

June
1990

Roleplayer®

\$1.95
Number 20

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 © 1990 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

June
1990

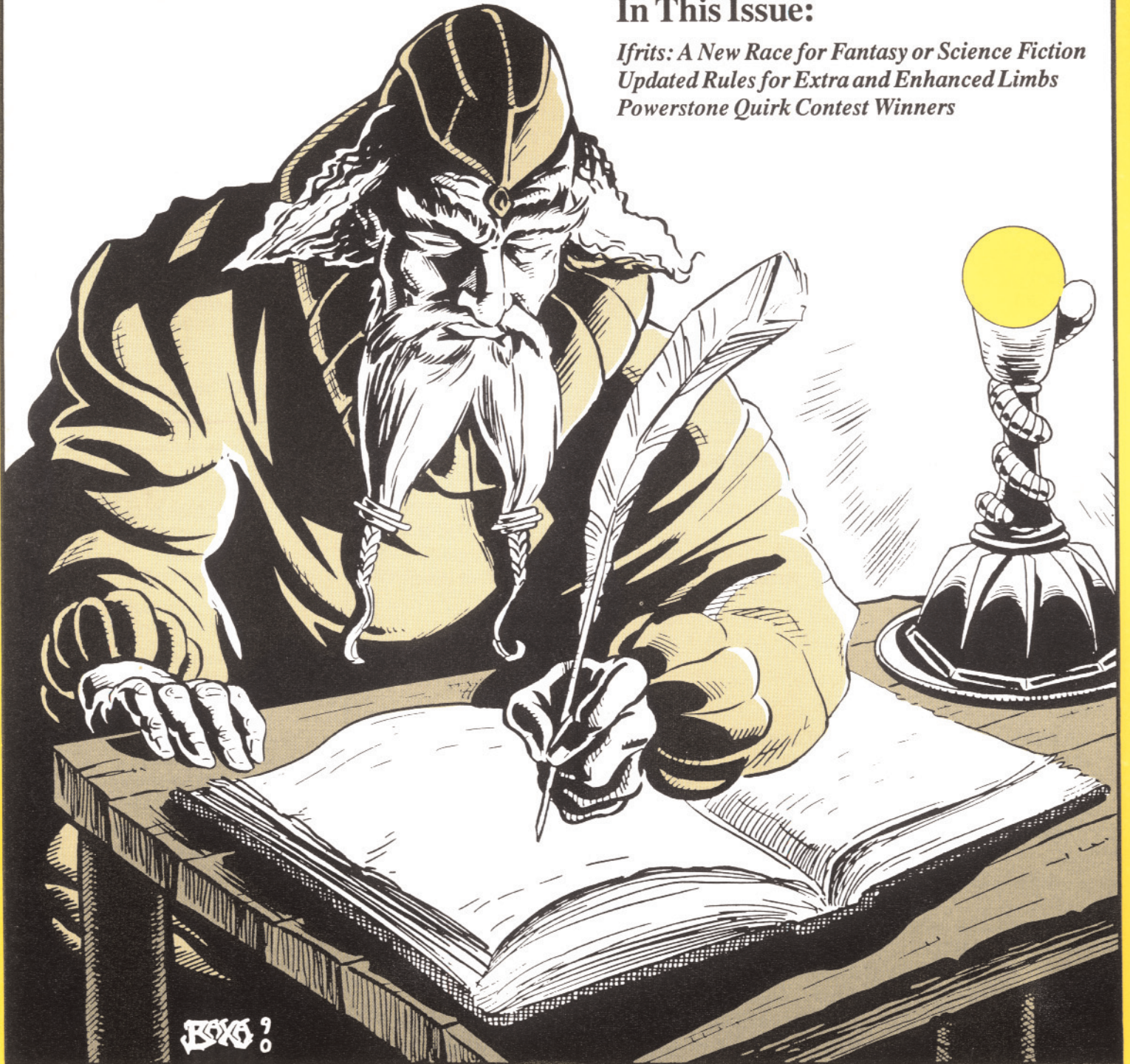
Roleplayer®

\$2.00
Number 20

The *GURPS* Newsletter

In This Issue:

