

February
1986

Roleplayer®

\$1.95
Number 01

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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STEVE JACKSON GAMES
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Roleplayer™

The GURPS Newsletter

Number 1

February 1986

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Welcome to the first issue of *Roleplayer*, the *GURPS* newsletter. *Roleplayer* is a guaranteed 99 44/100% pure house organ. Everything will relate to *GURPS*. If any outside material is reviewed, it will be to let you know that it is especially suitable for use with *GURPS*.

Our plans for *Roleplayer* are still flexible. We'll put out an issue when we get around to it, and send it free to everyone on the *GURPS* mailing list. Contents will include whatever we write — which will largely be governed by whatever you request. Submissions are welcome, but this is a 4-page newsletter for now, so keep them brief. I'd especially like to see some good, simple systems for converting *MTM* characters to and from other systems; there's a lot of demand for that, and I haven't had time to do it myself.

If there's enough interest, we may expand the size or frequency drastically. But there ain't no such thing as a free lunch. If this turns into a "real" magazine, we'll have to start charging for it. Be warned.

But for now, it's free. Enjoy.

—Steve Jackson

NPC Record Card

To make it easy to keep track of NPCs, all necessary data can be kept on a 3 x 5" card.

This format was suggested by William F. Adams.

A boxful of foes is easy to use; you can even use a paper clip to fasten the appropriate *Cardboard Heroes* figure to each card.

Want to Playtest?

Yes, we need more playtest groups for *GURPS*. We have had lots of offers, and we need to get organized about it. (If you wrote before, it will not hurt your chances to write again, and it just might help.)

We want letters from playtest group *leaders* — but get each member of the group to sign. Answer the following questions:

(1) How many regulars in the group? How many "occasional's"?

(2) Describe your group briefly — ages, occupations, etc.

(3) Do you already have a *MTM/GURPS* campaign going? If so, is it "pure" *GURPS*, or are you using another system to fill in things like magic, high-tech, etc?

(4) How often does your group play *GURPS*?

(5) Is this a game club, school group, collection of friends, or what?

How long have you been gaming together?

(6) Has your group playtested for other companies? (No, we don't require playtesting experience. Just curious.)

(7) Where do you get scenarios and adventure ideas?

(8) Do you have/use a computer? Got a modem?

(9) Does your group have any special interests (superheroes, Oriental, Wild West, plumbers, whatever) that are *not* yet covered in *GURPS*?

SJG-BBS

Sometime within the next couple of months, SJ Games will set up its own computer bulletin board system. We plan to run T-Net BBS software on an Apple II+ with 10-meg Sider and Prometheus Promodem. We will be open 24 hours at 300/1200 baud.

There will be no charge for membership, and all but the highest clearances will be open to anyone who wants to call in. At least one sub-board will be devoted to *MTM/GURPS*.

There should be more information — and maybe a number — in the next issue of *Roleplayer*.

Name: _____	Appearance: _____
Point Total: _____	
___ ST Fatigue: _____	Basic Speed: _____ Move: _____
___ DX Basic Damage _____	Dodge: _____ Parry: _____ Block: _____
___ IQ Thrust: _____	Advantages: _____
___ HT Swing: _____	
___ HT Hits Taken: _____	Skills: _____
Encumbrance: _____	
Passive Defense _____	Weapons and Possessions: _____
Damage Resistance _____	
Head: _____	
Body: _____	
Arms: _____	
Hands: _____	Weapon Ranges: _____
Legs: _____	
Feet: _____	

STEVE JACKSON GAMES

Roleplayer™

The GURPS Newsletter

Number 2

June 1986

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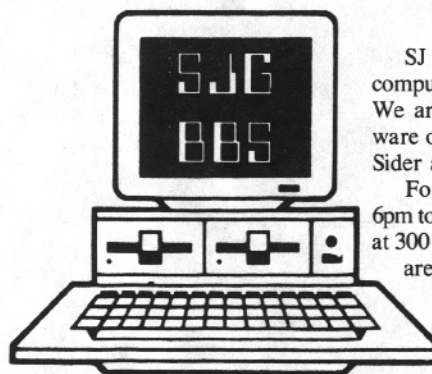
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Welcome to the second issue of *Roleplayer*. If you noticed that the first issue was late, you're right; our printers (who were supposed to mail it) sat on it for a month! They've been chastised . . .

Our feature this issue is the *Man to Man* index, which should have been in the original game and wasn't. We won't do *that* again. Thanks to Warren Spector, chief indexer. The index bumped Q&A, but there will be lots of questions and answers in the next issue.

And *MTM* owners should take special note of the article on page 2 — a special offer on the *GURPS* Basic Set.



SJ Games now has its own computer bulletin board system. We are running T-Net BBS software on an Apple IIe with 10-meg Sider and a Novation AppleCat.

For now, the board is up from 6pm to 8am Central Standard Time, at 300 baud only. When all the bugs are shaken out, we expect to go 24-hour and add 1200 baud.

There is no charge for membership, and all but the highest clearances are open to anyone who wants to call in. Two sub-boards are devoted to *MTM/GURPS* — one general discussion board, and one ongoing game (limited participation). There are a lot of other sub-boards, too — call and see.

You can call SJG-BBS at 512-447-4449. If you get a busy signal, keep trying — we expect a lot of callers. See you there!

COMING ATTRACTIONS

Everything in this section represents my own (SJ's) best guess about our upcoming *GURPS* projects. Dealers: Nothing here is "official" until you see it in a press release. Don't order until then, *please*. This is an inside, advance look at what we're doing — and *for sure*, schedules, formats, prices, and Cthulhu knows what else will change as work continues. (And right now, *everything* after *Fantasy* is up in the air.)

Basic Set (Steve Jackson) — The game you have been thinking of as "boxed *GURPS*" — complete roleplaying rules in two books, plus supplementary material, *Cardboard Heroes* miniatures, and two introductory "quick-start" adventures. We've moved the fantasy book to a separate release (see below) to get the price friendlier to you and the deadlines friendlier to us. The Basic Set will be out at Origins, and will be shipping by direct mail in late June or early July. Price: \$24.95.

Fantasy Game-World (Steve Jackson) — The *GURPS* magic system, and a detailed world background for fantasy adventures. A single book, around 80 pages. Set for late this year; around \$9.95.

Orcslayer (Warren Spector & Steve Jackson) — Already out. A combat adventure for *MTM*. A group of young squires is sent on a totally foolhardy mission deep into enemy territory. Available at your retailers for \$5.95, or from us for \$6.45 (includes postage and handling).

Harkwood (Aaron Allston) — Sequel to *Orcslayer* — but with enough campaign/roleplaying material to be used with the full *GURPS* set. The squires (or new-made knights) who survived the trip to the orcland find glory and intrigue at a baronial tournament. Yes, this is based on a piece Aaron did for the first issue of *Fantasy Gamer*, but it has now been about 150% rewritten. For release in late 1986. Probably \$5.95.

Autoduel — The *Car Wars* game-world, with lots of detail on background, organizations, etc. I suspect a lot of *Car Wars* roleplayers

will want this one, too, for the new information. Sometime in 1987. Price, designer, and format not set.

Ice Age (Troy Christensen) — A prehistoric adventure, in which your characters are all early humans or pre-humans. Would you believe Fire-Making as a separate skill? Woolly mammoths, dire wolves, etc. Feedback appreciated on whether we should go ahead with this one. No schedule set; probably \$5.95 if we do it.

Ninja Adventure (Sean Summers, Warren Spector, and maybe others) — We want to do a samurai-vs.-ninja adventure. We have some initial notes. No schedule at all on this one.

High-Tech (Steve Jackson) — Black-powder weapons, all the way up to science-fiction gadgets. Purely a weapon book, with scenarios included if space allows. I have no idea when I will finish this. It was supposed to be done by now, but I got assigned some more pressing work, and *High-Tech* went on the back burner. It's still there. A single \$8 or \$9 book, sometime.

Imperial Arena (Fantasimulations) — Ready for development. The Roman game-world, with emphasis on the gladiatorial arena. Lets you create gladiators (with some new weapons and IQ-based skills); also covers campaign rules and *lanistae* (the gladiators' owners and managers). This one was supposed to be a summer release, but it missed deadline, and isn't really back in the schedule at this point; we also don't know what format it will finally have.

Character Book (SJG staff) — a book of already-worked-out character sheets, ready to cut out and send to death or glory. If the first one goes over well, we'll do them until you get tired of them. If not . . . there won't be a second one. Personally, I sometimes feel a whole lot more like playing than inventing NPCs, so I'm going to get a lot of use out of my copy. Price: \$5 or \$6, depending on length.

STEVE JACKSON GAMES

COMING ATTRACTIONS

Everything in this section represents my own (SJ's) best guess about our upcoming GURPS projects. Dealers: Nothing here is "official" until you see it in a press release. Don't order until then, *please*. This is an inside, advance look at what we're doing — and *for sure*, schedules, formats, prices, and Cthulhu knows what else will change as work continues.

GURPS Fantasy (Steve Jackson) — Just back from the printer, and now shipping. Finally, the fantasy world background and magic system. I'm pretty happy with it. Elsewhere in this issue, you can see a sampling — a few of the magic spells that had to be cut at the last minute. 92 pages, a 4-page pull-out spell list, and an 11" x 17" color map of Ytarria, with a sample wizard character on the back. \$9.95.

GURPS Autoduel (Aaron Allston and Scott Haring) — This is the *Car Wars* game-world, in GURPS terms. It *does* include car combat — in most places, a close adaptation of *Car Wars* — and full-color counters in both large and small scales. More important, it includes background and rules for getting *out* of the cars once in a while, and adventuring in the deadly world of 2036. This one is at the printers now, and will ship in mid-November. 96 pages; \$9.95.

Combat Maps (SJG staff) — Based on feedback from letters and the BBS, we're releasing a set of large hex-maps for combat. Right now this looks like 3 double-sided 21" x 32" maps (black ink only), with street/building/tavern on one side, and outdoors on the other. They will be at least partially geomorphic. We're hoping to include some extra cardboard scenery, somehow. Target price is \$4.95; should be in the stores late this year.

Character Book (SJG staff) — a book of already-worked-out fantasy character sheets, ready to cut out and send to death or glory. We've scrapped the earlier plan to include new rules text — we put it all in the Basic Set. If the first one goes over well, we'll do them until you get tired of them. If not . . . there won't be a second one. Personally, I sometimes feel a whole lot more like fighting than like inventing characters, so I'm going to get a lot of use out of my copy. Price: \$5 or \$6, depending on length.

Imperial Arena (Creede and Sharleen Lambard) — This is the "animals and arenas" supplement. We had some problems with the first draft; it's back at the outline stage. But we still want to do it.

