, each one ruled over by a single CloneMaster, each CloneMaster with his own fully-equipped cloning laboratory in his own fortified mansion.

While outside the people scratched away at the soil with tools that would have been scorned in medieval times, inside the CloneMasters lived in a private, high-tech paradise. Although most of the common folk hated their masters passionately, the CloneMasters could always attract a fanatically loyal cadre of slaves and servants. The CloneMaster's servants received better quarters, and extra rations of food and clothing, but the ultimate prize – reserved for the bravest guards and most brilliant technicians – was a place in the memory banks of the CloneMaster's computer, or even, perhaps, a fief of their own.

But among the people, discontent grew. A shadowy figure went among the villages and towns preaching that explosives, guns and vehicles were not needed



# DARK ARENA



*By C.J. Carella*

*Illustrated by Tim Eldred*

To many, the martial arts are an exciting spectator sport. There are some, however, who are less easily amused, and want more to satisfy their jaded desires. For them, watching people *pretending* to fight is boring. Only a battle to the death will suit them.

And some will be happy to provide such a spectacle ... if the price is right.

## About the Author

C.J. Carella has been a *GURPS* fan since the publication of *Man to Man*, and he's never looked back. He has a special spot in his heart for martial arts rules – they launched his writing career.

Born in New York, C.J. has lived in Peru, Venezuela and Connecticut, in that order. His writing credits include *GURPS Martial Arts*, *GURPS Rome* and the upcoming *GURPS Chtorr*, as well as several articles in *Roleplayer* and *White Wolf*. C.J. is preparing to become a full-time writer; besides gaming, his hobbies include reading, movies and building up long-distance phone bills. He lives in New Haven with two masters of the Hungry Cat Stance.

## Different Backgrounds

This adventure is primarily intended for a *Martial Arts* campaign in the 20th-century, but it can be modified.

For a campaign in *GURPS Japan*, PCs could be ronin, fighting monks or commoners with great weapon skills. Lenoir can be an insane nobleman whose samurai are too loyal to question his dishonorable methods. For variety, some characters could be Chinese or Korean, with exotic combat styles.

In a *Supers* campaign, Lenoir wants to pit martial artists against supers for a better spectacle. Some of his henchmen will have super-powers or super-equipment, as will his prison and underground tunnel.

For a *Cliffhangers* or *Old West* campaign, make Lenoir a mobster with connections in the local Chinatown as well as Asia; he could also be a Japanese secret agent. The opening contest will be a boxing match. Some PCs could be professional or amateur boxers, as will be many of the Secret Tournament participants; change the martial arts skills of all Western contenders to Boxing or Brawling. Lenoir wants them mainly for the spectacle of seeing desperate men fight to the death; the spectators are prominent crime lords from around the nation. For the final touch, adjust the NPCs' point totals to match the campaign.

*Dark Arena* could also fit in a *Space* setting. Lenoir's mansion-fortress could become a huge space station orbiting a frontier planet where he has great influence. Aliens with exotic abilities and strange fighting styles would add spice. Throw in zero-grav fighting, vibroblades, force swords and neurolashes for more fun. Either the realistic or cinematic modes would work well.

*Autoduel* or *GURPS Cyberpunk* characters could find themselves in a different kind of arena, stripped of their killing machines and body armor. Realistic levels work best. Most of the campaign can remain unchanged, though Lenoir could be given a few autodueling skills to take the climactic battle to the road.

## Overview

*Dark Arena* is a cinematic martial arts adventure. Characters should all be extraordinary; it is also recommended that some of the reduced injury rules on p. MA51 be used, to keep the bloodshed to a minimum.

The adventure can begin almost anywhere in the world in the 20th century, in a medium-sized or larger city. (For alternate settings, see the sidebar.) An American or Asian setting would work best.

The story involves a full-contact tournament organized by billionaire (and secret crime-boss) Antoine Lenoir. Besides being illegal in most countries, the tournament has two additional complications, both caused by Lenoir's desire to sponsor the most memorable tournament in history. The first is that most of the contestants (including Olympic champions, famous *sensei* and other combat masters) are being forced to participate, through kidnapping, blackmail or extortion. Second, Lenoir does not plan to allow *any* of the contestants to survive!

