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Roleplayer®

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The GURPS® Newsletter



Before there was *Pyramid*, even before there was a *GURPS*, there was *Roleplayer*. It was originally produced as a free supplement for *Man to Man* and as promotion for the soon-to-be-released *Generic Universal Role-Playing System, GURPS*. From there it grew to a newsletter, and then a full-fledged magazine, devoted to roleplaying, *GURPS*-style. And now, through the miracle of online technology, Steve Jackson Games brings back *Roleplayer* in all its mid-'80s to early-'90s glory! All 30 issues are here on e23 . . . so whether you're a completist, a collector, a *GURPS* fan of the first order, or you just want a look at the early evolution of one of the best roleplaying systems out there, *Roleplayer* has what you need – and it's only on e23!

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Jennifer Blake, Car Warrior



Jenny is one of the 40+ characters written for the Car Warriors Character Book. She was too impatient to wait for the book, but you can find the others, with their character sheets, in this late May release.

Her family has always joked that Jenny doesn't have just one guardian angel; she requires a whole platoon. And still, it seems that wherever the action is, that's where you find Jennifer Blake. While growing up, she was always the first at a fire, robbery, or riot; she once hung by her heels over the edge of a cliff to get a photo of the private grudge match between Optimal Jones and Red Fang Eriksen for her school paper. She never missed amateur night at the arena, and her room was wallpapered with blow-ups of her heroes, posed in front of their vehicles, smiling, it seemed, just for her. So, it came as no surprise to anyone that she became an action reporter for UBN, covering the Overdrive and other circuits. Indeed, her dad was thankful that "at least she's reporting it, and not driving it!"

Jenny may be impulsive to the point of recklessness, but she's not stupid. This lady can take care of herself. She's smart, savvy, extremely

competitive, and very pretty, the last being something she doesn't mind exploiting when it's to her advantage. (She regards it as one of the many edges she has on the competition when chasing a story.) As a result, over the last few years she has been romantically linked to several leading duellists throughout the country. This has advantages and disadvantages; it leads to hot breaks on stories, but has also made a few enemies of those on the circuit who feel a little "used" by her. Resulting gossip (some true, some not) also means that she runs through several "patrons" each year. There are a handful of duellists hopelessly in love with her, each of whom wants to "take her away from all this" (whether from her job, or other duellists, is never fully explained). So she maintains quite a juggling act, keeping as many men on a string as she can manage while remaining uncommitted.

Between her job, her beauty, and her impulsiveness, she is constantly getting into trouble. But not to worry. Jenny Blake is famous for getting out in the nick of time — next time you might be riding to her rescue!

Blake is 5' 6", 105 lbs., with long honey-blonde hair, fair skin, and black eyes. Her total point value is 100 points, suitable for use as a PC.

ATTRIBUTES: ST-9 DX-13 IQ-13 HT-10 (Total: 50 pts.)

ADVANTAGES: (Total: 40 pts.)

Very Beautiful	25 points
Patron, 9- (Various Sugar Daddies, changing often)	10 points
Charisma, +1	5 points

DISADVANTAGES: (Total: -25 points)

Bad Sight (wears contacts)	-10 points
Impulsiveness	-10 points
Reputation as Heartbreaker, -1 reaction, affects everyone	-5 points

QUIRKS: (Total: -5 pts.) Party animal; Likes expensive restaurants; Craves seafood; Vain; Clothes horse.

SKILLS: (Total: 40 pts.)

Profession: Reporter-17	10 points
Profession: Fashions-12	1 point
Savoir-Faire-16	6 points
Sex Appeal-15	6 points
Guns (Pistol)-15 (includes +2 IQ bonus)	1 point
Driving (Cars)-12	1 point
Area Knowledge (Overdrive Circuit arenas and vicinities)-16	6 points
Area Knowledge (AADA circuit arenas and vicinities)-15	4 points
Swimming-13	1 point
Sport (Tennis)-12	1 point
Dancing-12	1 point
Carousing-10	2 points

EQUIPMENT: (Total \$5000, 14.5 lbs.)

Designer Body Armor: \$1250, 20 lbs., PD 4, DR 3 (light encumbrance when worn)
 Kevlar: \$250, 10 lbs. (no encumbrance when worn)
 Concealed communication set: \$200, .5 lbs. (100 yard range, for interviews)
 S&W M55: \$100, 3 lbs.
 Watch: \$100
 Misc. personal gear: \$200, 1 lb.
 Cash: \$100, Bank account: \$2550
 (Character by Norman Banduch and Martha Ladyman)

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Things are moving along briskly in the world of GURPS. As you'll see in *Coming Attractions*, we have two great new licenses, and the schedule has been shaken up — for the better, we think!

Also in this issue is the Origins Award nomination ballot. GURPS is eligible for Best RPG this year, and *Fantasy* and *Autoduel* both have a shot at Best Supplement — so we've got our fingers crossed. But whoever you vote for, vote! Anybody can send in a nominating ballot, but hurry — the deadline is May 20!

—Steve Jackson

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