Harkwood (Aaron Allston) — Sequel to *Orcslayer* — another combat adventure, but with a higher percentage of campaign/roleplaying material. The squires (or new-made knights) who survived the trip to the orc-land find glory and intrigue at a baronial tournament. Probably \$5.95.

Oriental World Book (???) We just lost our writer for this project. Any free-lancers out there with lots of expertise on historical *and* fantasy samurai, ninja, Oriental mythology, etc.?

High-Tech (Steve Jackson) — Black-powder weapons, all the way up to science-fiction gadgets. Purely a weapon book, with scenarios included if space allows. I have no idea when I will finish this. It was supposed to be done by now, but I got assigned some more pressing work, and *High-Tech* went on the back burner. It's still there. A single \$8 or \$9 book, sometime.

GURPS Illuminati (Illuminated GURPS?) — We've got a proposal from a good free-lance cabal — we're waiting for an outline. Modern espionage, ancient horror, and very possibly Victorian shenanigans as well — all wrapped up in a pretty package with the Eye in the Pyramid on the cover. Probably a \$9.95 world-book. No telling when.

Department of Dark Hints: We're working on several other things. I'm currently negotiating with four well-known authors for GURPS licenses to their work. I'm also talking with two of my favorite competitors about "crossover" books — putting their great game-worlds in GURPS terms. Not all these deals will go through — but I hope to have something good to report next issue.

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Well, we finally did it! As most of you know, the *GURPS Basic Set* was released at Origins — and player response has been great. The *Fantasy* world book came back from the printers just a few days before this newsletter did. And the *Autoduel* world book will go to press soon. We're rolling!

With this third issue of *Roleplayer*, we seem to be settling down into a more-or-less quarterly schedule. It's an optical illusion; the next issue should be out in about a month! With more GURPS material on the market, we'll have lots more to say.

We've gotten a number of good submissions — already, more than we can print in 4 pages — but that's OK — keep writing! We like to have a lot to choose from. And we'd still especially like to see some good, simple systems for converting GURPS characters to and from other systems; there's a lot of demand for that, and I haven't had time to do it myself.

—Steve Jackson

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SHORT NOTES



SJG-BBS is now up and going strong. After months of constant crashing, we got some professional help, and now it's going fine. The *GURPS* sub-board, and the Alpha Complex *GURPS* game, are two of the most active sections. Those parameters again: 512-447-4449, 24 hours, 1200 baud (at last!), 8-none-1.

A new staffer: Yes, we're looking for a new staff member (but by the time you read this, we may have one). If you can proofread, handle correspondence, and know *GURPS* and *Deluxe Car Wars* like the back of your hand, then you might qualify — send us a resume and an SASE.

Cardboard Heroes: We are planning to release at least two new sets soon — Denis Loubet has already finished the S-F set and is about to start on the pulp heroes.

NEW DISADVANTAGES

Low Pain Threshold

-10 points

You are extremely susceptible to pain of all kinds. Double the "shock effect" of any injury — e.g., if you take 3 points of damage, DX is at -6 on your next turn. You always roll at -4 to resist physical torture. Whenever you take a wound that does more than 1 hit of damage, you must roll vs. IQ to avoid crying out (possibly giving away your presence). Barbarians, soldiers, thugs, etc., will react to you at -1 if they know you have this disadvantage.

(Thanks to several people for suggesting this — especially Craig Brown, who had the best version.)

Shyness

-5, -10, -15 points

This disadvantage comes in three grades: Mild, Severe, and Crippling. The character must roleplay his shyness! If the disadvantage is later "bought off," the affected skills will go back to normal.

Mild Shyness: Uncomfortable around strangers, especially assertive ones. -1 on any skill that involves dealing with the public; in particular, Acting, Bard, Diplomacy, Fast-Talk, Leadership, Merchant, Savoir-Faire, Sex Appeal, Streetwise.

Severe Shyness: Very uncomfortable around all strangers; tends to be quiet, even when among friends. -2 on any skill that involves dealing with the public.

Crippling Shyness: Avoids contact with strangers whenever possible. Incapable of public speaking. May not learn any skill that involves dealing with the public; -4 on any default roll on such a skill. (Thanks to Scorpia for suggesting this disadvantage.)

Combat Paralysis

-15 points

This is the opposite of Combat Reflexes; you tend to "freeze up" in a combat situation. It's not worth more as a disadvantage, simply because most people who have it find out at an early age . . . and then steer away from careers in which they might face danger. This is not the same as cowardice; you don't have to roleplay fear. Your mind may be brave, but your body betrays you.

In any situation in which personal harm seems imminent, roll against your HT. You do not roll until the instant in which you first need to fight, run, pull the trigger, etc. A successful roll means you can act normally. A failed roll means you are frozen, as though you'd been taken by surprise (see p. B106). You must roll every turn, at +1 to your effective HT each turn, to break the freeze. A quick slap from a friend will also give +1 to your cumulative chance of coming out of it.

Once you unfreeze, you will not freeze again until the fight is over or you reach safety. Then you will again be susceptible to freezing, the next time danger threatens.

Bloodlust

-10 points

A character with this disadvantage suffers from a strong desire to see his foes *dead*. He must go for killing blows in a fight, put in an extra shot to make sure of a downed foe, choose violent and messy options when stealth might be better, etc. An IQ roll is necessary to accept a surrender, or even take a prisoner under orders. And a player who always tries to make this IQ roll may be judged guilty of bad roleplaying!

This seems like a crippling character flaw, but many fictional heroes suffer from it. The point to remember is that the character is not a fiend or sadist; his animus is limited to "legitimate" enemies, whether they are criminals, enemy soldiers, feuding clansmen, or alien scum. In an ordinary tavern brawl, he would use his fists like anyone else. On the other hand, a gladiator or duellist with this disadvantage would probably be a very unpopular competitor!

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GURPS continues to go very well. Since the last issue of *Roleplayer*, the *Autoduel* world book has been shipped, and work is coming along on several other releases. And we're only a couple of months away from selling out of the first edition of the *Basic Set* — so preparation of the second edition is a top priority. Thanks again to all of you who have sent questions, comments, and errata to make the second edition better than the first.

—Steve Jackson

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SHORT NOTES



SJG-BBS is still going strong, with a slightly improved version of T-Net. The GURPS sub-board, and the Alpha Complex GURPS game, are still two of the most active sections. Those parameters again: 512-447-4449, 24 hours, 300 or 1200 baud, 8-none-1.

A new staffer: Yes, we did fill the position mentioned last issue. David Ladyman has joined our staff as GURPS guru-in-training.

Spies Wanted: We are trying to build our mailing list of retailers (among other things, we're thinking of doing a *Roleplayer*-like publication for retail stores). So . . . next time you write us, how about sending us the names and addresses of any game retailers in your area? This is especially important if the retailer doesn't stock all our line, or gets it in late . . . maybe some extra information from us will help him keep his stocks up.

Back Issues: While the supply lasts, back issues of *Roleplayer* are free for the asking. Just send a legal-sized SASE — use 39 cents postage if you want more than one issue — and tell us which ones you need. Right now we have a few #1, and lots of #2 and #3.

ERRATA

Here are all new errata and omissions discovered, since *Roleplayer* #3, in the *GURPS Basic Set* and *Man to Man*, and the *Fantasy* and *Autoduel* game-worlds. There are no new errata for *Orcslayer*.

A complete errata sheet for all *GURPS* products is available; just send an SASE to SJ Games.

Man To Man

The corrections listed below for pp. 94 and 103 of the *Basic Set* also apply to the appropriate sections of *MTM*.

GURPS Basic Set

- P. 19. An attribute score of 7 or less counts as a disadvantage.
- P. 38. Judo skill: You may also use your skill to throw a foe if you are Grappling him (Close Combat, p. 99). -5 if you are lying down!
- P. 39. The Karate rule should agree with that given on p. 87: if you miss a kick, roll vs. DX to avoid falling.
- P. 40. There are two references to "specialization" on this page — under Armoury and Engineer. Both should refer to p. 33, not 34.
- P. 64. The second sentence under "a" should read: Note that Dai's knife has both "cutting" and "impaling" damage — it does (1-5) basic damage when it cuts, and (1-4) when it impales.
- P. 76. Lockpicking defaults to IQ-5, not IQ-10.
- Also, sign language is a skill for which there is no default roll. The text should have listed Gesture (i.e., primitive sign-language) as a skill that can be used by default. Better yet, we should have listed another skill entirely, to avoid confusion between Sign Language and Gesture skills.
- P. 77. Magic is an exception to the "automatic success" rule.
- P. 79. Sidebar: The next-to-last paragraph disagrees with the Extra Effort rule in the main text on the same page. The main text is right; you lose HT only on a critical failure.
- P. 83 and P. 90. Add to Aim maneuver: If you are injured, you must make your IQ roll (Strong Will helps) or lose your aim.
- P. 84. In the sidebar (paragraph 8), Louis has a ST of 11.
- P. 93. Add to "Bad Footing" section of sidebar: Movement on stairs (up or down) costs double.
- P. 94. Add the following to the Blocking rule: You may block only attacks made from your front hexes *or* your shield-side hex (left, unless you are left-handed). A block against a shield-side attack is at a -2. You may block thrown weapons coming from a side hex, but not missile weapons.
- Add to the Parrying rule (here and on p. 85): Most thrown weapons are parried at -1; knives and smaller thrown weapons are parried at -2.
- P. 95, and *Parts Of The Body* table in pullout section: Although bullets are normally considered "crushing," they do triple damage, like impaling weapons, if they strike the head or vital organs.
- P. 100. In a slam, your foe is at a -2 to DX if he's not standing. Also, the procedure to determine knockdown should be a straight Contest of ST; you remain standing only if you make your roll *and* win or tie the contest.
- P. 102. If you don't have Throwing skill, you throw things at DX-3.
- P. 103. (Rule change): A knife has *no* point-blank range. Make this correction also on the Medieval Ranged Weapon Table.
- Also, the "composite bow" and "crossbow" lines in the table don't agree with those in the main weapon table. Aggh. The main weapon table is right.
- (Clarification to sidebar): If you are aiming, you lose your aim if you change position, move to another hex, or use the hand(s) holding the weapon. You may talk, cast spells not requiring the use of that hand, etc., without losing your aim.
- If you are injured, you must immediately make an IQ roll (Strong Will helps). If you make the roll, you don't lose your aim.
- P. 106. Add to end of first sentence: or half the distance to the target, whichever is less. Round up.
- P. 126. An engineer in a medieval world would learn Engineer/TL3.
- P. 136. No normal animal can have a Dodge of better than 10.
- P. 137. A black or brown bear has HT 14/20. A polar bear has HT 15/24.

