

GURPS[®]

Fourth Edition

House rule Handbook

It's better this way.



Legendsmith

Durendal

PhoenixFlame

GAMES

HOUSERULE HANDBOOK: SORT-OF GURPS

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FOREWORD: THE RULES NOT YET WRITTEN

These are some of the rules that my group uses. As a GURPS GM of 12 years running multiple games at the same time for different groups I have a wealth of GURPS experience. In that time, I have noticed GURPS has flaws. Nothing is perfect, but unfortunately it's often hard to talk about these flaws, as many players are so happy to find a system that actually feels like it does what it says, they brook no argument that it may have weak points or flaws. The rules listed and outlined below are not the result of an uneducated dismissal of the system, but instead are the product of deep experience, both of GMing the game in my case, and many other game systems, and even real world research in the experience of the other authors.

There are multiple rules and changes currently in testing that lack a writeup, thus are not present here. Other subsystems and rules have not yet undergone sufficiently rigorous testing the authors believe all good rules must survive. I have listed what these are below, with the author thereof and a description of what they achieve.

THE CORE RULES

Not all the rules here are necessary to our core experience, but some certainly are. In particular all rules under the following main sections that are not marked as optional:

- Rule Changes
- Scale - New Size Rules
- Combat

RULES TO COME

- **Feint (Durendal):** While not a useless maneuver, Feint feels redundant. It is a way to effect skill gap on the enemy. However so is Deceptive Attack, and even Setup Attack (*Pyramid* 3/52). An entire rewrite of Feint is underway that provides more depth in a distinct way. In short, feints target one or more defenses; if successful, that mode(s) of defense is unavailable to the defender against the Feinter until the Defender's next turn. Targetting multiple defenses is increasing difficult of course, and there are other forms of counterplay.
- **Flight Rules (PhoenixFlame):** Flight is an advantage in GURPS, but apart from the rules for Newtonian flight, actual rights for dogfighting and flying are sorely lacking. Effectively, everyone flies like Superman, some characters just have wings that can be targeted to disable it. The current flight rules have some sacrifices made for playability yet still produce satisfying results.
- **Extended Gun Rework (Everyone):** GURPS' claims to universality fall down when one attempts to have

melee and ranged combat in the same game. While possible, it requires a very experienced GM to balance this. This is due to firearms having different mathematical assumptions to the rest of the system. Genres that feature both (such as cyberpunk) inordinately hard to run thanks to this, but the fix is possible.

- **Affliction Rewrite (Legendsmith):** A problem child of GURPS, 4e's affliction is a points inefficient in the extreme, and suffers from save-or-suck when it does work. For the cost of a given effective affliction, anyone can stat an attack power that can totally blow away a given target. It also lacks any guidelines for interacting with other traits (like absorption). The rewrite aims to fix this and provide granularity and integration with the rest of the system.
- **Telekinesis (Legendsmith):** TK isn't a huge problem, but it could do with work. Among other cases, TK is not invisible by default, removing potential cheese.
- **Task Duration and Difficulty Guidelines (Legendsmith):** As a GM I was always frustrated with the Basic Set's statement that task durations are left up to the GM, with only a few exceptions. This makes the Time Taken rules feel completely arbitrary for all but a few tasks. This subsystem will allow GMs to simply look at the type of task being done with a skill, and make a quick decision.
- **Expanded Influence:** Influence skills are useful, and reaction tables are a good start, but merely a skeleton.

RULE CHANGES

DAMAGE

Damage now uses d3s.

Rationale: In a system with 10 HP base, the variance of 1-6 is too high.

The flawed breakpoint of $xd+2$ to $yd-1$ is no longer required with d3s. Additionally, every level of strength is valuable, and two handed and thrusting weapons both have their own niches. The average of d3 is 2.

- When converting from standard GURPS d6 damage, $1d6 = 2d3$. Each $2d6 = 3d3+1$ (Soon to come: ST d3 Damage table).

- Armor as Dice: Simply halve the DR and remove that many dice from the attack before rolling.

The damage progression is as follows:

Base Damage is $1d3$. Every increased level of ST adds +1. Turn all +2s into another $1d3$.

Every 2 levels lower is -1, Below ST 6, use $1d6-4$, with every 2 levels adding another -1. However no creature should have such a low ST score. See instead Scale, below.

In GCS select "Phoenixflame d3" to use this damage progression.

