

December
1988

Roleplayer®

\$1.95
Number 12

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!

Car Wars, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Roleplayer*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. All rights reserved. *Roleplayer* is copyright © 1988 by Steve Jackson Games Incorporated.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.



STEVE JACKSON GAMES
e23.sjgames.com

Number 12
\$1.00

Roleplayer®

December
1988

The GURPS Newsletter

GURPS 3rd Edition – Bigger and Better

By Steve Jackson

At last, *GURPS Basic Set* (Third Edition) is on the shelves. It represents a complete reworking and re-editing of the system; we took into account the comments on the *thousands* of feedback questionnaires we've received since the game's first release, and did our best to make everyone happy. (And if you're one of the people who returned a questionnaire, we thank you very much, and we hope you got what you wanted in the new edition.)

The most obvious difference is in the physical format. No box! Instead, it's a single 256-page perfect-bound book, shrink-wrapped along with a 16-page booklet that the user takes apart to get the maps, Instant Characters sheet, etc. The striking new cover is by Michael Presley.

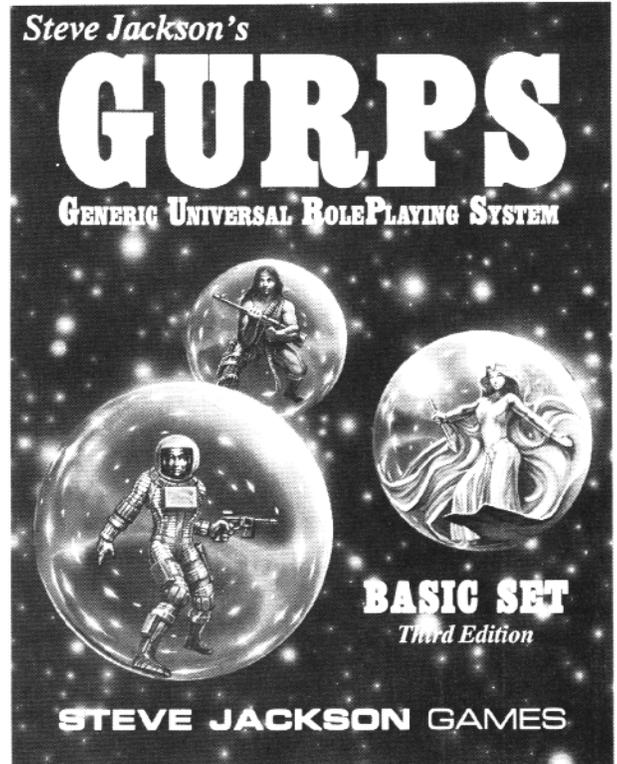
But the price is *lower!* This savings comes mainly from dropping the box; boxes are expensive. That let us reduce the price to \$19.95. This is not wholly altruistic, of course. We expect this bigger, less-expensive edition to make the *GURPS* system even more popular.

New Sections

This edition includes everything from the second edition, and a great deal more. Our feedback indicated that buyers wanted to see a wider variety of material in order to make the set truly "generic." Your wish is our command . . .

First and foremost, the "medieval" bias of the earlier editions has been erased. This edition adds much more material on modern and futuristic weapons and skills.

The other really significant omission from earlier editions was, of course, magic. The original *GURPS* plan called for magic to be in the



In This Issue

<i>GURPS 3rd Edition</i> — Bigger and Better	1
<i>GURPS</i> Q&A	2
Short Notes	2
Accentuating the Negative	3
New for <i>GURPS</i>	3
Changes to Firearms Damage	4
Horror Firearms and Explosives (p.H74)	5
<i>GURPS Swashbucklers</i> Designer's Article	6
Errata	7
Coming Attractions	8

High-Tech is here! Which means that all the new firearms stats are available. This issue features the updated firearms tables from *GURP Horror*, see pp. 4-5. Updates for our other worldbooks will appear in the next issue.

Other features include the designer article for *GURPS Swashbucklers*, by Steffan O'Sullivan; and more helpful hints by playtester extraordinaire Walter Milliken.

Basic Set, but we couldn't get it into the first two editions. The Third Edition gives complete magic rules, and a list of over 100 spells. That is *not* the whole spell list from *GURPS Fantasy*, but it's a carefully chosen subset — enough to get any fantasy campaign off the ground. (The original *GURPS Fantasy* worldbook is now out of print, but an expanded and updated *GURPS Magic* will be at the printer by the time you read this.)

Another Third Edition addition is psionics. Those who have *GURPS Horror* have seen the psi rules. Portions are also in *GURPS Humanx* and *Horseclans*. We decided that anything that had to be reprinted that often was basic information — so it's now in the *Basic Set*.

Other new chapters include Mounted and Vehicle Combat and Flight. Not a complete chapter, but important, were the Fright Check rules from *GURPS Horror* — here, again, we thought it was "generic" enough to include in the *Basic Set*. We've also drastically reorganized and upgraded the sections on game-mastering and on writing your own adventures.

And, of course, there are several new advantages and disadvantages. Some you've seen in worldbooks or *Roleplayer* — others are brand new.

Continued on p. 2 . . .

STEVE JACKSON GAMES

STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.

- Free downloadable adventures for *GURPS* and *In Nomine*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy boardgames and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com