All In A Night's Work Adventure:

- #88. Your opponent has a ST of 12.
- #97: If you take the bag without opening it, mark it on your record sheet and go to 16.
- #121: Max has a DX of 12.

Charts and Tables:

The last category on the Ancient/Medieval Ranged Weapons Table should be headed: DX-3 OR THROWING SKILL (SEE P. 45).

The Fencing entry in the Ancient/Medieval Hand Weapon Table should refer to p. 85, not p. 24.

On Katrina's character sheet, her Armory skill should be 13 and her Tactics skill should be 12.

Add the following types of armor: Chainmail arms (yes, I'm finally convinced): \$70, 10 lbs. Would normally be an integral part of a long-sleeved mail shirt. Scale limbs: PD 3, DR 4. Arms \$210, 14 lbs. Legs \$250, 21 lbs.

GURPS Fantasy — note that this is the first errata listing. Thanks especially to Bill Seurer and Steffan O'Sullivan for catching errors.

- Pp. 4, 9, 12. A critical miss is 10 more than you needed, not 5!
- P. 4. The sidebar should begin: The higher your effective skill with a spell At the end of the sidebar, add: Note that the time to cast missile spells is *not* reduced by skill.
- P. 6. Strike Dumb has a maintenance cost of 2; the caster must spend 2 more energy points to maintain it at the end of the first turn. Note also that if cost-to-maintain comes out as a fraction, round up.
- P. 9. If the subject makes the resistance roll by the amount by which the skill roll succeeded, *or more*, the spell has no effect . . .
- P. 12. The power of an item must be 15 *or above* for it to work.
- In Quick and Dirty Enchantment, a *minimum* of one hour is required. In the sidebar, the reference in the next-to-last sentence should be to p. 11.
- Sidebar, last line: An item of Power 21 costs *four* times base cost.
- P. 23 and Spell Table. The prerequisites for Restore are either Weaken or Simple Illusion.
- P. 25. Note that no concentration is needed to maintain Illusion Disguise.
- P. 26. The subject of Mind-Search may be asleep; language is also no barrier.
- P. 29. The durations for Sterilize and Major Healing are reversed.
- P. 31. Animation: triple cost to animate metal.
- P. 35. Under *crystal-gazing*, the reference should be to p. 47.
- P. 36. Invisible Wizard Eye: the Invisibility reference should be to p. 24.
- The Animal Empathy advantage gives a +4 on all Animal spells.
- P. 39. Apportation: The last sentence should read: This spell moves its subject at only 1 yard per second, not fast enough to do damage with it (but see Poltergeist, below).
- Poltergeist: range increment is 3 yards.
- P. 42. Resist Pain: the subject does not lose DX or slow down because of lost HT.
- P. 44. Remove Curse can also nullify Hex.
- P. 51. Stupid error on my part: since Caithness is a low-mana area, it is *not* true that "one person in 50 knows a spell or two." This would be an appropriate ratio in a high-mana area.
- P. 57. 1st paragraph, 2nd sentence: Caithness is to the west, not east.
- P. 77. Falconry is a Mental/Average skill.
- P. 86. The change from human to beast form, or vice versa, can be made at will. It takes 3 seconds.
- P. 87. A were cannot speak human language while in beast form. Silver-headed arrows cost 5 times normal price.
- P. 88. A were-eagle does (1-1) impaling damage. A vampire is immune to poisons.
- P. 89. In the Shapeshifting sidebar reference, the were-eagle reference should be to p. 88.

Spell Table:

- Add the * symbol for Very Hard to Create Object and Youth.
- Breathe Water: this spell is on p. 21, not 19.
- Create Food prerequisites are Cook and Seek Food.
- Crystal Ball: one prerequisite is Divination (Crystal Gazing)

Jennifer Blake, Car Warrior



Jenny is one of the 40+ characters written for the Car Warriors Character Book. She was too impatient to wait for the book, but you can find the others, with their character sheets, in this late May release.

Her family has always joked that Jenny doesn't have just one guardian angel; she requires a whole platoon. And still, it seems that wherever the action is, that's where you find Jennifer Blake. While growing up, she was always the first at a fire, robbery, or riot; she once hung by her heels over the edge of a cliff to get a photo of the private grudge match between Optimal Jones and Red Fang Eriksen for her school paper. She never missed amateur night at the arena, and her room was wallpapered with blow-ups of her heroes, posed in front of their vehicles, smiling, it seemed, just for her. So, it came as no surprise to anyone that she became an action reporter for UBN, covering the Overdrive and other circuits. Indeed, her dad was thankful that "at least she's reporting it, and not driving it!"

Jenny may be impulsive to the point of recklessness, but she's not stupid. This lady can take care of herself. She's smart, savvy, extremely

competitive, and very pretty, the last being something she doesn't mind exploiting when it's to her advantage. (She regards it as one of the many edges she has on the competition when chasing a story.) As a result, over the last few years she has been romantically linked to several leading duellists throughout the country. This has advantages and disadvantages; it leads to hot breaks on stories, but has also made a few enemies of those on the circuit who feel a little "used" by her. Resulting gossip (some true, some not) also means that she runs through several "patrons" each year. There are a handful of duellists hopelessly in love with her, each of whom wants to "take her away from all this" (whether from her job, or other duellists, is never fully explained). So she maintains quite a juggling act, keeping as many men on a string as she can manage while remaining uncommitted.

Between her job, her beauty, and her impulsiveness, she is constantly getting into trouble. But not to worry. Jenny Blake is famous for getting out in the nick of time — next time *you* might be riding to her rescue!

Blake is 5' 6", 105 lbs., with long honey-blonde hair, fair skin, and black eyes. Her total point value is 100 points, suitable for use as a PC.

ATTRIBUTES: ST-9 DX-13 IQ-13 HT-10 (Total: 50 pts.)

ADVANTAGES: (Total: 40 pts.)

Very Beautiful	25 points
Patron, 9- (Various Sugar Daddies, changing often)	10 points
Charisma, +1	5 points

DISADVANTAGES: (Total: -25 points)

Bad Sight (wears contacts)	-10 points
Impulsiveness	-10 points
Reputation as Heartbreaker, -1 reaction, affects everyone	-5 points

QUIRKS: (Total: -5 pts.) Party animal; Likes expensive restaurants; Craves seafood; Vain; Clothes horse.

SKILLS: (Total: 40 pts.)

Profession: Reporter-17	10 points
Profession: Fashions-12	1 point
Savoir-Faire-16	6 points
Sex Appeal-15	6 points
Guns (Pistol)-15 (includes +2 IQ bonus)	1 point
Driving (Cars)-12	1 point
Area Knowledge (Overdrive Circuit arenas and vicinities)-16	6 points
Area Knowledge (AADA circuit arenas and vicinities)-15	4 points
Swimming-13	1 point
Sport (Tennis)-12	1 point
Dancing-12	1 point
Carousing-10	2 points

EQUIPMENT: (Total \$5000, 14.5 lbs.)

Designer Body Armor: \$1250, 20 lbs., PD 4, DR 3 (light encumbrance when worn)

Kevlar: \$250, 10 lbs. (no encumbrance when worn)

Concealed communication set: \$200, .5 lbs. (100 yard range, for interviews)

S&W M55: \$100, 3 lbs.

Watch: \$100

Misc. personal gear: \$200, 1 lb.

Cash: \$100, Bank account: \$2550

(Character by Norman Banduch and Martha Ladyman)

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Things are moving along briskly in the world of GURPS. As you'll see in *Coming Attractions*, we have two great new licenses, and the schedule has been shaken up — for the better, we think!

Also in this issue is the Origins Award nomination ballot. GURPS is eligible for Best RPG this year, and *Fantasy* and *Autoduel* both have a shot at Best Supplement — so we've got our fingers crossed. But whoever you vote for, vote! Anybody can send in a nominating ballot, but hurry — the deadline is May 20!

—Steve Jackson

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RP Goes Commercial

Until now, *Roleplayer* has been a tremendous bargain — for absolutely nothing, you've gotten updates on *GURPS* products, errata, answers to rules questions, and some new *GURPS* material.

Unfortunately, *Roleplayer* costs a lot of money to produce — especially since our print run broke 4,000. So, beginning with issue 7, *Roleplayer* will cost \$1 per issue. But we don't expect you to pay for the same thing you used to get for free — we're going to make *Roleplayer* better.

The first improvement you'll notice is frequency. While it was free, we published *Roleplayer* whenever we had the time. From now on, we're going to *make* time, once every two months.

Inside *Roleplayer*, you'll see more new *GURPS* material — advantages, disads and skills, optional and expanded rules, spells and gadgets, articles on GMing, new races, and perhaps short adventures. We'll also run excerpts from new releases, but for the most part, *Roleplayer* will be a forum for never-before-published material.

Where's all this new material going to come from? From you, we hope. Since we're charging for *Roleplayer*, we're also going to

start paying our authors. *Roleplayer* won't make you rich, but it's a good way to start writing for SJ Games.

Of course, *Roleplayer* will continue to do all the things it's always done. Each issue will include *GURPS Q&A* and *Errata* to keep your campaigns running smoothly, as well as *Coming Attractions* and *Short Notes* to let you know what's going on at SJ Games.

In future issues of *Roleplayer*, you'll find more information on and expansions for *GURPS*, keeping you up on the latest developments in roleplaying. We still believe *Roleplayer's* a heck of a deal, and we think you'll agree.

SEND US YOUR MONEY!

We didn't want to take the space for a subscription form, and figured you'd agree. So if you want to keep receiving *Roleplayer*, just send us a check or money order for as many issues as you want (but no more than 10, please), at \$1 per issue. Our address is *Steve Jackson Games, Box 18957, Austin, TX 78760-8957*.

Thank you for your support.

Cops in GURPS

From a medieval city guardsman to a 23rd century Star Ranger, law enforcement agents have certain things in common: the power to arrest civilians, the use of departmental weapons and equipment, a reputation as the arm of the law. The newly released *Car Warriors* and *GURPS Horror* both deal with policemen; *Car Warriors* presents several troopers from Autoduel America, while *Horror* introduces a new advantage, "Legal Enforcement Powers." Here we bring that information together for lawmen in every game-world.

The basic requirement for a policeman, regardless of his world, is the advantage Legal Enforcement Powers. This advantage costs 5 or 10 points, depending on the rights and privileges of the law enforcement agency concerned. A cop with local jurisdiction, the ability to arrest suspected criminals, and the right to perform searches with a warrant has 5 points worth of Enforcement Powers. A character having national or international jurisdiction, *or* freedom to ignore the rights of civilians, *or* the power to pass immediate sentence, pays 10 points for his powers.