If you are playing in person and do not wish to purchase d3s (six sided d3 is recommended) use d6s and read 4-6 as 1-3.

DAMAGE INCREMENT

A character's damage increment is $1/3$ of your base damage, rounded normally, (but at least 1). For ST 10, this is 1. The damage increment is used for all muscle powered damage bonuses, including bonuses from weapons and maneuvers. Existing weapons from GURPS books can be easily converted to d3 Damage by turning each +1 to 1 damage increment. Thus a +2 weapon is $+2/3$ of a character's base damage.

**In GCS this is represented as "weapon damage bonus" of +33%, +67%, +100%, and so on.*

***If a technique states "+2 or +1/die if better", use 1 damage increment.*

INJURY & WOUNDING

The Vitals

Vitals (-3): Normal wounding modifiers (as torso). No extra damage modifiers. A major wound gives -5 to the knockdown check. Rules like Lasting and Permanent injuries, and Severe Bleeding from Martial Arts still apply if used in the campaign.

Heart (-5): The Heart uses the Vitals rules as written and additionally: $\times 3$ wounding modifier for impaling, and piercing and $\times 2$ for tight beam burning, (B399). A

major wound has -5 to the Knockdown check.

Optional Rule: Ribcages are Real.

With this rule; Both Heart and Vitals have 1 innate DR from the ribcage. This can be bypassed by taking an additional -2 to bypass the ribcage. However a reverse grip knife of sufficient length (like a rondel dagger, large knife or long knife) can target the heart at -5 via the neck. This bypasses the innate DR and torso DR and instead uses neck DR (if present).

The Arteries

Artery hit locations were introduced in Martial Arts, these are great, but there's one problem; impaling damage to limb arteries is mysteriously less lethal. The solution is simple: Don't reduce the injury modifier for the limb, and add the 0.5 to the modifier as usual.

OPTIONAL: ENCUMBRANCE

Encumbrance levels up to and including Medium Encumbrance to not reduce top speed, but apply the rules for acceleration. Example: a move 5 character at Medium Encumbrance can only accelerate or decelerate 3 y/s per second. Medium Encumbrance and higher do *not* get sprinting bonuses. (You cannot sprint at Medium Encumbrance or higher). Heavy and Extra-Heavy Encumbrance reduce top speed as normal.

ATTRIBUTES

STRENGTH (ST)

Strength now costs 15pts/level.

Compared to RAW, ST now provides +1 damage every level for thrusting weapons, Each level is 2x the lifting strength when over 10. (ST11 is now equivalent lifting strength to Basic set Lifting ST 12).

Every level of ST over 10 gives 2 HP instead of 1.

Math: +1 ST: +2 HP, +2 Lifting Str, +1 Striking ST = 15pts

LIFTING STRENGTH

Now has to be tracked on its own effectively but is easily derived. Each level of ST from 10 is 2 levels of Lifting ST.

DEXTERITY (DX)

Basic Speed no longer exists, DX is otherwise unchanged and still costs 20pts/level.

INTELLIGENCE (IQ)

Perception is no longer linked to IQ. IQ is otherwise unchanged, and still costs 20pts/level

HEALTH (HT)

Health now costs 15pts/level Each level of HT over 10 adds +1 HP.

BASIC SPEED

No longer exists.

BASIC MOVE

$DX + HT / 4$ (drop fractions).

INITIATIVE

$Will + Perception / 4$

Replaces Basic Speed for the purpose of Dodge *Default* and for Initiative. Trained dodge is now controlled by the relevant skill for the medium; Acrobatics for ground, Aerobatics for air, and Aquabatics for water, or Agility with the appropriate specialization when using Condensed Skills. (Defaults to each other apply)

PERCEPTION

Now based on HT, still costs 5/level.

WILL

5/level. Based on IQ. Consciousness checks may be based on Will.

SIZE MODIFIER (SM)

At the moment this should be a disadvantage in high tech games, from -10 to -15, GM's choice. Advanced SM Scale rules to come.

NEW ATTRIBUTE: POWER

15/level

Power is a measure of supernatural strength and capacity. As a result, *for many campaigns, it may safely be excluded from the character sheet entirely.*

Power costs 15pts/level and is composed of:

- +1 Force (5pts/lvl)
- +2 Pressure (3pts/lvl)
- +2 Energy (2pts/lvl)

FORCE

Force is a measure of capacity to act. It generates a basic power damage utilizing the same method Strength generates basic striking damage. Various abilities or pre-written spells will also base the magnitude of their effect on Force. Force 10 gives a damage of 1d3, just like strength, each level adds +1 and every 2 levels add +1d3.

eg; Citrine is Force 14, so her basic power damage is 3d3. All damage dealing magic will be based on this.

