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William Ewart "Dan" Fairbairn was one of the most influential combat instructors of the first half of the 20th century, and the source of several important close combat styles. Trained as a Royal Marine, he joined the international Shanghai Municipal Police (SMP) before WWI. Within a few years, he would become the SMP's instructor in unarmed combat, riot control, and use of all firearms. Already during the 1920s he was a famous figure within the international law enforcement community. Fairbairn improved handgun-shooting techniques and virtually invented modern riot control and SWAT-type entry tactics. He also developed his own unarmed combat style, Defendu, which was used, not only in Shanghai, but likewise in other British colonies and settlements throughout Asia.

In addition to unarmed combat, Fairbairn excelled in firearms use and was an expert knife fighter. His entire skill set would be of particular use when, at the start of WWII, he returned to Britain and began to train Allied special ops troops and secret agents. During the war he attained legendary status and finally ended up in the USA, training American personnel. After the war, at over 70 years of age, he was still instructing police forces around the world in combat skills and riot control.

GURPS Martial Arts
AND THIS BOOK

This book presents the core teachings of William Fairbairn in GURPS terms in one volume. It repeats the details of Fairbairn Close Combat Training (FCCT) from GURPS Martial Arts, but provides much additional info on that "Silent Killing" style, including variations and typical technique Combinations. In addition, there is a full write-up of Defendu, the original style on which FCCT was based, and a complete style template for Fairbairn-Sykes Handgun Shooting, providing optional rules for using guns in close combat, based on those in GURPS High-Tech.
was awarded the Legion of Merit medal by the USA, but in Britain, he did not receive any (official) recognition for his war service. However, even at over 70 years of age, Fairbairn continued to teach martial arts to police forces.

W.E. Fairbairn – The Man, The Legend

His ability in handling men (and women) as well as weapons made him one of the most popular members of the Schools and Training Staff.

– Kermit Roosevelt (editor), War Report of the OSS

Fairbairn was about 5’10”, lean-faced and slim, weighing around 150-160 lbs. He was tough, strong, and leathery, with fair hair and blue eyes. In most period photos he displays a confident smirk. By the late 1920s he was nearsighted and usually wore round, horn-rimmed glasses. With his strict looks (and the fact that most people got to know him only as an instructor), he projected the somewhat misleading image of a harmless schoolmaster. When not training, he would smoke Chesterfields incessantly. SMP officers called him “Fairy” behind his back, although this was not meant derisively. To some of his closer friends, especially Americans, he apparently was “Willie.” During WWII, he used “Dan” as nom de guerre, most of his students never learning his real name. They often called him “Delicate Dan.”

Although friends like Applegate described him as “flamboyant” and less reserved than Sykes, Fairbairn was aloof as an instructor, never talking much with his students and not mingling with them after hours. Fairbairn had earned his skills (and rank) the hard way, and consequently expected no less from his students and subordinates. Fairbairn was portrayed by some as “fiercely loyal to his men,” but also as “quick to see slights.” Confident in his abilities, he was described as modest in younger years, always eager to learn something new. Later even his students seemed to be able to tell that he thought himself better than others – especially Sykes.

Fairbairn also seemed to lack any interests other than fighting (and occasional hunting and fishing). He never read and seemed uncomfortable in high society. However, at least in later life he took up bowling, even competing at the international level!
Superintendent W.E. Fairbairn (350 points)

This character sheet represents Fairbairn in 1930, aged 45, when he was still active commander of the SMP Reserve Unit and could be encountered in that capacity or as SMP instructor in Shanghai. Note that he has barely started working with the knife, and it does not include features such as Trained by a Master, Pressure Points, or Pressure Secrets, which he might possess in a cinematic campaign.

**ST** 12 [20]; **DX** 14 [80]; **IQ** 13 [60]; **HT** 11 [10].
Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0].
Basic Speed 6.25 [0]; Basic Move 6 [0]; Dodge 10*; Parry 13*.

**Social Background**
**TL:** 6 [0].
**CF:** Western [0]; East Asian [1].
**Languages:** English (Native) [0]; Shanghainese: Spoken (Accented)/Written (None) [2].

**Advantages**
Combat Reflexes [15]; Fit [5]; Hard to Kill 2 [4]; Legal Enforcement Powers [10]; Police Rank 4 [20]; Reputation (+2 Reaction among other SMP officers, all the time) [5]; Status 2 (Free from Rank and Wealth) [0]; Wealth (Wealthy) [20].