In addition to Legal Enforcement Powers, most cops will have a Patron (a law enforcement agency), a Duty (to uphold the law), a Reputation (as a lawman), and Pro Skill: Law Enforcement (gained

in an academy or on the job). But not every policeman will have each of these — it's up to the GM to decide what each type of cop needs. A few typical cops:

Medieval City Guardsman. Legal Enforcement Powers (not restricted by civil rights), 10 points; Patron (city guard — appears on 6-), 10 points; Reputation (-3 to local criminals), -5 points.

1880s Sheriff. Legal Enforcement Powers (not restricted by civil rights, free to kill with relative impunity), 10 points; Reputation (+1 to law-abiding citizens, -4 to outlaws), -5 points; Duty (to uphold the law — occurs on 10-), -10 points.

1920's G-Man. Legal Enforcement Powers (national jurisdiction), 10 points; Patron (F.B.I. — very powerful, appears on 9-), 20 points; Reputation (+2 to law-abiding citizens, -4 to mobsters), 0 points; Duty (to fight organized crime — occurs on 10-), -10 points; Enemy (the mob — large group, appears on 9-), -30 points; Pro Skill: Law Enforcement (at IQ+3), 8 points.

Star Ranger. Legal Enforcement Powers (galactic jurisdiction), 10 points; Patron (Star Rangers — very powerful, appears on 6-), 10 points; Reputation (+4 to law-abiding colonists, -4 to space pirates), 10 points; Duty (to protect colonists — occurs on 15-), -15 points; Enemy (space pirates — large group, appears on 9-), -30 points; Pro Skill: Law Enforcement (at IQ+1), 4 points.

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This issue of *Roleplayer* is being squeezed out between Origins and GenCon — the one brief breathing space in our busiest season. From now on, though, *RP* will be on our regular release schedule, once every two months.

We'd like to take this opportunity to call for *RP* submissions. We want to run lots more new *GURPS* material on these pages, but we can't run what we don't have. See *Roleplayer Goes Commercial* for an idea of what we're looking for, and feel free to send an SASE for our *GURPS Writer's Guidelines*.

— Jeff George

From the *Gurps Horseclans* Manuscript

NPC Allies in GURPS

by Jerry Epperson

Editor's note: This advantage was omitted from GURPS Horseclans because it might not be compatible with every GM's style of play — some referees might prefer simply to allow a player to run two player characters. We'll be interested in your comments.

Many fictional heroes have partners — loyal comrades, faithful sidekicks, or life-long friends — who accompany them on adventures. These partners are hardly Dependents; they are fully capable of taking care of themselves. Nor are they Patrons; they lack the power, influence and resources for that special status. Instead, these fellow adventurers are equals — Allies.

In one sense, the other PCs who adventure with you are allies. But they can be unreliable allies indeed. Often they are chance acquaintances, first encountered at a roadside tavern only hours before. They have their own hidden goals, ethics and motives, which may or may not coincide with your own. A PC ally may turn on you at any minute, stealing your gold, your horse, or your life. Only a fool trusts a man simply because he is a PC.

An NPC Ally, on the other hand, is an advantage. Perhaps you fought side-by-side in an extended campaign, trained under the same master, or grew up in the same village. The two of you have come to trust each other implicitly. You travel together, fight back-to-back, share rations in hard times, trade watches through the night. No matter where you go, your Ally is not far away.

The point cost for an Ally is determined by his point value and frequency of appearance. Use Frequency of Appearance modifiers described for Patrons, p. B17.

An Ally built on 50 or fewer points is a Dependent (p. B29).

An Ally built on 51 to 75 points costs 0 points.

An Ally built on 76 to 100 points costs 5 points.

An Ally built on 101 to 150 points costs 10 points.

An Ally built on 151 to 200 points costs 15 points, and so on.

An Ally built on more than 50 points more than his PC is a Patron (p. B17).

An Ally having special abilities — magic powers in a non-magical world, equipment far beyond the world's TL — costs an extra 5 to 10 points, at the GM's discretion.

Creating an Ally

An Ally is subject to all the same rules and guidelines as PCs, as described in the *GURPS Basic Set* and the appropriate worldbook. An NPC Ally can have up to three disadvantages totaling no more than 40 points, or one disadvantage of any value. A GM may allow occasional exceptions to this guideline, however, just as he might for a PC.

NPC Allies must all pay the points to have their PC as an Ally. For a normal, 100-point PC, this will cost 10 points.

When selecting skills, advantages and disadvantages for an Ally, remember that most Allies share a common background with their PCs as the basis of their to their PC Ally. Soldiers will usually have fighters for Allies, thieves will have other underworld types, priests will have other clerics or holy knights, etc. A player should have to come up with an excellent rationale if he wants his PC to have an Ally from a wildly different background — not many elf water mages are going to be allied with dwarf warriors or orc bandits.

Neither an NPC Ally or his PC may receive points for a disadvantage such as Sense of Duty or Oath to his comrade. The point cost to have an Ally already takes this bond into account.

GMing the Ally

An Ally is a full-fledged NPC, and should be played as such. While Allies are usually agreeable to the suggestions of their PCs, they are not puppets. They will disagree with their friends from time to time. An Ally may try to dissuade a PC from a plan that seems foolish to him; if he can't talk his friend out of the plan, he may refuse to cooperate. Upon occasion, an Ally may even cause problems for his PC, picking fights, landing in jail, insulting a high noble . . . Of course, the Ally will also try to bail his friend out when *he* makes similar mistakes.

A PC should receive no character points for any play session in which he betrays, attacks or unnecessarily endangers his NPC Ally. If the betrayal is particularly blatant, prolonged or severe, the trust between the PC and his Ally will be broken; the Ally is lost, but the points are not recovered.

If, on the other hand, an Ally dies through no fault of his PC friend, the PC should not be penalized. Let the PC form a relationship with another Ally. This relationship should develop gradually — no one gains a true Ally overnight.

Allies in GURPS Horseclans

The world of the Horseclans lends itself particularly well to Allies. The following characters make excellent Allies: fellow adventurers; mindspeaking creatures like prairiecats, horses, dogs, and elephants; apprentices; Sword Brothers; battlemates; kinsmen.

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Welcome to the first "commercial" issue of *Roleplayer*. Although the format is the same, if you look closely, you'll notice a couple of changes. The biggest is in advertising; *RP 6* had two full pages of advertising, but *RP 7* has less than half a page!

Which brings us to the second major difference — increased *GURPS* content! This issue includes at least one article for every published worldbook — *Fantasy*, *Autoduel*, *Horror*, *Horseclans* and *Humanx* — plus an excerpt from an upcoming release — the *GURPS Bestiary*. We'll be bringing you more complete *GURPS* coverage with every issue. Stay tuned . . .

— Jeff George

New Disadvantages

by the readers of *Roleplayer*

Absent-Mindedness -15 points

The classic disadvantage for eccentric geniuses. An absent-minded person has difficulty paying attention to anything not of immediate interest to him. An absent-minded person suffers a -5 penalty on any IQ roll except those involving a task he is currently interested in and concentrating upon. If *no* engaging task or topic presents itself, the attention of the absent-minded individual will drift to more interesting matters after only five minutes; he will ignore his immediate surroundings until something catches his attention and brings him back. Once adrift in his own thoughts, an absent-minded character must roll against IQ-5 in order to *notice* any event short of personal physical injury.

The absent-minded person may attempt to rivet his attention on a boring topic through sheer strength of will. To do so, he must make a roll against IQ-5, modified by Strong or Weak Will, once every five minutes. "Boring topics" include guard duty, small-talk or other forms of meaningless conversation, repetitive manual tasks, driving on an empty highway . . .

Absent-minded individuals also have a tendency to forget trivial tasks — like paying the bills — and items — like car keys and check-books. Whenever it becomes important that an absent-minded character have performed such a task or brought such an item, the GM should call for a roll against IQ-2. If the character fails this roll, then this minor detail has slipped his attention. For example, an absent-minded detective pulls his gun in a shoot-out. He has been involved in gunplay earlier today, in which he fired four rounds, so the GM calls for an IQ-2 roll. The character fails the roll, discovering too late that he forgot to reload his weapon, so his revolver only has two bullets left!

— Steffan O'Sullivan

Compulsive Lying -15 points

The opposite of Truthfulness, the Compulsive Lying disadvantage forces the character to lie constantly, for no reason other than the joy of telling the tale. A compulsive liar delights in inventing stories about his deeds, lineage, wealth — whatever seems as though it might impress his audience. Even when exposed as a liar, the character will cling tenaciously to his stories, calling his accuser a liar and a scoundrel.

In order to tell the pure, unvarnished truth, a compulsive liar must roll against IQ-4. A charitable GM might allow a liar to tell a slightly-fractured version of the truth if he only narrowly failed this roll. When a PC liar makes a roll to tell the truth to his fellow party members, he should roll out of sight of the other players. Thus, they can never be sure that they are getting accurate information from their comrade.

— Art Samuels

Gullibility -10 points

There's one born every minute, and you're it. A gullible person naturally believes everything he hears; he'll swallow even the most ridiculous fish-story, if it's told with any conviction.

In order to *not* believe a lie — or an improbable truth, for that matter — a gullible character must make a roll against IQ, modified by the plausibility of the story. A lie well-told, or involving something the character has no familiarity with — "My father is the chief of police in this town, and he won't stand for this!" — calls for a -6 penalty to the IQ roll. A lie concerning a topic the gullible character is familiar with — "Didn't you know they bred ducks in your village, Torg?" — calls for a -3 to the roll; and even a totally outlandish tale — "Of course the Eskimos are descended from Spanish conquistadors; everyone knows that" — will be believed if the character fails a roll against unmodified IQ.

Furthermore, a gullible character suffers a -3 penalty on any Merchant skill roll, or in any situation in which his credulity might be exploited. A gullible person can *never* learn the Detect Lies skill.

— Art Samuels

Overweight -5 points

You are somewhat heavy for your race. Determine weight normal for ST, and then increase it by 30%. This extra weight is treated as encumbrance (see p. B61), which you cannot get rid of. (Exception: this encumbrance doesn't count against you when swimming.)

Overweight characters get a +2 bonus to their Swimming roll. Being overweight carries a reaction modifier of -1 only among health conscious societies — like that of the 1980s yuppies — and in areas where food is in especially short supply — such as among the dregs of Autoduel America.

— Jim Kennedy

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If this issue seems to be following close on the heels of *RP 7*, it's not because this issue is early — it's because #7 was late! From now on, we should be reliably hitting our bimonthly schedule — so look for *RP 9* in early March.

This issue, we have a very different mix of features than last issue. Inside you'll find an article on the Hospitallers, a brotherhood of holy warriors from Yrth; two features for GMs; and the debut of "GURPS Talk," our new letter column. Of course, we've got all the regular features as well, to keep you up on what's happening and what's about to happen in the world of *GURPS*.