PRESSURE

Pressure (or Aura, as suits the campaign) is a supernatural measure of leverage and resistance. Much like Lifting Strength is used in a grapple, Pressure is used to both resist and apply magical effects to others.

eg; With Power 14, Citrine's Inertia is 18. This is usually added to some skill as her half of a Complex Contest to impose a spell on someone, or added to an attribute, often Willpower, to resist one.

ENERGY POINTS

Energy points serve a dual purpose: They are both supernatural HP and FP. Energy is spent to perform most supernatural acts. While many supernatural attacks build up a value of their own which is compared to *total* energy.

eg; Citrine wants to mesmerize someone. She pays an energy to begin the contest, her Pressure and Enchantment vs the targets Pressure and Willpower. Her MoS will generate 'effect' towards the spell completing. The contest continues over two or three rounds, and when the built up 'effect' is equal to the target's maximum Energy, they become charmed.

SCALE - NEW SIZE RULES

By Durendal

SCALE MULTIPLIER CHARTS

Appx Size relates to typical humanoid. Do thinking at it.

SCALE STEP	WEIGHT*	DMG	MOVE	APPX. SIZE	RELATED ROUND	RELATED VEHICLE
1	3.5	2	1.5	7-9ft	Magnum Sniper	Motorcycle
2	12.5	4	2	10-15ft	HMG	
3	43	6	3.5	16-25ft	Light Autocannon	Civilian Vehicle
4	150	10	5	22-30ft		Militarized Car
5	526	15	7.5	31-45ft	Heavy Autocannon	IFV
6	1850	24	11	46-60ft	Light Cannon	Light Tank
7	6450	36	17	61-90ft	Heavy Cannon	Tank
8	22.5k	54	26	91-150ft		
9	79k	80	38	151-210ft		
10	275k	120	58	211-300ft		

**The weight values are based on the numbers given for size-altering magic in Magic, and are a little questionable.*

SM is now split up into two components, Silhouette Modifier and Scale.

SILHOUETTE MODIFIER

This is still an 'SM' but now solely represents the difficulty something's profile presents in hitting it. Scale normally increases it, but it can also be adjusted otherwise to represent whatever it needs to as normal. (See Virtual Scale below)

SCALE

Scale now represents a way to slide the actual mass/volume/power of entities up and down without relying on doing a lot of math. An entity's scale directly reflects how 'big' it is in game terms.

Virtual Scale

As an aside, scale can also be 'virtual.' This means aspects such as a creature's strength, durability, and speed are scaled, but its actual physical volume is not. Consider The Incredible Hulk™. His SM may only be +1 or +2, but his capabilities are on par with a creature far larger than himself. Thus we could say, for instance, that the hulk has scale 1 but six or more additional levels of 'virtual scale.' Ballooning his capabilities but not his physical size in an easily accounted for manner, instead of hundreds of levels of strength, DR, bonus movement, super jump, etc etc.

The effects of scale are broken up into three multipliers:

The Mass Component

A creature's mass, and the bounds of its encumbrance

levels, increase in tandem. This is the largest multiplier, starting at 3.5x for SM1 and quickly growing.

The Damage Component

Instead of increase or decreasing damage directly, we instead multiply outgoing damage by this number, and decrease incoming damage by the same amount. This applies, primarily, to muscle-powered attacks only.

For instance, a Scale 2, twelve foot giant swinging a hammer for 3d3 does an average of 6 damage. Before this is applied to a Scale 0, human-sized foe, it's ballooned out by the giant's damage multiplier of 4.

Likewise, when that human's friend strikes back with a crossbow for 6d3 impaling, the damage is brought down from 12 to 3 imp before being applied.

The Movement Component

The generally smallest multiplier, a creature's maximum movement is multiplied by this.

In our above example, our Scale 2 giant has a multiplier of 2, going from 5 to 10 yards of movement. However, as scale comes with momentum, they continue to only accelerate per turn at 5y. A creature's step distance is also simply multiplied by this value. In this instance becoming 2y.

To contend with the difference between step and maximum speed, it's a giant may buy buy enhanced movement with an (Acceleration only) limitation.