The action starts with the disappearance of a kickboxing champion right after he wins a championship in the campaign city. The adventure is divided into episodes, presented in the order that the players will most likely go through them; they can be skipped or reshuffled depending on the PCs' actions. Sidebars describe important NPCs, and possible courses of action should the heroes not "stick to the script."

## Characters

This adventure is designed for three to six characters built using 300-350 points each. At least two or three should be dedicated martial artists of some sort with Reputations of 1 or more. Besides combat skills, *Streetwise*, *Criminology* and a well-rounded skill repertoire will be useful. Some plot lines would work best if the party has at least one member who is proficient with the katana.

## Changing the Power Level

To fit the adventure into a realistic campaign, some changes must be made. The important NPCs can be scaled down, as per their descriptions. The number of cannon-fodder foes should be toned down; reduce or completely eliminate the number of NPCs armed with firearms, and in general try to lower the lethality of the encounters. Adventurers should have plenty of opportunities to talk and bluff their way out of problems.

For a "four-color" campaign (with characters built on 500+ points), do just the opposite: increase the number of NPCs, and upgrade the major adversaries. If you want to use *GURPS Supers*, give some of the NPCs super-abilities or add some new metavillains (the *Super Scum* supplement is full of interesting foes).

To change the setting of *Dark Arena*, see the sidebar.

## A Night at the Fights

The "Golden Tiger" professional kickboxing championship tournament is being held in the campaign city. With a prize of \$25,000, it has attracted quite a number of contestants from around the world. The favorite contender is "Dutch" McNamara (see sidebar, p. 44), a long-time veteran with an exceptional track record. Two days before the match, martial artists with a Reputation of +2 or better will receive front-row tickets from Asian-American Imports, Inc., the main sponsor of the event. A Research roll will reveal that A.A.I. is a large company specializing in Asian artistic pieces and martial arts supplies, with offices in most U.S. cities, Japan, Hong Kong, South Korea and Thailand. A *Streetwise*-6 roll (-3 for anyone with Legal Enforcement Powers or who successfully reaches a Contact with the underworld or the police) will reveal that the company is suspected of



# RIGHTFUL POSSESSION

# 3



*By Stephen Dedman  
Illustrated by Bryant Velez*

*Rightful Possession* is an adventure for three to six 200- to 250-point characters. It transports the heroes into an unashamedly cinematic (but low-mana) version of 15th-century Japan featuring ninja, yakuza, ronin, monsters, ghosts, magic and superstitious peasants. Useful skills include martial arts (including the noncombat skills), Savoir-Faire (Japanese), History (Japanese), Language (Japanese), Stealth, Swimming, Occultism, Survival (Mountains), artistic skills, social skills, magical skills and Escape.

*GURPS Japan* and *GURPS Magic* are not required, but will be useful in running this scenario.

## About the Author

Stephen Dedman is a freelance writer, gamer and Kurosawa fan who lives and works in Western Australia. His other writing credits include *GURPS Space Atlas 4* and the *Villains & Vigilantes* adventures *Pre-Emptive Strike* and *The Great Iridium Con*. His short stories have appeared in *The Magazine of Fantasy and Science Fiction* and *Pulphouse*.



