

April
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Roleplayer®

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Number 19

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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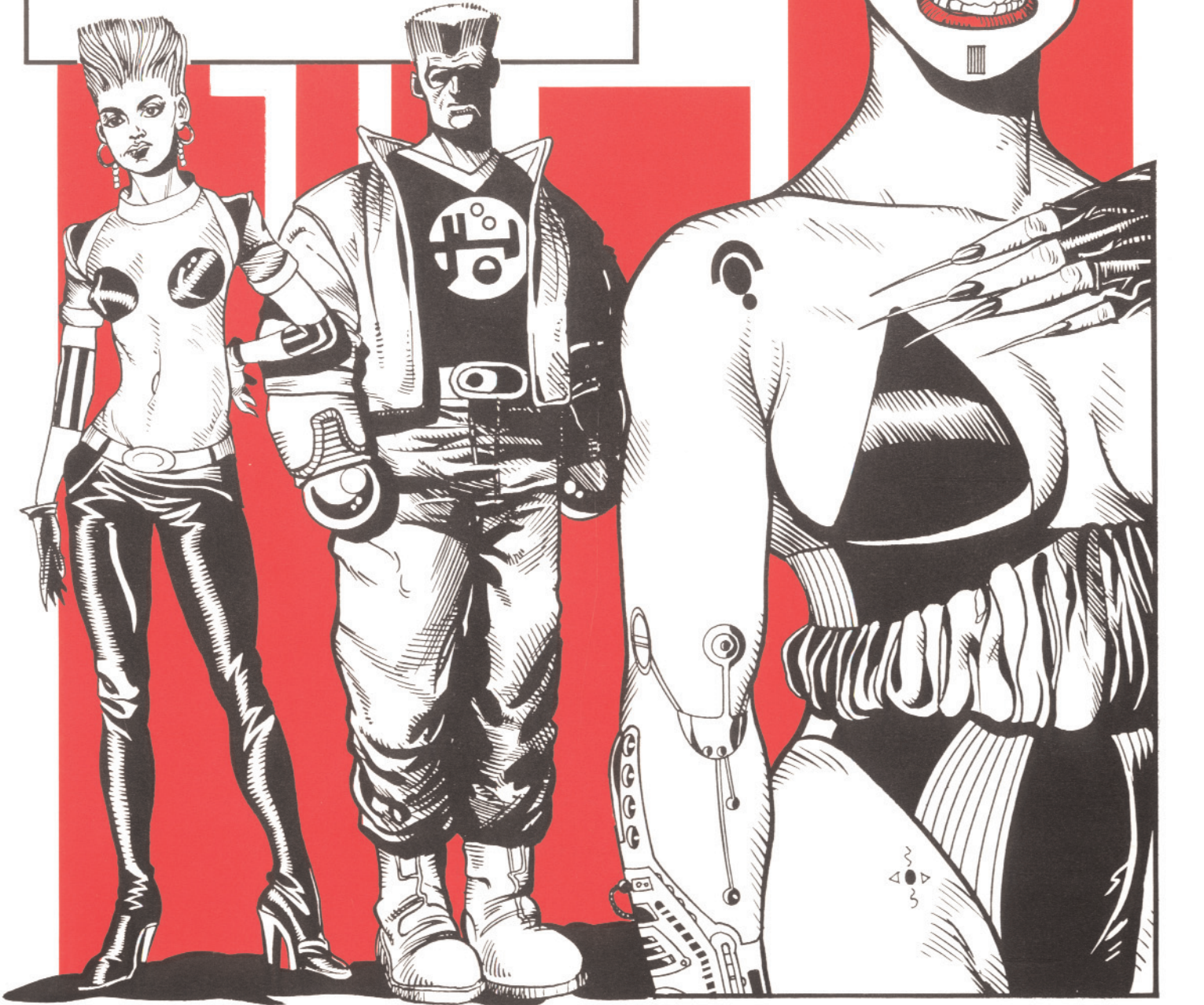
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GURPS Cyberpunk

Converting a Campaign to *GURPS*

Improvisational Magic as the Only Magic

The Michaelites: Yrth's Lawmen



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IN THIS ISSUE

This *Roleplayer* features camera angles on the new *GURPS Cyberpunk*; an Improvisational Magic sequel to last issue's Inherent Magic article, by Steffan O'Sullivan; and a look at the lawmen of Yrth, the Michaelites. And a lot more — but we're out of space. Read and enjoy.

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Roleplayer

The GURPS Newsletter

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Interesting Times

It's an old Chinese curse, and a very apt one. "May you live in interesting times." The last six weeks have been very, very interesting, and I would gladly have traded them for total boredom.

If you have heard rumors that we were raided by the Secret Service, and that they took the manuscript of *GURPS Cyberpunk* . . . they're true. See p. 16 for the whole story. No, we're not out of business — *those* rumors are false — but we're hurting. Cross your fingers for us.

On a much brighter note: *GURPS Cyberpunk* is at the printers as I write this; it will be in stores about the time the first people read this. We've got a couple of c-punk articles in this issue, and there should be more next time. If response to this book is good, we'll add at least one big supplement to this year's schedule.