GRAPPLING

Grappling

A creature's LS is multiplied by its damage modifier†.

Our above ST10 giant thus has a functional 40LS+ skill for grappling.

However:

A -6 penalty is applied for ever level of scale over the opponent that's merely virtual, to represent poorer than expected leverage

Any potential target gets a bonus of (5* your damage multiplier) on escape attempts the turn after you grab them, or to resist any Immediate grappling maneuver, to represent their greater capacity to wriggle out of your grasp before you've secured it.

Note in this case it is always the larger creature's LS that's multiplied, never the smaller's divided, regardless their actual objective scales.

†This may be better served by some function of movement multiplier so it scales slower, but I couldn't think of a good one off the top of my head.

Grappling Addendum:

Instead of the listed bonus; the current iteration is that the scale multiplier for LS:

- Doesn't apply against escapes on the first turn. ie; if a giant grabs someone, they have one chance to slip away.
- Doesn't apply to the giant's escapes against someone against whom they have no leverage. eg; trying to shake someone you can't reach off your back.

SCALE ADVANTAGES AND DISADVANTAGES

Massive 60pts*

Increases your scale by +1. Virtual is an enhancement modifier, probably worth about 20-30%

The cost of this may be decreased with GM's consultation in, for example, ultra-tech games where being the

size of vehicles that were already ubiquitous and you could have bought is not as much as an advantage as towering over a medieval battlefield.

Miniscule -20pts*

This one's tricky. Obviously past a certain point the worth for multiple levels of this dries up. (In a human campaign, what's the difference between being an SM-6 pixie and an SM-7 one? Not 20pts, that's for sure.)

As a result, I would recommend incrementing the worth of this much more slowly. Starting at 20pts, then 30, 35, 40, and so on, incrementing by only another 5pts each level.

I eventually wound up costing miniscule at 20, -10 to scale-5, -5 to scale -10, then either 1pt or arbitrary after that.

DEALING WITH GEAR

The value of a creatures gear is probably best multiplied by either its weight (realistic) or damage (gameable) numbers.

One should always consider what a giant creature has available however. Yes, an SM 2 giant wearing what is normally DR12 plate armor has an effective DR of 48! But where did it come from? Who made it?

RE-ZEROING

In campaigns primarily about giant or tiny creatures, it is my strong advice to "re-zero" where scale 0 sits to the most typical example of this. For instance, in a combat-centric macross campaign, it's probably easier to set scale 0 at the Zentraedi's scale of +6 and make humans Scale -6 piloting machines that are also represented as scale 0.

PAIN LEVEL	IQ/DX MALUS	ACTIVE DEFENSE MALUS	ENCUMBERANCE
Minor (Low Pain Tolerance Only)	-1	-1	None
Moderate	-2	-1	None
Major	-4	-2	+1
Severe	-6	-3	+2
Agony	Incapacitated		

INJURY, PAIN, HIT POINTS

AND RECOVERY

As stated above, HP now increase at twice the rate, every point of ST over 10 gives 2 HP, instead of 1. HP is otherwise unchanged.

PAIN

As a character takes damage they accrue levels of Pain. Pain inhibits the characters ability to act effectively at an increasing rate.

High Pain Threshold automatically reduces pain by 1 level.

OVERCOMING PAIN

A concentrate maneuver can be used to overcome pain from injuries.

ADVANTAGES

PARTIAL DR

Regular Partial DR gives unfavourable results if a character wishes to have multiple locations covered without covering their entire body.

Source: <https://forums.sjgames.com/showthread.php?p=623207>

- Head (Skull [3-4]: 1.9% + Face [5]: 2.8%): 4.7%
- Legs (Right Leg [6-7] + Left Leg [13-14]): 28.1%
- Arms (Right Arm [8] + Left Arm [12]): 21.3%
- Body (Torso [9-10]: 24.1% + Groin [11]: 12.5% + Neck [17-18]: 1.9%): 38.5%
- Hands [15]: 4.6%
- Feet [16]: 2.8%

Add up the percentages body parts (remembering to halve for one arm, leg, hand, or foot) to get percentage body coverage. Then use the Accessibility table on p. 99 of POWERS to find the actual limitation value.