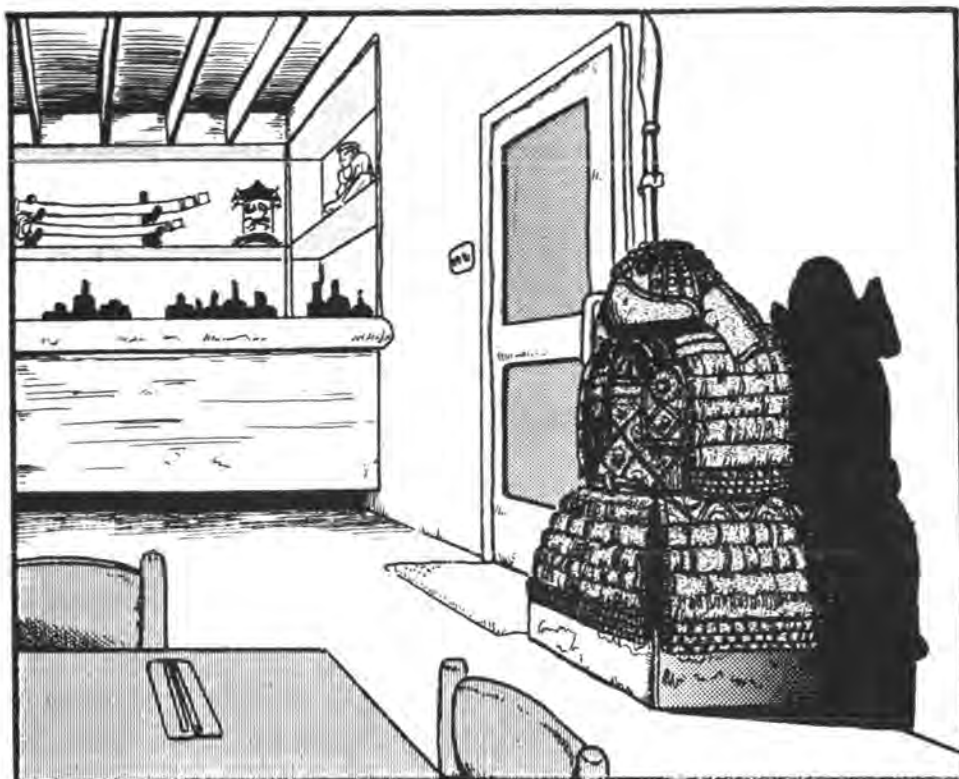
## Locale

The Jade Gate Restaurant can be located in any Western city with a Chinatown or other identifiably Asian district (e.g., New York, L.A., London, Vancouver, Sydney, etc.). The martial arts supplier across the street has a window display of nunchaku, tonfa, shinai, sais, naginata, spears, kendo armor, butterfly swords and assorted knives. Breaking the window sounds an alarm.



## Bystanders

When the adventure begins, the Jade Gate has 35-40 patrons present. Apart from the Yakuza loan sharks (see p. 96), all the Jade Gate's clients are ST 10, DX 10, IQ 10, HT 10. The waitresses (ST 10, DX 12, IQ 11, HT 10, Appearance (Attractive) or better) are all Asian, as are approximately half of the clients. Everyone except the heroes will automatically fail their Fright Checks when they see the shi-ryo, and will be Stunned for 2d turns. None of the clients are armed, or have any significant combat skills.



## The Kick-Off

One night the group is gathered at the Jade Gate, a small Japanese restaurant. Suddenly, between the appetizers and the entree, the figure of an old woman wearing a long white kimono and carrying a sheathed wakizashi walks purposefully through the wall and toward one of the PCs (one with Japanese ancestry or, failing that, a Japanese sensei, patron or ally).

Anyone who makes his Fright Check should make a Vision roll to notice that the old woman's feet aren't touching the floor. Anyone who succeeds should try an Occultism roll to recognize the figure as a shi-ryo, a Japanese ghost. The ghost will continue to approach the chosen person until she has touched him. If anyone tries to stand between the shi-ryo and her target, that person will disappear as soon as he and the ghost touch.

The only effective defense against the ghost is to dodge, which will only postpone the inevitable. The ghost can walk through walls, floors, cars, etc. – and though her Move is only 6, she can teleport (preventing her target escaping by car or similar means). Despite the long, tangled black hair that obscures much of her face, she is able to see (or sense) her target through any obstacle, disguise or degree of darkness. Weapons pass through her without damage; punches, kicks, parries and attempted grapples count as touching (though the GM may give character points for style or ingenuity).

The ghost does not draw the wakizashi, but continues to approach the target until she touches him. If he is the last of the group to be touched, he disappears. If some members of the party remain, the target becomes possessed. He then attempts to touch the rest of the party, saying (in Japanese, whether he knows the language or not), "I am honor-bound to go, but please, I need your help." Anyone with Empathy will realize that their comrade is possessed, but not lying; Detect Lies will also reveal that he believes what he is saying. His touch has the same effect as the shi-ryo's, and can be dodged but not parried; he can be killed, but not stunned or stopped. Anyone with a Sense of Duty to the possessed should allow himself to be touched.



# NEW MARTIAL ARTS RULES

# 4



*By C.J. Carella*

*Additional material by J.C. Connors, Geoffrey E. Fagan, Burnie Fox, Steffan O'Sullivan and Charles Wheatley*

*Illustrated by Ed Decker*

The following pages contain several new advantages, skills and maneuvers for *Martial Arts* campaigns, as well as several new styles. Many of the new skills and maneuvers are "cinematic" (see p. MA18); the GM has to decide whether they exist at all in his campaign world, and whether they are available to PCs.

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