

August
1990

Roleplayer®

\$1.95
Number 21

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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Roleplayer[®]

\$3.50
Number 21

August
1990

The *GURPS*[®] Magazine

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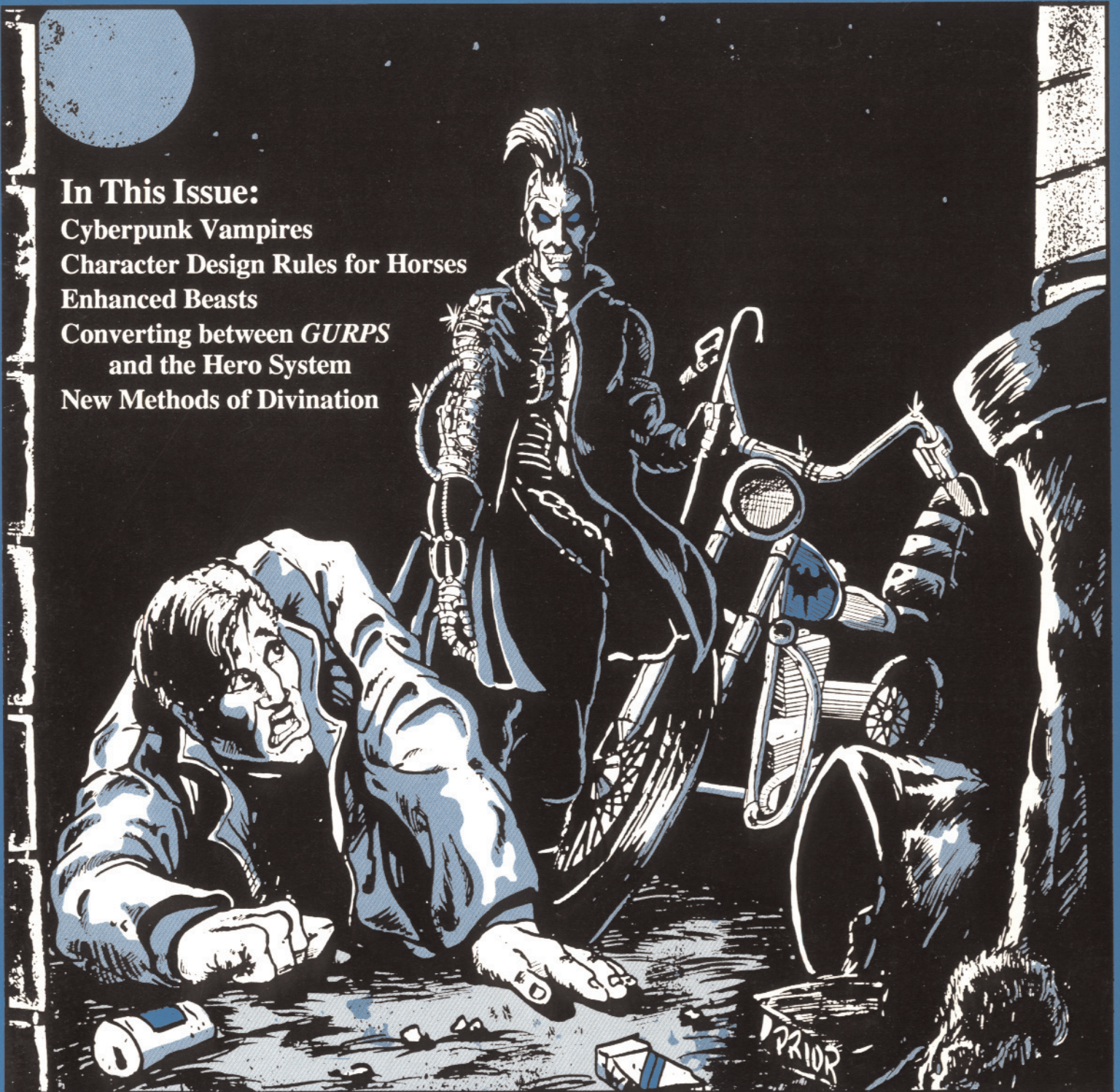
Cyberpunk Vampires

Character Design Rules for Horses

Enhanced Beasts

Converting between *GURPS*
and the Hero System

New Methods of Divination



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Roleplayer[®]

The *GURPS*
Magazine

Exit “Newsletter” — Enter “Magazine”

Well, here it is. At 32 pages, *Roleplayer* has graduated from newsletter status. It's now a real magazine.

Over the years, as *Roleplayer* has become more popular, we've been able to build it up steadily . . . we've come a long way from the first 4-page flyer! At this size, though, we've got to sell a lot more copies. This is an unsubtle way of saying: Please help us out. Ask your retailer to carry *Roleplayer* — and tell your friends to give it a try.

Of course, if we're going to shamelessly beg for readers, we have to be responsive. Last issue, we asked what you wanted to see in this new larger size. We're going by the feedback we got. If *you* have something you want to say . . . let us know!