— Jeff George

Split Health in GURPS

When dealing with humans and other creatures between 100 and 250 pounds, a single value for HT is usually quite sufficient; the overall health of the individual and the amount of damage it can soak up are generally nearly identical. But when dealing with large or small animals, it is often necessary to break HT down into two values — the first representing the creature's overall health and hardiness, the second quantifying the amount of physical injury it can withstand.

In *GURPS*, these two values are represented by a split HT score, such as "HT 12/25." The first number indicates the animal's *health*, the number used for HT rolls, while the second is its *hit points*, the amount of damage it can take before falling unconscious. For most animals, this is the only deviation from the regular HT rules necessary, but for *really* big creatures — elephants, whales, dinosaurs — a few additional rules are called for. Some of these rules are presented in the *GURPS Bestiary*; others appear here for the first time.

Shock

When injured, animals have their DX reduced *on their next turn only*, just as humans do (p. B110). The amount of damage needed to reduce DX varies, however, depending on the animal's total hit points. Whenever an animal is injured, refer to the table below to determine the amount by which its DX is reduced on the next turn:

Basic Hit Points	DX Reduction
30 or less	-1 DX per point of damage
31-50	-1 DX per 2 points of damage (rounded down)
51-100	-1 DX per 3 points of damage (rounded down)
101-200	-1 DX per 4 points of damage (rounded down)
201 +	-1 DX per 5 points of damage (rounded down)

Death

Just like humans, creatures with split HTs fall unconscious when their hit points drop below 0. As they drop further and further below 0, they roll against their HT to avoid dying, but for very large or small animals, these rolls come at different intervals than they do for humans. The table below indicates at what points an animal must roll to avoid dying, and the point at which it dies automatically:

Basic Hit Points	First Roll	Subsequent Rolls	Automatic Death
30 or less	-HT	Every 5	HT x -5
31-50	-HT	Every 10	HT x -10
51-100	-HT	Every 20	HT x -20
101-200	HT x -2	Every 20	HT x -30
201 +	HT x -3	Every 20	HT x -40

When referring to the table above to determine the points at which an animal must roll against health or die from its wounds, use health or hit points, whichever is *smaller*. Thus, an elephant with HT 17/45 uses its *health* of 17 as its HT when determining when it must roll to avoid death. The elephant falls unconscious at 0 or -1 HT, makes its first roll to avoid dying at -17 hit points, makes its next roll at -27, and continues to roll with every 10 points of damage thereafter, until it misses a roll or reaches -170 (health x -10), at which point it dies automatically. A rat, on the other hand, has HT 17/2, and uses its *hit points* to determine when it must roll to avoid death. The rat makes its first roll at -2 hit points, another roll at -7, and dies automatically at -10 (hit points x -5). Of course, any HT roll made to avoid death is made by rolling three

dice against *health*, regardless of which value — health or hit points — is higher.

Remember that anyone or anything, regardless of HT, can be killed by a cut throat, decapitation, bullet through the brain, etc. Once an animal has fallen unconscious or is otherwise helpless, it can be killed by any obviously fatal attack. Of course, the GM is the final arbiter of what constitutes "obviously fatal." If he says you can't automatically kill the unconscious tyrannosaurus with a .22 pistol, then you can't. If the animal is really out, though, you will probably be able to come up with something . . .

Split HT for PCs

Although the "split HT" was designed for creatures which are much larger or smaller than a human being, it is sometimes appropriate to design a human or humanoid character with a split HT. A split HT is called for when creating a very large but unhealthy character (human or otherwise) — who would have many hit points but little resistance to disease or other forms of physical stress — or a very small but tough character — who would be very resistant to disease, poison or trauma, but not have very many hit points.

To determine the cost for a split HT, find the average of the two HT values, round up, and pay the character points as if the character had a single HT value equal to this average. Thus, a hardy human midget might have HT 15/6 — he is very tough, but his small mass simply won't soak up as much damage as a larger person's would. This character pays 10 points for HT, as if he had HT 11 (the average of 15 and 6 is 10.5, which rounds up to 11).

Raising attributes using points gained through adventure may only be done with your GM's approval. Using these rules, he has three options available: for the cost of a single HT point, he may allow you to raise either hit points by 2, health by 2, or both by 1 each. The character then pays the appropriate amount of points to raise his averaged HT score by one. (Remember that the cost to raise an attribute after character creation is doubled.)

Whenever a character with a split HT makes a roll against HT, he rolls against his *health* — the number before the slash. Whenever he takes damage, it is marked off against his *hit points* — the number after the slash. A character with a split HT makes his first roll to avoid death from wounds when his current hit points have dropped to -1 x his health or hit points, whichever is smaller. Thus, the midget above makes his first roll when he reaches -6 hit points (hit points x -1), while a sickly giant with HT 8/15, must make his first roll when his hit points drop to -8 (health x -1). After his first roll, a character with a split HT rolls again with every 5 points of additional damage, until he misses a roll or reaches -5 x health or hit points (again, use the smaller value). Of course, the character always rolls three dice against his *health* to avoid death, regardless of which HT values is larger.

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GURPS Space Preview

The Sparrials

A New Alien Race for Your GURPS Campaigns

by Steve Jackson

The Sparrials are a small, vaguely feline race, descended from a tree-dwelling predator. They are bipedal; their hands have four skeletally-thin opposable fingers with retractable claws. They are sleekly furred; most coats have varying patterns of brown or rust, but albinos are relatively common. The mouth is the most "alien" feature; closed, it does not look unusual, but it contains several fleshy organs and grids of rough, serrated bone that serve as teeth.

Environment: Sparrials are native to a .95 G Terrestrial world, with an average temperature of 65 degrees — cool by human standards. They have a wider temperature tolerance than humans, however, and can live anywhere a human can. They breathe a standard Terran oxygen mix at .97 atmospheres.

Advantages and Disadvantages: Sparrials have -3 to ST, +2 to DX and +1 to HT. They automatically have the advantages of Night Vision, +2 Acute Taste and Smell, and +3 to Detect Lies skill vs. humans, Sparrials and most other races (they can "smell" fear). If they take a turn to prepare — using the Step and Concentrate maneuver — they can make leaps of twice their normal Jump distance. They have the racial disadvantages of Kleptomania (stealing small personal items is a common form of Sparrial competitiveness), Gluttony and Stubbornness. A Sparrial has normal height and weight, by human standards, for its ST.

As the racial advantages and disadvantages of Sparrials balance out, there is no point cost to play a member of this race.

Psychology: Sparrials are active and adventuresome, but can be very patient when there is need. They tend to be quarrelsome among themselves until a "pecking order" is established, through argument, battle or clever thefts. Sparrials steal from those around them in much the same way humans trade quips and insults — to establish dominance and show their worth without combat.

Sparrials react very strongly to scent. They dislike some races, and like others, purely on the basis of odor. Human scent varies widely, in Sparrial view. The first time a human meets Sparrials, roll 1 die and subtract 3, and record the result. This determines how Sparrials like his

odor; that is the Sparrial reaction bonus (or penalty) to that person thereafter.

Sparrials have two sexes. Males are slightly smaller and faster than females.



Thinking Alien

If a campaign includes alien races, the GM should permit alien PCs whenever they can reasonably fit into the campaign.

Everyone — GMs and players — must roleplay creatively when taking the part of aliens. Even in a space-opera campaign, where all the aliens are essentially human beings in furry coats, this will add to the fun. And in a "hard" SF campaign, it will be *necessary* to play other races as genuinely I alien. A few points to keep in mind when dealing with alien races:

Charisma always works. For game purposes, we define this "force of personality" as universal.

Voice, good looks, etc., rarely work. Aliens will not respond to a pleasant voice unless it is, by coincidence, pleasant to *them*. Few aliens will notice physical beauty in a human. And so on.

Aliens will have racial likes and dislikes. This may be as simple as "reacts at +2 to Terrans," or as quirky as "will not deal with anyone wearing orange."

Aliens may not want the same things we do. Likewise, they may not fear the same things we do. Most humans want wealth, comfort and the approval of their fellow man, and fear injury, ridicule and death. Aliens may not see things the same way . . .

Aliens may like and dislike different things about individuals. The importance attached to personal odor by the Sparrials is an example of the unique standards by which aliens may judge other individuals.

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RP 10 features the winner of our adventure writing contest — "The Isle of Night," a GURPS Horror adventure by Scott Paul Maykrantz. Congratulations to Scott and the two runners up, Michael Cule and Aaron Stone.

Other features this issue include the officially revised version of the GURPS Hit Location Table, which first appeared on the new GURPS Reference Screen; and the first in what we hope will become a series of columns on character design, by playtester extraordinaire Walter Milliken.

— Jeff George

Number 11
\$1.00

Roleplayer®

August
1988

The GURPS Newsletter

ULTRA TECH WANTS YOU

We are planning a *GURPS Space* supplement, *Ultra Tech*, with literally hundreds of science-fiction gadgets and weapons. And we want YOUR suggestions. We'll consider absolutely ANY ultra-tech, super-scientific gadget you can think of.

The ground rules:

(1) Devices do not have to be absolutely unique and original; that would be too much to ask. But they shouldn't be *stolen*. If your submission is (for instance) physically just exactly like Larry Niven's variable-sword, works the same way, and has the same scientific explanation, calling it a "variable-knife" won't get it into the book; it's still plagiarism. And that goes *double* for devices that originate in other SF games! Thou shalt not steal . . .

On the other hand, if your favorite book has a device you like, and you adapt and change it, making it more useful (or giving it interesting limitations) . . . then you have put creative effort into your submission, and that's what we want to see. Or, as we did in *Space* . . . if *everybody* has a blaster, it's perfectly all right to use the name for something that blasts, and it's a "friendlier" name than Ergonomic Man-Portable Pulsar Emulator.

(2) If we get duplicate submissions, we'll use the first one we receive. But when we get several similar submissions, we may combine features from more than one in the final book.

(3) All submissions become property of SJ Games and none can be returned.

(4) Any submission that is used at all, even in part, will earn its author credit in the front of the book. Anyone who gets three or more

gadgets accepted substantially as submitted will get a copy of the book when it appears — autographed by the editors, with our thanks! Anyone who sends in a *huge* number of usable submissions will impress us appropriately, and we'll find a fitting way to show our appreciation.

(5) All submissions must follow the template below. This gives the *necessary minimum* information for an ultra-tech gadget. If more information is necessary to let players and GMs use a particular device, give it!

For examples, see the *Gadgets* chapter of *Space*. In general, follow the style used in that book. You should *not* submit anything until you've read *Space*!

Name (TLx): General description of the gadget: how big it is, what it looks like, how it is used. Specific rules for controlling its use: give hard numbers (ranges, weights carried, time to put on/take off, and so on).

