

October
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Roleplayer®

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Number 16

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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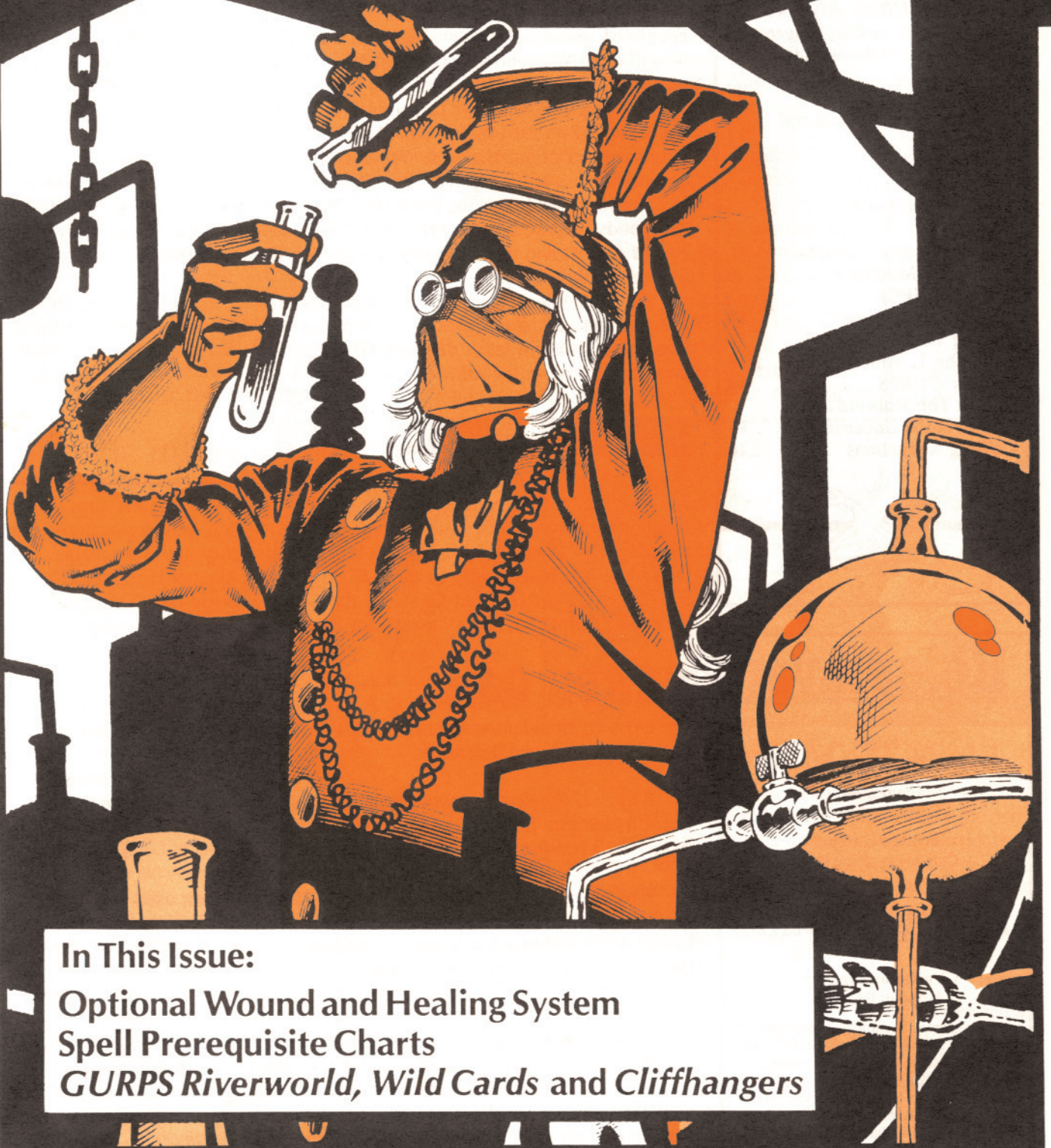
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In This Issue:

Optional Wound and Healing System

Spell Prerequisite Charts

GURPS Riverworld, Wild Cards and Cliffhangers

STEVE JACKSON GAMES

IN THIS ISSUE

This issue's big articles are by two of our most regular contributors. Leading off is John M. Ford's system for treating wounds more realistically. And, for the *Magic* fans, we have the Spell Dependency Charts created by Walter Milliken.

