

February
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Roleplayer®

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Number 18

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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In This Issue:
Quick Learning
Inherent Magic
The Compleat Powerstone
Specters



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IN THIS ISSUE

In honor of the *GURPS Fantasy* quarter, now under way, this issue is heavy on magic- and fantasy-related articles, including two by ace mana-basher Steffan O'Sullivan.

We've also got some new skill-learning rules by new correspondent Ann Dupuis; enough errata notes to bring *Roleplayer* readers totally up to date with our own files; and our various regular features.

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Roleplayer

The *GURPS* Newsletter

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On the Road Again

The convention season is just beginning. As I write this, I'm about to take my longest convention trip ever . . . to Paris. No, not Paris, Texas. France. I'll be the guest of two French game companies, Jeux Descartes and Ideojeux, who publish the French-language versions of some of our games. (No, *GURPS* isn't available in other languages yet . . . but give it time.)

Most of our convention trips, though, are closer to home. SJ Games staffers attend at least 20 game conventions every year (and we'd like to make more). We always attend Origins, Gencon, and Worldcon (though when it's out of the U.S., as it is this year, we're likely to hit the NASFiC instead). And we make as many other game conventions, from large to small, as we can. Sometimes it's a Big Company Presence; sometimes it's just one or two people, playing games and meeting people.

Why do we attend conventions? Several reasons. It's good publicity, and when we set up a dealer table at the big shows, we actually make some money. It's a great way to do market research . . . you can learn more by actually playing games with people and listening than you can any other way. It's also a fantastic opportunity to playtest new products. And it's a whole lot of fun.

We also try to support as many conventions as we can, even when we won't be attending. If you're holding a convention which will include tournaments in our games, send the information to our Convention Liaison. We'll almost always come through with some prizes or other useful graft.

Our convention schedule for the next few months:

March 23-25: *Magnum Opus Con 5* in Greenville, SC. Monica Stephens and I will be there.

April 20-22: *Swampcon 9* in Baton Rouge, LA. I will be a guest.

May 11-13: *Miscon 5* in Missoula, MT. I will be a guest.

June 1-3: *Springfest* in Jackson, MS. I will be Gaming Guest of Honor.

June 8-10: *Glathricon '90* in Evansville, IN. I will be Gaming GoH.

June 28-July 1: *Origins 1990* in Atlanta, GA. Most of the SJ Games editorial staff will be there, definitely including Creede and Sharleen Lambard, Loyd Blankenship and myself.

August 7-13. *GenCon* in Milwaukee, WI. As for Origins, more or less.

We hope to see you at some of these . . . look us up!

— Steve Jackson

SHORT NOTES



Staff changes — Steve Jackson is back at the helm of *Roleplayer*. Chris McCubbin, formerly of *Amazing Heroes*, has joined SJ Games as a staff writer; his first project, *GURPS Aliens*, will be available in March.

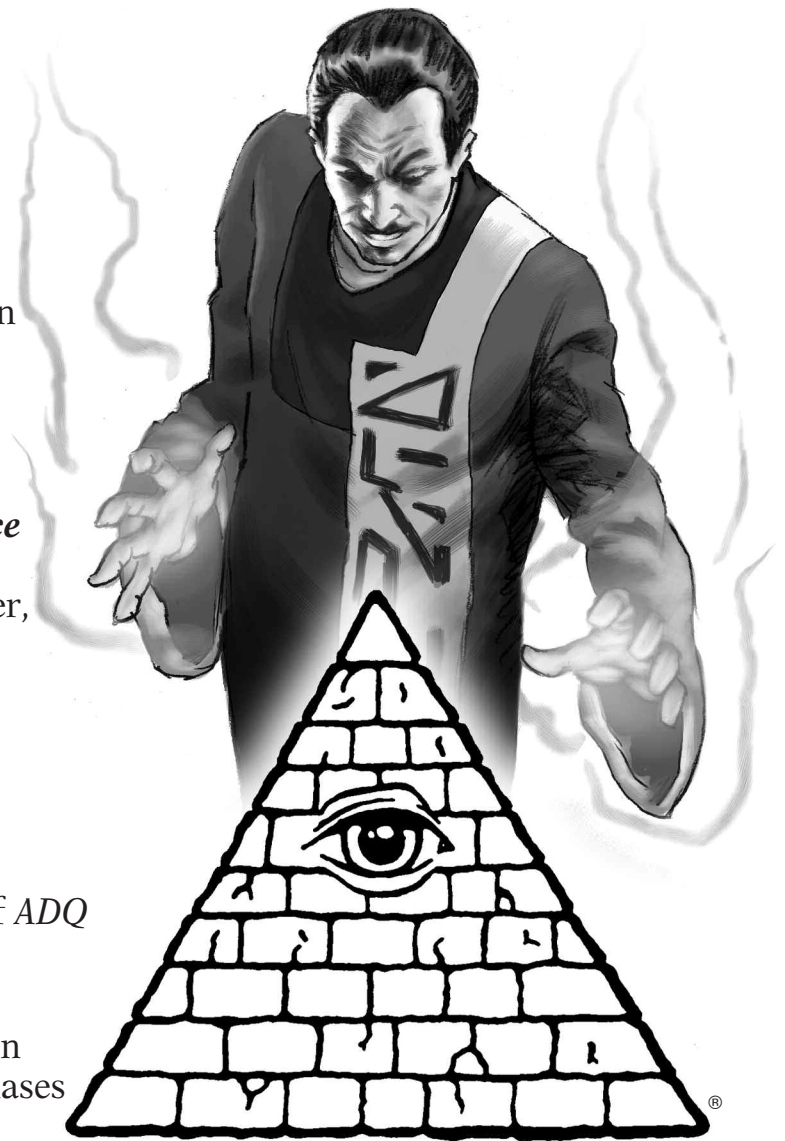
Illuminati back on line — The Illuminated BBS, official on-line voice of Steve Jackson Games, is once again up and running. Though it was never officially "down," persistent hardware and software problems made it almost impossible to call in for quite a while. We're now using a new computer and new software (the WWIV program). Give us a call at 512-447-4449; it's up (and working!) 24 hours a day at 300, 1200, or 2400 baud.

Quirk Contest — Read the Powerstone article on p. 8. Then send us your list of the Top Ten Powerstone Quirks. Make it creative . . . The best list will receive a \$30 gift certificate, which, by no coincidence, is the price of the hardback *Basic Set*. The winning list, and our favorite other entries, will appear in the next *Roleplayer*, two months from now, so mail your ideas now . . . entries must be postmarked before April 1. Standard disclaimer: All entries become the property of Steve Jackson Games, and none can be acknowledged or returned.

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