If applicable, give skill bonuses or penalties for specific modes of use.

If the device changes, in appearance or utility, at higher TLs, give the specifics. Try to keep it very simple.

If the device requires energy (and most do), what size cell does it use? How many? How many uses is a cell good for (or how long does it last in constant use)?

\$ cost; (weight) lbs.

For *weapons*, add all *ranges* (in tabular form) and other information as given in the format on p. S55. This includes cost, weight, reloads, and legality class — everything on the table.

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Space is out! This issue features a great out-take from this, our biggest worldbook yet, as well as our invitation for *you* to contribute to the *Space* gadget-book, *Ultra-Tech*.

Also in this issue are a preview of the new Third Edition of the *Basic Set*, a new disadvantage, a new creature (which works very

well for either a SF or fantasy campaign) and more hints on character design from playtester extraordinaire Walter Milliken.

New Editor. Jeff George has resigned from the staff to try his hand at full-time writing (good luck, Jeff!) — so this issue was edited by Steve Jackson and Stephen Beeman.

Passing the Baton. After nearly 10 years of running this company myself, I've finally been able to hand the Old Maid to somebody else. As of August 8, Sharleen Lambard is President of Steve Jackson Games. She has worked in every single department of the company, from Mail Order to Editorial. She knows what's going on around here. So she's in charge now.

And me? I'm demoting myself to what I'm good at: Editor-in-Chief, Head of R&D, Chief Skunk at the Skunk Works . . . whatever you want to call it. I will write, edit, and work with writers and editors. The reason I started this company, and the thing I care most about, is the quality of the product. Now I'm back in a position where I can keep my hands on that, all the time. I'm looking forward to it.

— Steve Jackson

STEVE JACKSON GAMES

Number 12
\$1.00

Roleplayer®

December
1988

The GURPS Newsletter

GURPS 3rd Edition – Bigger and Better

By Steve Jackson

At last, *GURPS Basic Set* (Third Edition) is on the shelves. It represents a complete reworking and re-editing of the system; we took into account the comments on the *thousands* of feedback questionnaires we've received since the game's first release, and did our best to make everyone happy. (And if you're one of the people who returned a questionnaire, we thank you very much, and we hope you got what you wanted in the new edition.)

The most obvious difference is in the physical format. No box! Instead, it's a single 256-page perfect-bound book, shrink-wrapped along with a 16-page booklet that the user takes apart to get the maps, Instant Characters sheet, etc. The striking new cover is by Michael Presley.

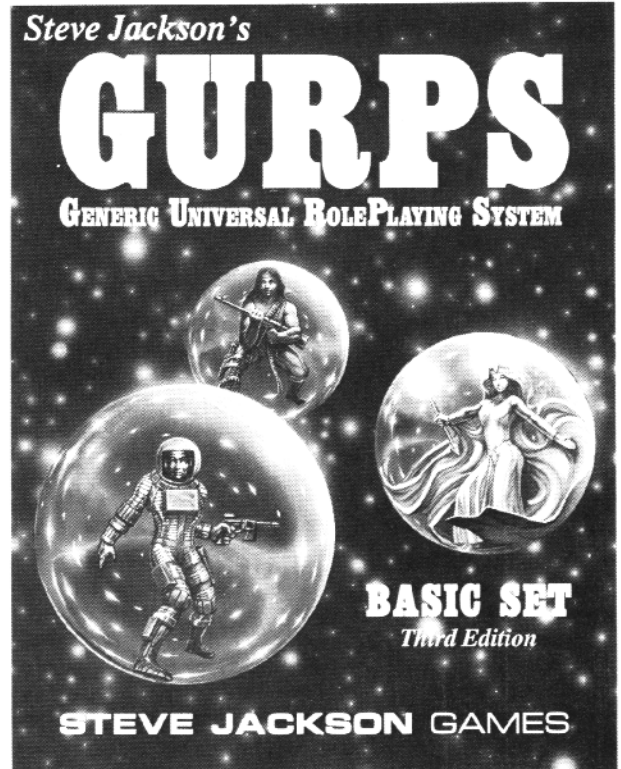
But the price is *lower!* This savings comes mainly from dropping the box; boxes are expensive. That let us reduce the price to \$19.95. This is not wholly altruistic, of course. We expect this bigger, less-expensive edition to make the *GURPS* system even more popular.

New Sections

This edition includes everything from the second edition, and a great deal more. Our feedback indicated that buyers wanted to see a wider variety of material in order to make the set truly "generic." Your wish is our command . . .

First and foremost, the "medieval" bias of the earlier editions has been erased. This edition adds much more material on modern and futuristic weapons and skills.

The other really significant omission from earlier editions was, of course, magic. The original *GURPS* plan called for magic to be in the



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High-Tech is here! Which means that all the new firearms stats are available. This issue features the updated firearms tables from *GURP Horror*, see pp. 4-5. Updates for our other worldbooks will appear in the next issue.

Other features include the designer article for *GURPS Swashbucklers*, by Steffan O'Sullivan; and more helpful hints by playtester extraordinaire Walter Milliken.

Basic Set, but we couldn't get it into the first two editions. The Third Edition gives complete magic rules, and a list of over 100 spells. That is *not* the whole spell list from *GURPS Fantasy*, but it's a carefully chosen subset — enough to get any fantasy campaign off the ground. (The original *GURPS Fantasy* worldbook is now out of print, but an expanded and updated *GURPS Magic* will be at the printer by the time you read this.)

Another Third Edition addition is psionics. Those who have *GURPS Horror* have seen the psi rules. Portions are also in *GURPS Humanx* and *Horseclans*. We decided that anything that had to be reprinted that often was basic information — so it's now in the *Basic Set*.

Other new chapters include Mounted and Vehicle Combat and Flight. Not a complete chapter, but important, were the Fright Check rules from *GURPS Horror* — here, again, we thought it was "generic" enough to include in the *Basic Set*. We've also drastically reorganized and upgraded the sections on game-mastering and on writing your own adventures.

And, of course, there are several new advantages and disadvantages. Some you've seen in worldbooks or *Roleplayer* — others are brand new.

Continued on p. 2 . . .

STEVE JACKSON GAMES

Number 13
\$1.00

Roleplayer[®]

February
1989

The GURPS Newsletter

Historical Alchemical Elixirs for GURPS Magic

by Steffan O'Sullivan

With the publication of *GURPS Magic*, the alchemy rules have been expanded. Most of the 52 elixirs were written as part of a Fantasy game-system — that is, they weren't copied from historical sources. Yet alchemical elixirs of many types were indeed sold throughout the centuries to the wealthier nobility and merchants. In the course of doing research for *GURPS Swashbucklers*, I came across many references to alchemical elixirs and talismans owned by various queens and powerful ministers, who usually had great faith in them.

It is not the intention of this article to give a history of alchemy, but it should be mentioned that for centuries, alchemical potions were touted as having magical powers. These elixirs are mentioned in letters, books and documents of the time, and some are presented here in *GURPS* terms.

The names of the elixirs have been brought into line with the names in *GURPS Magic*, and are not to be construed as historical. I've had to fiddle slightly with the descriptions to get them to fit game mechanics, but basically all are given as the alchemists who sold them represented them! All *GURPS Magic* rules apply, including the limitations on learning the more powerful elixirs. The GM does not have to allow the addition of any of these elixirs into the game.

Animal Control

Castor (Elixir of Horse Taming): Grants the subject a +4 to any Animal Handling roll specific to horses and their relatives (mules and donkeys). In addition, it grants a +4 to any Riding, Teamster or Packing skill roll made concerning horses in a *non-combat* situation. The effect will last for 2d hours. Unguent only — rub on hands. \$50 in materials, 2 weeks. Cost: \$250/\$500.

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This issue of *Roleplayer* features more elixirs to add to your magical bag of tricks. These are new, not included in *GURPS Magic*.

High-Tech updates for more of our worldbooks. See p. 4.

Other features include roleplaying Swashbuckling ladies, and more helpful hints on character design by playtester extraordinaire Walter Milliken.

Hostile Elixirs

Hecate (Elixir of Unluckiness): The subject has the Unluckiness disadvantage (p. B37) which will come to pass once within 24 hours and then expire. Potion or Powder only. \$400 in materials, 6 weeks. \$1,600/\$3,000.

Magical Abilities

Aphrodite (Elixir of Attractiveness): Grants one level of the Good Appearance advantage (p. B15). The subject's looks will improve one level — from Average to Attractive, from Beautiful to Very Beautiful, or from Hideous to Ugly, for example. Very Beautiful people will positively glow! The effect will last for 2d+1 hours. Potion or unguent only. \$100 in materials, 3 weeks. Cost: \$600/\$1,000.

Moly (Elixir of Magic Resistance): Grants 5 levels of Magic Resistance (p. B21) to the subject for 1 hour. If taken by a mage, all of his spell rolls are at -5! All other Magic Resistance rules apply; see p. M13. Potion only. 5 weeks; \$500 in materials; -2 to skill. Cost: \$1,600/\$3,200.

Hector (Elixir of Pain Resistance): Grants the High Pain Threshold advantage (p. B20) for 1 hour. Any form except pastille. \$200 in materials, 2 weeks. Cost: \$600/\$1,000.

Kouon (Elixir of Gambling Luck): Allows subject a +3 on all gambling rolls for 1 hour. Use of this elixir is considered the same as cheating at gaming, and it is only available on the Black Market. Penalties if caught using it vary from a fine to a knife in the back, depending on the clientele of the game! This potion only affects games of chance — it will not confer a +3 to win a horse race or wrestling match just because there is a bet placed on it! Potion or powder only. 4 weeks; \$200 in materials; -1 to skill. Cost: \$900+ (whatever the market will bear).

Medical Elixirs

Athena (Elixir of Calming): Nullifies any extreme emotion the subject is under for 2d hours and allows rational thought. Specifically, this elixir grants a +3 to resist any spell or skill that works on the emotions, enabling the subject to reason something through rather than be swayed by passions or sentiment. In addition, it will calm any hysterical or enraged person, and grant a +3 to the IQ roll to overcome the Berserk or Bad Temper disadvantages. It has no effect on other disadvantages, however. Any form. \$100 in materials, 2 weeks. Cost: \$500/\$900.

Aurora (Elixir of Awakening): Acts on the subject as the Awaken spell (p. M43). Any form. \$150 in materials, 3 weeks. Cost: \$500/\$900.

Continued on p. 2 . . .

STEVE JACKSON GAMES

June

June

1989

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Number 14

The *GURPS* Newsletter



WIEDMAN '89

IN THIS ISSUE
Weapons and Armor
In *GURPS* Space

STEVE JACKSON GAMES

IN THIS ISSUE

Our big article this issue is Mike Hurst's in-depth look at the background of the weapons in *GURPS Space*.

