

## Bullet Time [15/24]

Bullet Time is a powerful and frankly often brutal style that puts heavy emphasis on attack over defense. In fact, the style doesn't even particularly bother to teach defenses against simple kicks and feints! This is because the martial art assumes that the person using it is *significantly* faster than the human average: those with access to Altered Time Rate, Enhanced Time Sense, Extra Attacks, the Haste and/or Great Haste spells, and/or the Speed alchemical elixir will all find this martial art useful.

Against a mundane opponent or even opponents, this lack of defensive training is typically not a serious disadvantage; but more than one Bullet Time adept has been unpleasantly surprised by an opponent who turned out to be able to counter their moves. Bullet Time practitioners also can easily gain a poor reputation, if they're not careful to pull their blows. All in all, a GM could reasonably designate Bullet Time as an 'evil' martial arts style.

Bullet Time fighters typically fight either barehanded, or with a weapon in each hand. Kindly fighters use clubs; vicious ones use hook swords (which allows them to use

Hook with Broadsword). Given the nature of this martial art, the use of the term 'cinematic' is possibly superfluous; in fact, it's rumored that the true adepts are the ones who learn how to effectively use this martial art *without* enhanced speed.

Skills: Boxing, Broadsword, Shortsword, Wrestling

Maneuvers: Aggressive Parry (Boxing), Back Strike (Broadsword), Disarm (Boxing), Leg Grapple (Wrestling), Leg Lock (Wrestling), Trip (Wrestling), Uppercut (Boxing), Wrench Limb

Cinematic Skills: Precognitive Parry, Pressure Points

Cinematic Maneuvers: Dual-Weapon Attack (Broadsword), Dual-Weapon Attack (Shortsword), Grand Disarm (Boxing), Hand Catch (Wrestling), Pressure-Point Strike (Shortsword), Roll With Blow (Boxing), Whirlwind Blow (Boxing)

Perks: Off-Hand Weapon Training (Broadsword), Off-Hand Weapon Training (Shortsword)

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