And, as you see, this issue of *Roleplayer* has a real cover. We didn't even have to increase the price; we're making less money on each copy, and hoping to sell a few more. It looks as though another increase in page count isn't far in the future, either! That *will* mean a price increase, but all the feedback so far has said "Do it!" I'm willing.

— Steve Jackson



SHORT NOTES

Staff changes — Mike Hurst was a victim — temporary, we hope — of the layoffs (see p. 16 for the whole story).

Illuminati status — The Illuminated BBS is running very fitfully at the moment. After the Secret Service raid, in which we lost both the BBS hardware and all our WWIV material, it was running as an answer-only system for a month. We then attempted to set it up as a *two-line* system, using a program called MCD. However, what we got was a sometimes one-line, sometimes no-line system, and neither we nor the MCD people have been able to fix it. If we get our WWIV software and system back, and MCD isn't yet working, we'll switch back to WWIV. If you want to try to reach us, it's 512-447-4449; 24 hours a day at 300, 1200, or 2400 baud.

Quirk Contest — Because many issues of the last *Roleplayer* did not arrive until late March or early April, we're extending the Quirk Contest deadline until May 1.

GURPS Q&A

Can you dodge bursts of automatic-weapon fire? How?

— At least a dozen people

One Dodge is allowed against each four-shot group. If bursts are figured in 20-shot groups (which is only allowed if RoF is 20 or more), it takes five successful Dodge rolls to Dodge one group.

— Steve Jackson

If someone is attacked in the middle of a Move maneuver (by someone else using a Wait), and he uses a retreat to aid in his defense, does the retreat count against his allowable movement?

— Peter Erwin

Yes, it does.

— Steve Jackson

When learning a language in a foreign country, does "automatic training" (p. B54) cease when the language is learned at a level equal to (a) IQ, (b) IQ + Language Talent, or (c) IQ + Language Talent + Linguistics/10?

— Brett Slocum

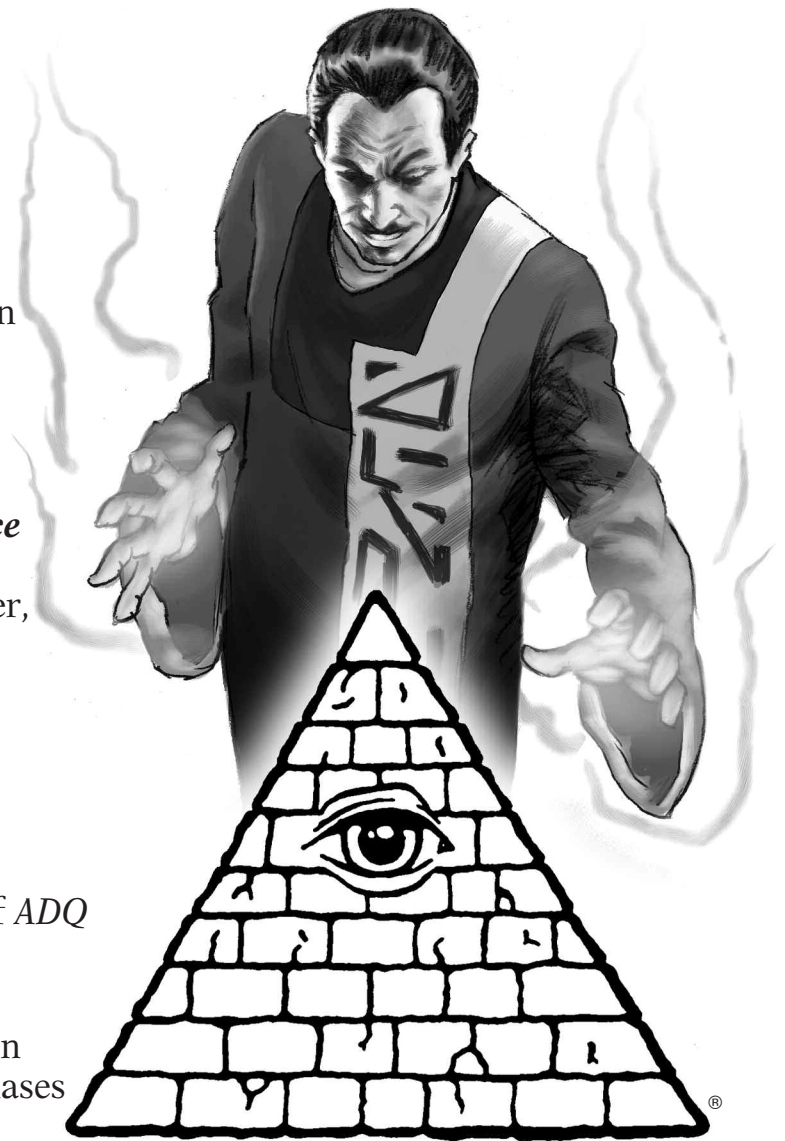
The right answer would be (c); they all help you learn.

— Steve Jackson

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