**Perks:** Armor Familiarity (Judo; Karate); Cross-Trained (Pistol, SMP Armory collection) [1]; Style Familiarity (British Bayonet Fighting; Defendu; F-S Handgun Shooting; Gatka; Kodokan Judo; Pa Kua Chuan; Shinnoshoindo-ryu Jujutsu); Sure-Footed (Naval Training; Uneven); Technique Mastery (Arm Lock; Breakfall). [14]

**Disadvantages**
Addiction (Tobacco) [-5], Bad Sight (Nearsighted; Mitigator, Glasses, -60%) [-10], Bloodlust (12) [-10], Duty (SMP; 15 or less) [-15], Enemy (Organized Crime in Shanghai; 9 or less) [-20], Overconfidence (6) [-10], Sense of Duty (Subordinates) [-10].

**Quirks:** No intellectual interests; Proud; Staid; Uncongenial; Ungentlemanly. [-5]

**Skills**
Acrobatics (H) DX-1 [2]-13; Administration (A) IQ-1 [1]-12; Area Knowledge (Shanghai) (E) IQ [1]-13; Armoury (Body Armor) (A) IQ-1 [1]-12; Armoury (Small Arms) (A) IQ-1 [1]-12; Boating (Unpowered) (A) DX-1 [1]-13; Body Language (A) IQ-1 [1]-12; Broadside (A) DX [2]-14; Criminology (A) IQ-1 [1]-12; Detect Lies (H) Per-2 [1]-11; Driving (Automobile) (A) DX-1 [1]-13; Fast-Draw (Ammo) (E) DX+2 [2]-16*; Fast-Draw (Knife) (E) DX+1 [1]-15*; Fast-Draw (Pistol) (E) DX+2 [2]-16*; First Aid (E) IQ [1]-13; Fishing (E) Per [1]-13; Forced Entry (E) DX [1]-14; Gunner (Machine Gun) (E) DX [1]-14; Guns (Grenade Launcher) (E) DX [1]-14; Guns (Pistol) (E) DX+2 [4]-16; Guns (Rifle) (E) DX+1 [1]-15†; Guns (Shotgun) (E) DX+1 [1]-15†; Guns (SMG) (E) DX+1 [1]-15†; Interrogation (A) IQ-1 [1]-12; Intimidation (A) Will-1 [1]-12; Judo (H) DX+4 [20]-18; Jumping (E) DX [1]-14; Karate (H) DX+4 [20]-18; Knife (E) DX [1]-14; Knot-Tying (E) DX [1]-14; Law (Shanghai Police) (H) IQ-1 [2]-12; Leadership (A) IQ [2]-13; NBC Suit (A) IQ-1 [1]-12; Observation (A) Per [2]-13; Savoir-Faire (Dojo) (E) IQ [1]-13; Savoir-Faire (Military) (E) IQ [1]-13; Savoir-Faire (Police) (E) IQ [1]-13; Search (A) Per [2]-13; Shield (E) DX [1]-14; Shortsword (A) DX [2]-14; Soldier (A) IQ [2]-13; Spear (A) DX [2]-14; Stealth (A) DX [1]-13; Streetwise (A) IQ-1 [1]-12; Swimming (E) HT+1 [2]-12; Tactics (H) IQ-1 [8]-14; Teaching (A) IQ+2 [8]-15; Throwing (H) DX-2 [1]-12.

**Techniques:** Acrobatic Stand (A) [6]-13; Arm Lock (Judo) (A) [6]-24; Breakfall (Judo) (A) [4]-22; Choke Hold (Judo) (H) [3]-18; Close-Hip Shooting (Pistol) (A) [3]-16; Disarming (Judo) (H) [3]-20; Fast-Firing (Pistol) (H) [4]-16; Immediate Action (Pistol) (A) [4]-15; Immediate Action (SMG) (A) [2]-12; Neck Snap (H) [5]-12; Quick-Shot (Pistol) (A) [4]-14; Quick-Shot (SMG) (A) [4]-13; Retain Weapon (Pistol) (H) [3]-16; Retain Weapon (Shortsword) (H) [2]-15.

* Includes +1 for Combat Reflexes.
† Defaults from Guns (Pistol).

Off duty, his conversation was limited to two words: yes and no . . .
All his interest, all his knowledge, all his intelligence – and he was intelligent – concentrated on one subject and one subject only – fighting.

– George Langelaan, **Knights of the Floating Silk**
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