We've also got a new project — the *Space Bestiary* — that all our readers are invited to participate in; news about some big changes you'll see in the next *Roleplayer*; and information about new and upcoming products.

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Coming Soon: A Bigger Roleplayer!

You probably noticed something new when you picked up this issue: a real cover, complete with a second color. That's just a hint of the changes that are coming.

Starting next issue, things will get even better. We will keep the color cover. And *Roleplayer* will double in size, becoming a true magazine (albeit still a small one) rather than just a newsletter. Yes, this will also double the price, but those who have already subscribed at the old \$1/issue rate will get all the issues they expected.

And if things go well, look for more increases in size and quality.

For at least the next few issues, I will be acting as *Roleplayer* editor, just to set the pattern for the new magazine format. So if you have comments or suggestions, please write directly to me. Likewise, if you have submissions, please send them in! With twice as many pages, we need twice as much material, and I want it to be good!

— Steve Jackson

SHORT NOTES



New Licenses — We are proud to announce two new licenses: *The Prisoner* and L. Sprague de Camp's *Krishna* world.

GURPS nominated — *GURPS* has been nominated for four Origins Awards for 1988. The *GURPS Basic Set* (Third Edition) was nominated for Best Roleplaying Rules. *Harkwood* and *Unnigh*t were both nominated for Best Adventure. *GURPS Space* was nominated for Best Supplement.

The awards will be presented at Origins '89 in Los Angeles, on July 1st at 8 p.m.

Calling All Clubs — We are building a mailing list of game clubs, so that we can ~~send you lots of advertising junk~~ keep people better informed about new releases. If you'd like your club to be on the list, send us a note: name of club, mailing address, meeting times and dates, sponsor if any, and your special interests and most-often-played games.

GURPS Q&A

If you are being grappled with one hand, is there a penalty for dodging? For two hands? It seems that if you are being held, you shouldn't be able to dodge very well, especially if someone is holding you with one hand and stabbing you with the other. — Kenneth Lin

The rules as written do not include any penalty to Dodge while being grappled. However, your point is well taken! GMs who like added detail and realism could add a -2 penalty to all active defenses for each hand, tentacle or other member that is grappling the defender. If it plays well, it could become official. — SJ

Regarding the Running skill. When using the "Realistic Way" of determining turn sequence (sidebar p. B95) does the increased move score "speed up the character" or does running only increase the distance which can be covered by the character? What about Dodge? — Rob Schultz

Running only increases the distance that the character moves; it does not affect Dodge and it does not affect who goes first. — SJ

Roleplayer®

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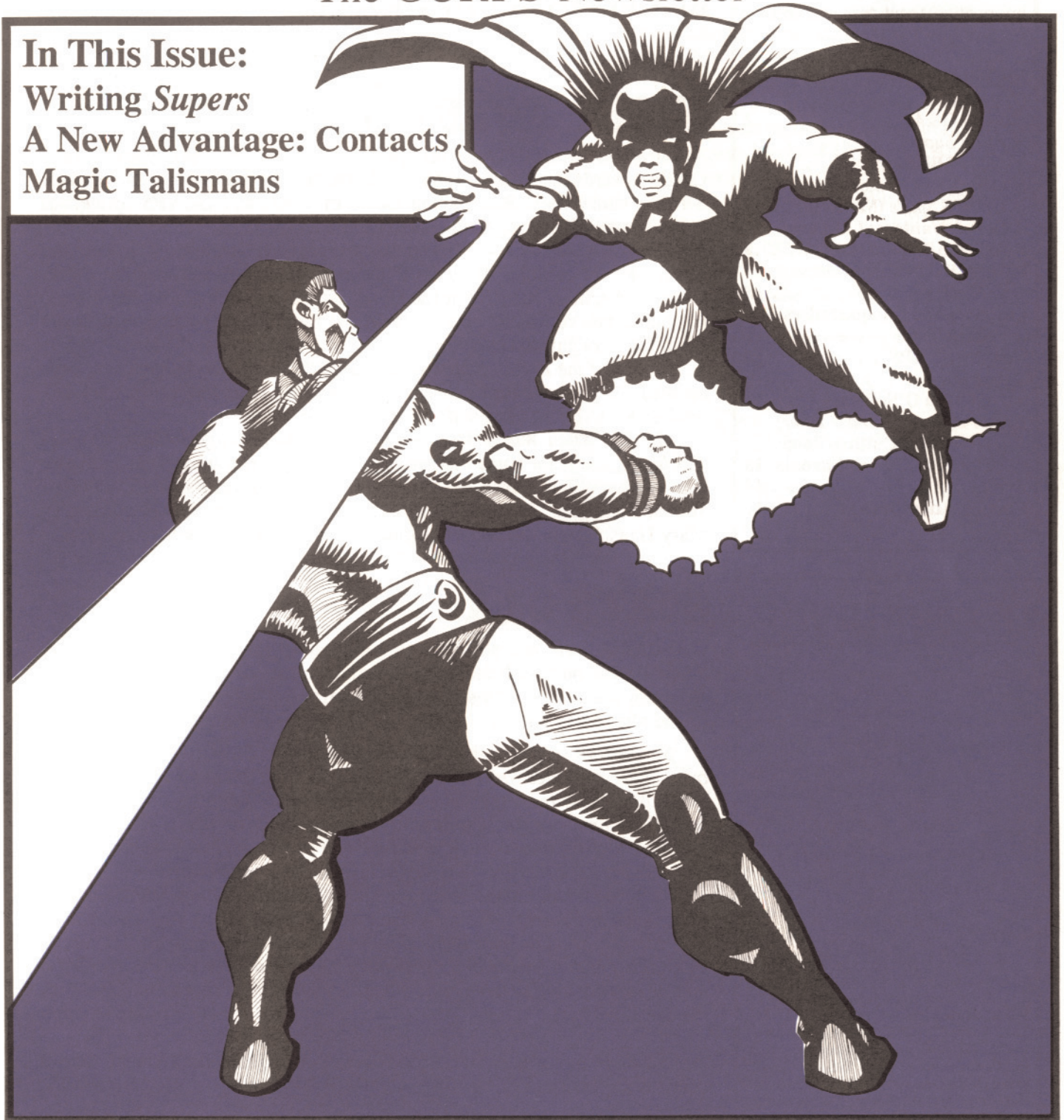
August
1989

Roleplayer[®]

\$2.00
Number 15

The *GURPS* Newsletter

In This Issue:
Writing *Supers*
A New Advantage: Contacts
Magic Talismans



STEVE JACKSON GAMES

IN THIS ISSUE

Our first 16-page *Roleplayer* leads off with Loyd Blankenship's *Supers* designer article, including errata and second thoughts.

Also in this issue are designer articles on *Ice Age* and *Conan Beyond Thunder River*; a new advantage; a new class of magical devices; and information about new and upcoming products.

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We Did It!

As promised last issue, this *Roleplayer* is twice as big: 16 pages. (We decided to keep the tag "The *GURPS* Newsletter" so we could be a big newsletter rather than a skinny magazine. So it goes.)

Are further enlargements in store? Maybe! The quality and quantity of submissions continues to increase — thanks, everybody! We'll see what we can do.

Now: spread the word! Believe it or not, a lot of game retailers still don't have the word about *Roleplayer*. If your retailer doesn't carry it, do us (and the whole *GURPS* world) a favor, and clue them in. Thanks! — SJ



SHORT NOTES

Origins Awards — We're very proud to announce that SJ Games won two Origins awards this year . . . both for *GURPS*. The third edition of the *Basic Set* was named Best Roleplaying Game of 1988, and *GURPS Space* was named Best Roleplaying Supplement of 1988.

See You At Gencon — We had an open party at Origins, and it was a lot of fun, so we're doing it again at Gencon. It will run from 8:30 to 11, Saturday night, in our suite at the Hyatt. If you play our games and want to say hello, you're invited . . . come on by! Stop by our booth in the dealer room for more information.

Return of the Errata Sheets — All *GURPS* errata sheets have now been updated. If you need errata sheets (or if we sent you an old one by mistake), send us a SASE and request the ones you want.

Official Witch World Maps — For those who enjoyed *GURPS Witch World*, or just want some beautiful fantasy maps, the authorized full-color map of the Witch World is available from The Wizard's Nook, PO Box 16085, Plantation, FL 33318, for \$15 plus \$3 shipping. It was created by Mary Hanson Roberts, under the guidance of Andre Norton herself.

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The *GURPS* Newsletter

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GURPS Q&A

In *High-Tech* (and other places, too), why is it that some weapons have a Recoil (Rcl) number listed, even though their rate of fire is incredibly low? How can a musket-user's second shot be affected by recoil when he has to reload after every shot? — *Several correspondents*

Simple: Most single-shot weapons could also be built as multi-barrel ones; there are rules for this in High-Tech. The Rcl number would apply to immediate shots from the second and subsequent barrels. The reason for listing Rcl numbers for bolt-and-lever actions and the like is that they are gun/cartridge combinations. The Rcl number provides a guideline for dealing with similar combinations that might have a higher rate of fire.

Also, the recoil number gives the GM a guide for dealing with situations (e.g., critical failures) where the force of the recoil is itself of importance. For instance, if a gun must be fired by someone with an injured shoulder, or by an alien with a fragile bone structure, a high Rcl number gives the GM a hint as to what kind of penalty he should exact, if he is inclined to deal with the question at all. — Mike Hurst

If a mage uses a familiar to Lend him ST in a Q&D enchantment, does it count as an 'assistant' for a -1 penalty? — Brett Slocum