Ifrits: A New Race for Fantasy or Science Fiction
Updated Rules for Extra and Enhanced Limbs
Powerstone Quirk Contest Winners



STEVE JACKSON GAMES

IN THIS ISSUE

This *Roleplayer* features a new race, suitable for either science fiction or fantasy campaigns; updated rules for extra or specialized limbs; assorted other articles . . . and the winners of the Powerstone Quirk contest. Enjoy.

Next Issue: 32 Pages!	1
Short Notes	1
GURPS Q&A	1
Give Me A Hand: Updated	
Rules for Extra and	
Enhanced Limbs	
(Steve Jackson and	
Lloyd Blankenship)	2
Riverworld and the Village	
(J.M. Caparula)	4
Powerstone Contest Winners .	6
Errata	7
New for GURPS	10
Stalking the Mythical Monsters	
(Steffan O'Sullivan)	11
Ifrits: A New Race for Fantasy	
and SF Campaigns	
(Chris McCubbin)	12
Paganism on Yrth	
(Brett Slocum)	16
Coming Attractions Back Cover	

Next Issue: 32 Pages!

All right! It's really happening. This is the last issue of the "newsletter" *Roleplayer*. Starting next issue, it's a magazine. All subscriptions received as of June 20 were honored at the \$2.00 rate; from now on, it's \$3.50 per issue, just like *Autoduel Quarterly*.

This newest incarnation of *Roleplayer* will have 32 pages, plus its cover — double its current page count. Most of that extra space will go into more articles. We will make a point of increasing the space for *GURPS Q&A*, too. We will not sell ads, or run big ads for our own products — except in the sense that the whole magazine is an ad for *GURPS*, of course — and if you didn't like *that*, you wouldn't be reading *this*.

We have been discussing the idea of adding regular features like a Bestiary column and an "NPC of the month" — maybe an interesting historical individual, maybe someone's invention. We might even give game stats for fictional characters, but only by permission of the character's original creator. Feedback on all these ideas would be appreciated. What regular features would you like to see? Or should we forget about regular features, and just run the standard eclectic mix of articles every issue? Write us!

What about theme issues? We'd never devote a whole issue to one genre — but would you like to see occasional issues where, say, half the pages are about fantasy, or cyberpunk, or some other top genre? Or, again, should we just stick with a mixture?

We're really pleased with the way this magazine has developed, and we've done your bidding by increasing the page count. Now it's time for you to give us some more input on what you want to see us publish. — Steve Jackson



SHORT NOTES

Illuminati status — The Illuminated BBS is now — *finally* — up and running on two lines. It is now easier to get an answer than it ever has been, and the discussions are getting better all the time. Call us at 512-447-4449; 24 hours a day at 300, 1200, or 2400 baud.

Convention travel — SJ Games will be making full-scale appearances at both Origins, in Atlanta, and GenCon, in Milwaukee. Come by and see us!

GURPS Q&A

What happens to spells that cross the boundaries of mana areas? For instance, what happens to an Explosive Fireball entering a no-mana area? Can a person using the Great Voice spell be heard 200 yards away by a person in a no-mana zone? What is the effective skill of a mage in a normal-mana zone casting a Lend Language spell on someone in a no-mana zone? — Rick Malavasic

A missile spell would continue across the boundary into a no-mana zone. . . No other spell or spell effect would cross into a no-mana zone.

When a spell is cast between different zones, both of which contain mana, calculate *penalties* as for the lower of the two zones. Thus, if either the caster or the subject is in a low-mana zone, the roll will be at -5. In the case of a spell like Great Voice, in which the "target" of the spell is the speaker, the location of the listener(s) doesn't affect the spell, as long as they are not in a no-mana zone.