COMBAT

- All-Out Attack allows defenses at -4.
- Prone to-hit ranged penalty is -3, not -2.
- Tumbling provides -2 to be hit at range and allows a dodge. It does not allow dodge & drop or retreat.
- **Back Strike:** You can make a back strike with any reverse-gripped weapon that has a modified reach of 1 or less, or any longer weapon provided it is a polearm

and strikes with the staff end held behind your arm

MOVEMENT

DASH

Dashing is an expansion of the retreat mechanic. Everyone has one Dash. A Dash can be consumed in the following ways, once per round:

- Mobility Defense: Retreat, Sideslip, or Slip.
- Add 1 extra step to a maneuver that allows movement.
- Move 1 step as a reaction; this movement resolves after the provoking action, thus cannot be used to avoid attacks - This allows players to slip forward or retreat back even when not attacked.
- Add 1 step to a Dive.

EVADING

Evades require a grapple contest (DX or Sumo Wrestling + ST + SMx3); if the blocker fails then the evade was not successful and the opponent moves past.

GRAPPLING

These rules are for use with *A New Take On Grappling* (Pyramid 3/34 Alternate GURPS).

CONSTRICTION ATTACK

When the conditions for body type is met (encirclement for Lamia, same hex for slime), the following benefits apply:

- Free action: Bear Hug crush attack at +0 any turn after initiating the grapple. The *free* attack cannot be used for advanced techniques like disarms or passing limbs.
- Maneuver: +5 contest when using a maneuver for the "Bear Hug" crush attack. Allows the use of other techniques.

For snakes and lamia, their constriction grapples are -6 for no arms but +2 for every tail-adjacent hex side

Engulfing

Constriction attack with this enhancement allows the effects of a Pin on their constriction attack without actually having to pin the target. (+2 in contests and can use HP). It does not suffer the base -6 No Arms penalty to the Grapple contest.

CLAWED GRAPPLES

+4 to lifting strength once the grapple is initiated. The clawed grapple also deals half claw damage. If the opponent breaks free, he takes half damage again. Complicated maneuvers and passes that require shifting grips cannot be done with a clawed grapple.

LARGE AREA INJURY

RAW, if I'm wearing a DR6 assault vest with a DR35 trauma plate, and a DR18 MICH and nothing else, I have 9 large-area DR. If I take 9 crushing damage from an explosive concussion, I take no injury. Instead, you take 9 damage (your limbs are not protected, neither is your face thus you have DR0), and since your skull and torso (Five locations out of ten) are protected against it (their DR exceeds 9), you take half of 9, or 4 injury.

Your armor shouldn't apply if it wouldn't protect your entire body, but the parts it would protect should modify the injury multiplier. If you have full armor to all locations but the armor isn't sealed, you take 1 injury minimum in cases like fire or overpressure explosions. That way you can't just stand in fires because you're wearing platemail.

Now there's reasons to actually wear nomex turnout gear!

UNARMED COMBAT

Unarmed combat is reworked. Punches deal base damage. Kicks deal base damage +1 damage increment (+33%).

RULE CHANGES

- Unarmed Parries - When a defender fails by 3 or less they can choose to take the strike on the arm instead of the targeted body part
- Unarmed skills do not have a parry penalty vs swing attacks if they are in Close Combat, or they step into it. (Or their arms can enter thus)
- Effective weight of an unarmed attack is 1/20 of the attacker's Basic Lift – rising to 1/2 of BL (STxST/10) on a slam. (PY77)

CORE SKILLS

Brawling, Boxing, Judo, Karate, and Wrestling are all replaced with the following two skills.

Striking DX/E

Default: Grappling-3 All unarmed striking now uses this skill.

Grappling DX/E

Default: Striking-3 All grabs and grapples now use this skill.

Special traits of old skills are replaced with perks (below). Thus the old Karate skill is the Striking with the following perks: 2 Parries, Agile Retreats, Swing Parry Training, and Advanced Techniques.

Perks are granted via styles. See Styles section below.

RAW PERK TRAITS

Traits previously granted by different skills now have perks in stead, for Striking and Grappling skills.

