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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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RP Goes Commercial

Until now, *Roleplayer* has been a tremendous bargain — for absolutely nothing, you've gotten updates on *GURPS* products, errata, answers to rules questions, and some new *GURPS* material.

Unfortunately, *Roleplayer* costs a lot of money to produce — especially since our print run broke 4,000. So, beginning with issue 7, *Roleplayer* will cost \$1 per issue. But we don't expect you to pay for the same thing you used to get for free — we're going to make *Roleplayer* better.

The first improvement you'll notice is frequency. While it was free, we published *Roleplayer* whenever we had the time. From now on, we're going to *make* time, once every two months.

Inside *Roleplayer*, you'll see more new *GURPS* material — advantages, disads and skills, optional and expanded rules, spells and gadgets, articles on GMing, new races, and perhaps short adventures. We'll also run excerpts from new releases, but for the most part, *Roleplayer* will be a forum for never-before-published material.

Where's all this new material going to come from? From you, we hope. Since we're charging for *Roleplayer*, we're also going to

start paying our authors. *Roleplayer* won't make you rich, but it's a good way to start writing for SJ Games.

Of course, *Roleplayer* will continue to do all the things it's always done. Each issue will include *GURPS Q&A* and *Errata* to keep your campaigns running smoothly, as well as *Coming Attractions* and *Short Notes* to let you know what's going on at SJ Games.

In future issues of *Roleplayer*, you'll find more information on and expansions for *GURPS*, keeping you up on the latest developments in roleplaying. We still believe *Roleplayer's* a heck of a deal, and we think you'll agree.

SEND US YOUR MONEY!

We didn't want to take the space for a subscription form, and figured you'd agree. So if you want to keep receiving *Roleplayer*, just send us a check or money order for as many issues as you want (but no more than 10, please), at \$1 per issue. Our address is *Steve Jackson Games, Box 18957, Austin, TX 78760-8957*.

Thank you for your support.

Cops in GURPS

From a medieval city guardsman to a 23rd century Star Ranger, law enforcement agents have certain things in common: the power to arrest civilians, the use of departmental weapons and equipment, a reputation as the arm of the law. The newly released *Car Warriors* and *GURPS Horror* both deal with policemen; *Car Warriors* presents several troopers from Autoduel America, while *Horror* introduces a new advantage, "Legal Enforcement Powers." Here we bring that information together for lawmen in every game-world.

The basic requirement for a policeman, regardless of his world, is the advantage Legal Enforcement Powers. This advantage costs 5 or 10 points, depending on the rights and privileges of the law enforcement agency concerned. A cop with local jurisdiction, the ability to arrest suspected criminals, and the right to perform searches with a warrant has 5 points worth of Enforcement Powers. A character having national or international jurisdiction, *or* freedom to ignore the rights of civilians, *or* the power to pass immediate sentence, pays 10 points for his powers.

In addition to Legal Enforcement Powers, most cops will have a Patron (a law enforcement agency), a Duty (to uphold the law), a Reputation (as a lawman), and Pro Skill: Law Enforcement (gained

in an academy or on the job). But not every policeman will have each of these — it's up to the GM to decide what each type of cop needs. A few typical cops:

Medieval City Guardsman. Legal Enforcement Powers (not restricted by civil rights), 10 points; Patron (city guard — appears on 6-), 10 points; Reputation (-3 to local criminals), -5 points.

1880s Sheriff. Legal Enforcement Powers (not restricted by civil rights, free to kill with relative impunity), 10 points; Reputation (+1 to law-abiding citizens, -4 to outlaws), -5 points; Duty (to uphold the law — occurs on 10-), -10 points.

1920's G-Man. Legal Enforcement Powers (national jurisdiction), 10 points; Patron (F.B.I. — very powerful, appears on 9-), 20 points; Reputation (+2 to law-abiding citizens, -4 to mobsters), 0 points; Duty (to fight organized crime — occurs on 10-), -10 points; Enemy (the mob — large group, appears on 9-), -30 points; Pro Skill: Law Enforcement (at IQ+3), 8 points.

Star Ranger. Legal Enforcement Powers (galactic jurisdiction), 10 points; Patron (Star Rangers — very powerful, appears on 6-), 10 points; Reputation (+4 to law-abiding colonists, -4 to space pirates), 10 points; Duty (to protect colonists — occurs on 15-), -15 points; Enemy (space pirates — large group, appears on 9-), -30 points; Pro Skill: Law Enforcement (at IQ+1), 4 points.

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This issue of *Roleplayer* is being squeezed out between Origins and GenCon — the one brief breathing space in our busiest season. From now on, though, *RP* will be on our regular release schedule, once every two months.

We'd like to take this opportunity to call for *RP* submissions. We want to run lots more new *GURPS* material on these pages, but we can't run what we don't have. See *Roleplayer Goes Commercial* for an idea of what we're looking for, and feel free to send an SASE for our *GURPS Writer's Guidelines*.

— Jeff George

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