A caster in a zone of very high mana has the benefit of fatigue-free casting (if he's a mage) and the problem that any failure will be very dangerous, regardless of where his subject is standing. — Steve Jackson

Roleplayer

The GURPS Newsletter

Editor

Steve Jackson

Managing Editor

Lloyd Blankenship

Production Manager

Carl Anderson

Cover Art

Thomas Baxa

Illustrations

Thomas Baxa, Evan Dorkin,
Glen Johnson, Larry MacDougall

Circulation Manager

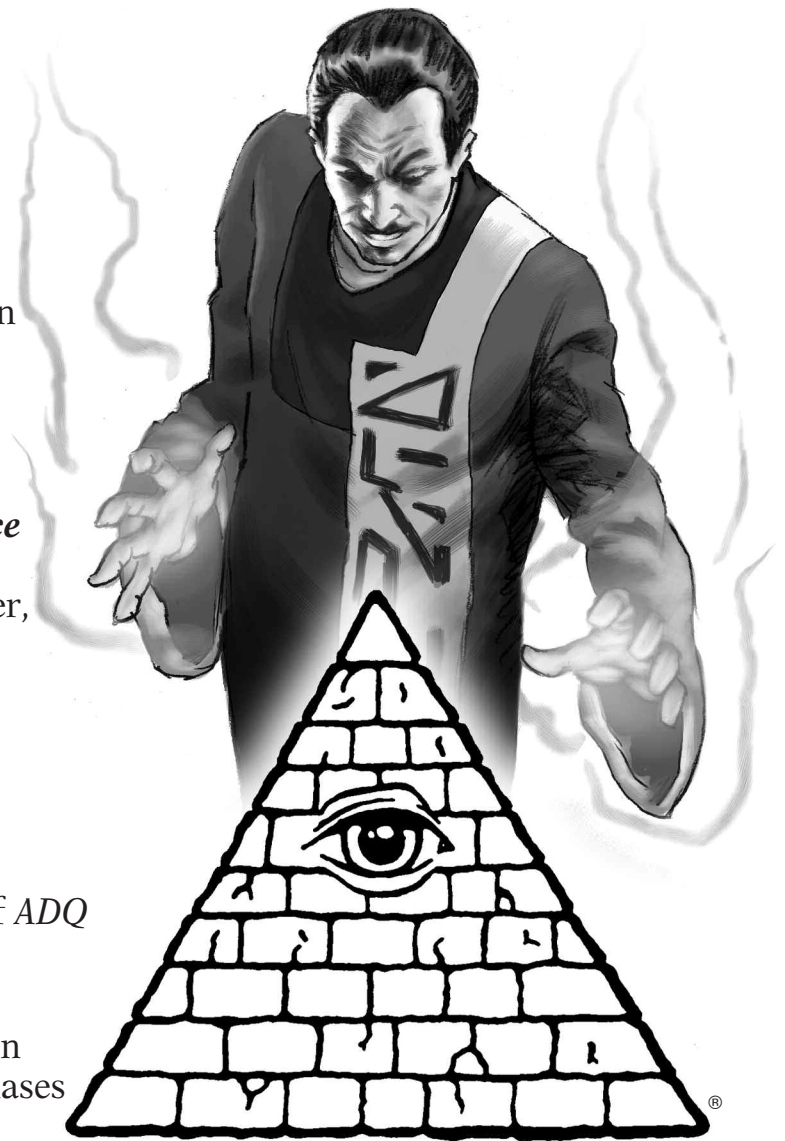
Norman Banduch

Roleplayer (ISSN 1050-3609) is published bimonthly by Steve Jackson Games Incorporated, Box 18957, Austin, TX 78760. *Roleplayer*, AADA, *Illuminati*, *GURPS* and *Autoduel* are registered trademarks of Steve Jackson Games. Other product names mentioned herein are trademarks of Steve Jackson Games or their respective publishers. Copyright © 1990 by Steve Jackson Games Incorporated. All rights reserved. Printed in the USA.

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