New Features

One question we asked last issue was “What regular features would you like?” Based on the reader response, we're not going to add any *absolutely* regular features. When we have a good article about new beasts, or new gadgets, or new magic spells, we'll run it . . . but if we don't have a good one for some issue, we'll just print something else, rather than run a lame article to fill a “required” heading. That's why a couple of regular features are missing this issue — they will return! We just didn't have any Short Notes this issue. And the only significant erratum that showed up is covered in *GURPS* Q&A, on p. 21.

We also asked about “theme issues.” The answer was Proceed With Caution. *GURPS* is eclectic, covering everything, and our readers seem to want its magazine to be

the same. We *may* have an occasional theme issue, but the theme won't take up more than, say, a third of the pages.

Article Size

An experiment in this issue is the *long* article, starting on page 4, on character creation rules for horses. Before now, we couldn't have printed this 15-page blockbuster. Now we can. But should we? We think it's a great article, but that's not the issue; the *size* is the question. Do you like the idea of an occasional super-article (or adventure) that takes from 10 to 15 pages? Or would you rather see the space given to more short articles?

Letters

If we get some good letters, we'll add a letter column. We won't have room to print many letters, or long ones, so keep it short! For this month, here's a question that has been asked over and over again:

“Is the material in *Roleplayer* official?”

We don't have a *GURPS* Police to look in your windows and make sure you're playing the game the way we want. Errata, and items labeled as specific rules changes, are “official” in that we'll change the next printing of the books. Everything else is presented (like the rest of the system) for *your* enjoyment, to use or not, as *you* like. Any material that is especially far-out, or that contradicts existing rules in an important way, will be specifically labeled as optional. But it's all up to the GM. *Have fun.*

— Steve Jackson

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Roleplayer

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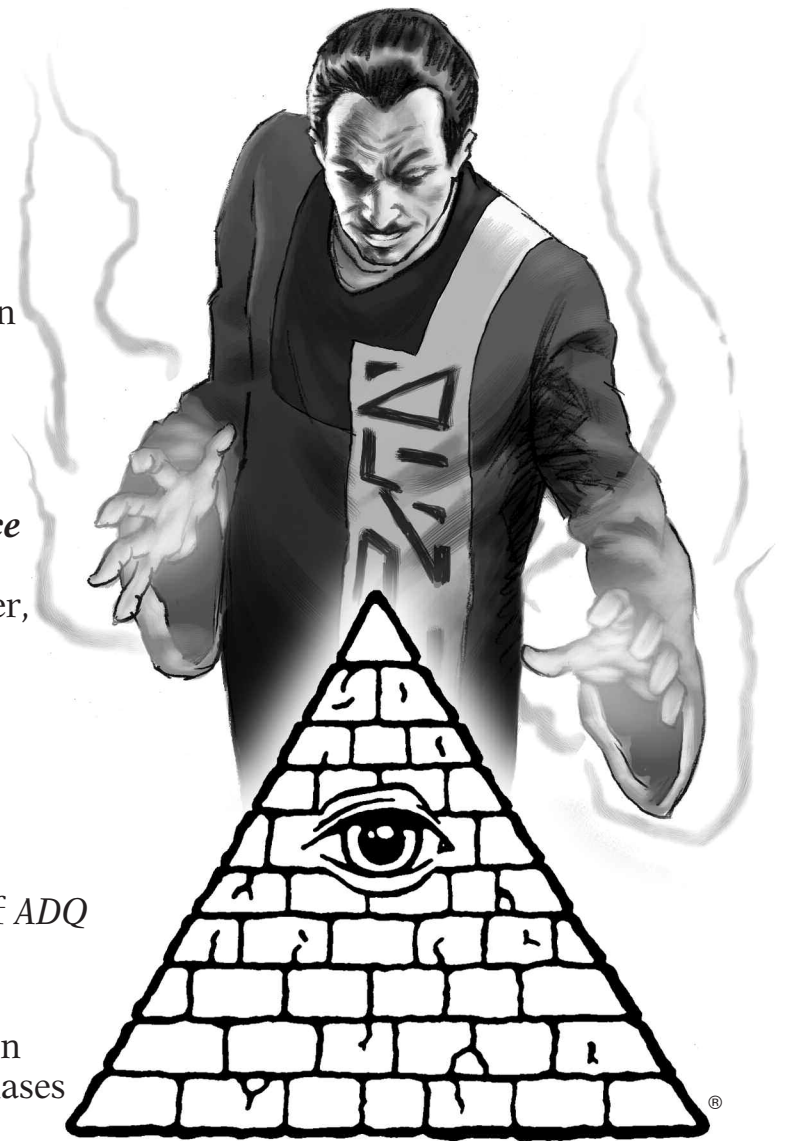
Circulation Manager: Norman Banduch

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

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