- Full Unarmed Parry vs Swing
- Masterful Strikes; +1 damage increment per level for a type of unarmed strike. Maximum of 2 levels. Buy separately for Kicks, Punches, and exotic strikers such as tails.
- Fist Load (use blackjack, saps, and other fist objects with Striking)
- 2 Parries per turn, one with each arm
- Agile Retreats (+3 to parry when retreating)
- Basic Techniques (Techniques previously granted by Brawling, Boxing, Wrestling, one for each)
- Advanced Techniques (Techniques previously granted by, Karate & Judo)

NEW PERK TRAITS

- Kick Mastery: No -2 to kick, no DX check to fall down on a missed kick.
- Knife Striking (Use Knives with Striking Skill)

EQUIPMENT

ARTILLERY

Artillery scatter is 10% of half the range fired, except for Precision Guided Munitions (PGM). PGMs is 10% of the terminal engagement distance (1 round of flight), or if jammed, 10% of the distance they travelled after being successfully jammed, in which case the target location is "last known".

GUN TWEAKS

- Bolt actions guns require a ready maneuver between shots.
- Semi-automatic guns can keep aim when firing at RoF 1

A more comprehensive set of changes is in the works.

HOLO SIGHTS

Holo sights do not give +1 to weapon skill. Instead reduce the penalty for shooting a target you have not seen at the start of your turn to -1. This applies to popup attacks, opportunity fire and any other form of 'snap' shot.

UNBALANCED WEAPONS

Unbalanced weapons can parry after an attack at a equal to the consecutive parry penalty: Ie, attacking once and then parrying counts as if they had already

parried once.

UNREADY WEAPONS

Unready weapons are no longer unready, instead the particular attack denoted as unready cannot be used on consecutive turns or for rapid strikes. This means that a halberd can swing, and then thrust, but cannot swing and then swing.

MARTIAL ARTS

STYLES (WIP)

All MA styles have a Talent that costs at least 3pts/level. The Talent is required for the ranks, and raises all techniques associated with the style. By default, a character can only use one style at once (the trait bundles are taken as alternate advantages). Styles may be changed at the end of a turn.

Pick 5 techniques, these are your core techniques, the talent improves them: Talent cost: 3pts/level

*Optional Rule: When fighting a foe who does not know *any* style, gain +1 to hit.*

All styles have 3 ranks, detailed below, they require the talent, and the requisite skill(s) to be at a minimum Relative Skill Level (RSL). If a style has multiple skills (such as Grappling *and* Striking, lower the RSL by 1.

Pick 3 perks for each rank, (Master strikes replaces Advanced strikes in a higher rank).

- Basic: Requires Talent 1, Skill RSL+2
- Advanced: Requires Talent 2, Skill RSL+3
- Master: Requires Talent 3, Skill RSL+4, comes with free courtesy status for those that respect strength in arms, or martial arts.

Most Martial Arts perks are also applicable:

- Grip Mastery
- Exotic Weapon Training
- Drunken Fighting,
- Biting Mastery
- Iron (Body Part)
- Off-Hand weapon Training
- Rapid Retraction
- Technique Mastery
- Weapon Adaptation*
- Special Exercises*
- Pistol Fist
- Razor Kicks
- Strongbow

- Reach Mastery

*Check with your GM, halberd to Grappling or excessive striking ST may provoke disapproval
Other Perks that are useful in combat, or outside of combat (such as Autotrance) may also be allowed.

The following perk traits cannot be part of a Basic Rank without special GM permission:

- *Master Strikes, Advanced Techniques, Reach Mastery, Grip Mastery, Form Mastery,*

EXAMPLE STYLE:

KEMPO

A fast, free flowing style that uses rapid combinations of strikes and grapples to find and overwhelm opponents' weak points. Masters are sometimes trained in weapons. **Skills:** - Striking Kempo Style 3pts/Level: Raises all techniques +1/level.

TECHNIQUES

Wrench Arm; Back Kick; Breakfall; Elbow Strike; Knee Strike; Spinning Kick.

Ranks

BASIC

Requirements: Striking 12 Kempo 1, 1 Technique. Perks: - Cinch (Torso Grapple with Striking Skill) - Special Setup (Striking Parry → Judo Throw) *A Judo throw may be attempted after a parry with Striking.* - Advanced Strikes (Punch)

ADVANCED

Requirements: Striking 14, Kempo Style 2, 2 Techniques Perks: - Advanced Strikes (Kick) - Special Setup: +1 to Rapid Strikes - Agile Retreats - Swing Parry Training

MASTER

Requirements: Striking 16, Kempo Style 3, 4 Techniques Replace Special Setup with Trait: Half Rapid Strike Penalty [10] Perks: Fist Loads (Yawara, Baton) Weapon Adaptation: Baton to Striking
Total cost for master: 30