Also in this issue are a look at the upcoming *GURPS Riverworld*; designer notes on *Cliffhangers* and *Wild Cards*; and the usual features.

At Last . . .

Books and Bookstores!2
Short Notes2
GURPS Q&A2
I'm Not Dead Yet! (John M. Ford)3
Errata5
Spell Dependency Charts (Walter Milliken)6
37 Billion NPCs (Creede Lambard)	12
Playing With a Full Deck (John J. Miller)	13
New for GURPS	14
And In This Episode . . . (Brian J. Underhill)	15
Coming Attractions	16



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The *GURPS* Newsletter

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At Last . . . Books and Bookstores!

One of our November releases will be a little item that gamers have been anticipating for a long time . . . in spite of the fact that it doesn't contain a single new rule. At long last, we're publishing a hardback edition of the *GURPS Basic Set*.

This is a milestone, not just for the system, but for the company. We've never had a hardback product before. But that certainly seems to be the way the hobby is moving. And a hardback book certainly lasts longer, and looks and feels more "real," too.

And, speaking of milestones . . . As of October, the *Basic Set* and a couple of worldbooks — probably *GURPS Conan* and *GURPS Wild Cards* — will be in Waldenbooks on a test basis. If they go well, Waldenbooks will pick up a large part of the line! This could be very important to SJ Games; if we're in Waldenbooks, we can significantly increase our press runs. Maybe.

If the only result is that our existing customers buy the games at bookstores instead of game stores, our sales don't increase . . . and we're *hurt*, because anything that injures independent game retailers is bad for the hobby.

But if, as we hope, the book trade brings in *new* customers, it will help everybody — even the game retailers — because no bookstore can carry a full line of games, and the new gamers will soon become game-store customers. So everybody wins.

Anyway, check your local Waldenbooks for our games next month, and wish us luck. If the test products sell out, it could be very good news for SJ Games. Which will let us do more *GURPS* (and other) material . . . which I hope is good news for you.

— Steve Jackson



SHORT NOTES

New Organization — The National Association for the Advancement of Roleplaying, according to a letter we have received, is "a gamer-run, totally independent non-profit club for *all* gamers with a healthy appetite for roleplaying." Their plans include a member directory and a magazine. For more details contact Roger Carden, PO Box 2752, Chapel Hill, NC 27515.

Awards, Part II — At GenCon, the *GURPS Basic Set* (Third Edition) won the "Gamer's Choice" award for Best Fantasy Roleplaying System.

GURPS Q&A

Does an ambidextrous fencer with two fencing weapons get four parries per turn on a normal defense?

— James Bjork

Why not? We don't have any ambidextrous fencers around here to reality-check it, but that follows logically from the existing rules, and our (non-ambidextrous) two-handed fencers feel it's possible . . .

— Steve Jackson

Why does the Sterilize spell cause 3d damage when used to kill germs within a person, and not leave the subject unharmed/kill him instantly/doom him to death within a few weeks due to loss of intestinal flora? Also, how do those low-tech people know about germs?

— Various reality-checkers with medical background

I like the game effect of the spell, and I am not inclined to change it. That leaves me with the burden of explaining that effect in reasonable terms.

First, as to germs: In many backgrounds, the users of this spell feel that they are "casting out demons of disease." For those gaming in Yrth, we may assume that the germ theory has crossed over from Earth.

Continued on p. 4 . . .

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