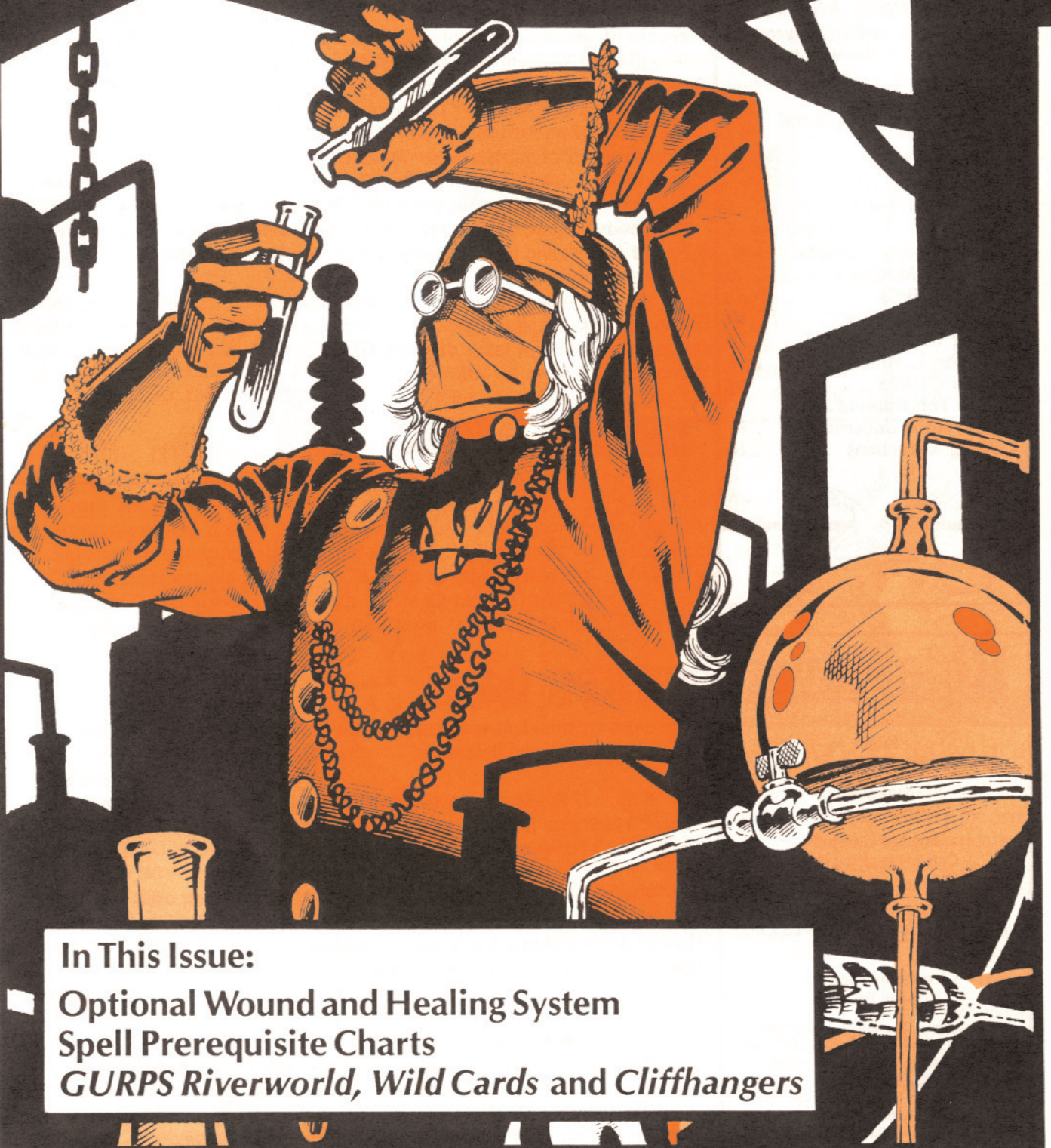
Yes, it does. The familiar is no less distracting than a friend or helper might be. — Steve Jackson

October
1989

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\$2.00
Number 16

The *GURPS* Newsletter



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.

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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 . . .

November
1989

Roleplayer[®]

\$2.00
Number 17

The *GURPS*[®] Newsletter



In this Issue: *GURPS Ultra-Tech*
GURPS Cyberpunk

STEVE JACKSON GAMES

IN THIS ISSUE

This issue of *Roleplayer* leads off with David Pulver's *Ultra-Tech* designer article, including examples of new weapons.

Also in this issue are designer articles on *The Prisoner* and *Cyberpunk*, an article about how to design a Super and information about new and upcoming products.

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Roleplayer

The GURPS Newsletter

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Welcome to the Future!

This is the beginning of a new year and a new beginning for us as well. As we look to the future — 1990 and beyond — we see the dawning of a new era. Beginning with this, the first quarter of 1990, a single genre will be the focus of a campaign each quarter. This quarter's focus is *GURPS Space* — "Welcome to the Future."

The long-awaited and oft-dreamed-of *Ultra-Tech* opens the door to the future with 128 pages of weapons and equipment from TL8 to TL16. It will be followed by a host of worldbooks, sourcebooks, adventures and supplemental materials to support your space campaign. The future and *Space* are yours — how will you shape them?

The second quarter's campaign focus will be *GURPS Fantasy*. It will begin with the release of *Fantasy*, Second Edition: *The World of Yrth* and *Fantasy Folks*. They will also be followed by worldbooks, sourcebooks, adventures and supplemental materials.

As your new editor I will keep you well informed. When details concerning the next quarterly campaigns are released, I will pass them on to you. But for the present, this issue of *Roleplayer* and those to come will contain all the information you're used to seeing including Designer's Notes, *GURPS Q&A*, What's New for *GURPS*, Errata and much more.

— Teresa Laman

SHORT NOTES



Hardback version — The *GURPS Basic Set*, Third Edition, is now available in a hardback version. It retails for \$29.95.

Waldenbooks — The *Basic Set* is available at Waldenbooks on a test basis. If this goes well, they will pick up more of the line.

GURPS Q&A

Does recoil from a gun cancel a firer's Aim bonus? Or does the recoil number simply reduce any aim bonuses that a firer may have built up?

For example, an M-1 semi-automatic is firing twice per turn. The firer's skill is 12; he has aimed for three turns, giving him a bonus of +2. The Acc bonus of the rifle is 11. The human-sized target is 70 yards away for -9. $12 + 2 + 11 - 9 = 16$. The first aimed shot needs a 16 to hit. The second shot, with the recoil of -1, needs a 15 to hit. However, if recoil cancels a firer's Aim bonus, the needed to hit roll is -2 (or a natural 3 or 4): Skill of 12 minus 9 for range, minus 1 for recoil minus another 4 for not meeting the weapon's SS. Which method is correct?

— Barry Link

No, recoil does not cancel the aim bonus, it simply reduces any built-up aim bonus. In the example, the second shot needs a 15 to hit.

— Mike Hurst

Why couldn't a figure with a spear and greater skill in quarterstaff than in spear attack with the point using Spear skill but parry using quarterstaff skill $\times 2/3$? Furthermore, couldn't a quarterstaff be used as the "blunt end" of a one-handed spear, to allow a fighter with a shield or a crippled arm to use the quarterstaff one-handed, at one hex range, with quarterstaff skill-2, for crushing thrust damage +2?

— Peter von Kleinsmid

A spear and a quarterstaff use different hand and foot positions; changing from the grip for one to the grip for the other takes one turn. A spear could be used for staff parrying, but not in the same turn it is used as a spear. A staff can be used one-handed if the other hand is crippled or occupied. Skill and damage are both -2.

— Mike Hurst

February
1990

Roleplayer[®]

\$2.00
Number 18

The *GURPS*[®] Newsletter

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



STEVE JACKSON GAMES

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.

April
1990

Roleplayer[®]

\$2.00
Number 19

The *GURPS*[®] Newsletter

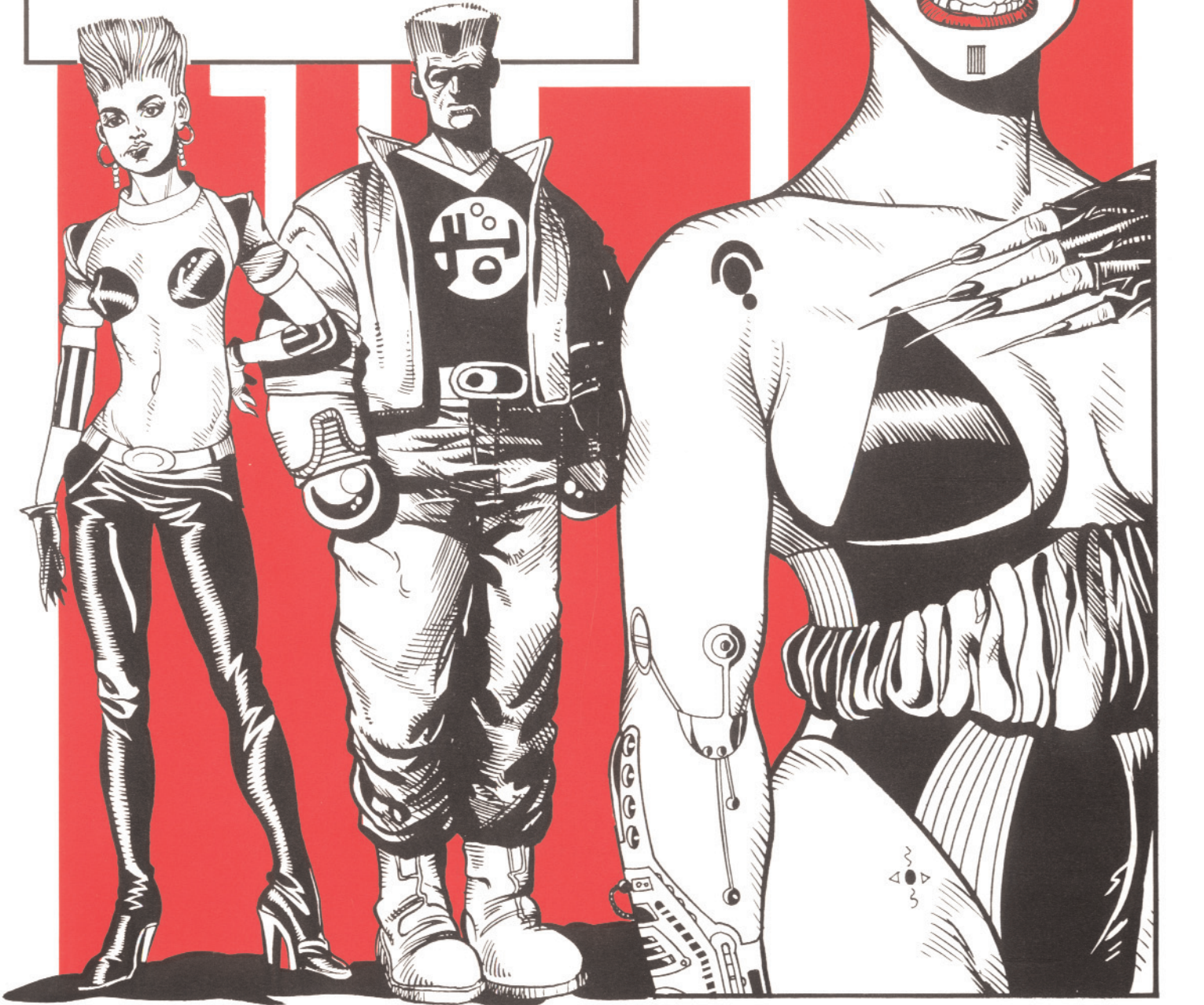
In This Issue:

GURPS Cyberpunk

Converting a Campaign to *GURPS*

Improvisational Magic as the Only Magic

The Michaelites: Yrth's Lawmen



STEVE JACKSON GAMES

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

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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

June
1990

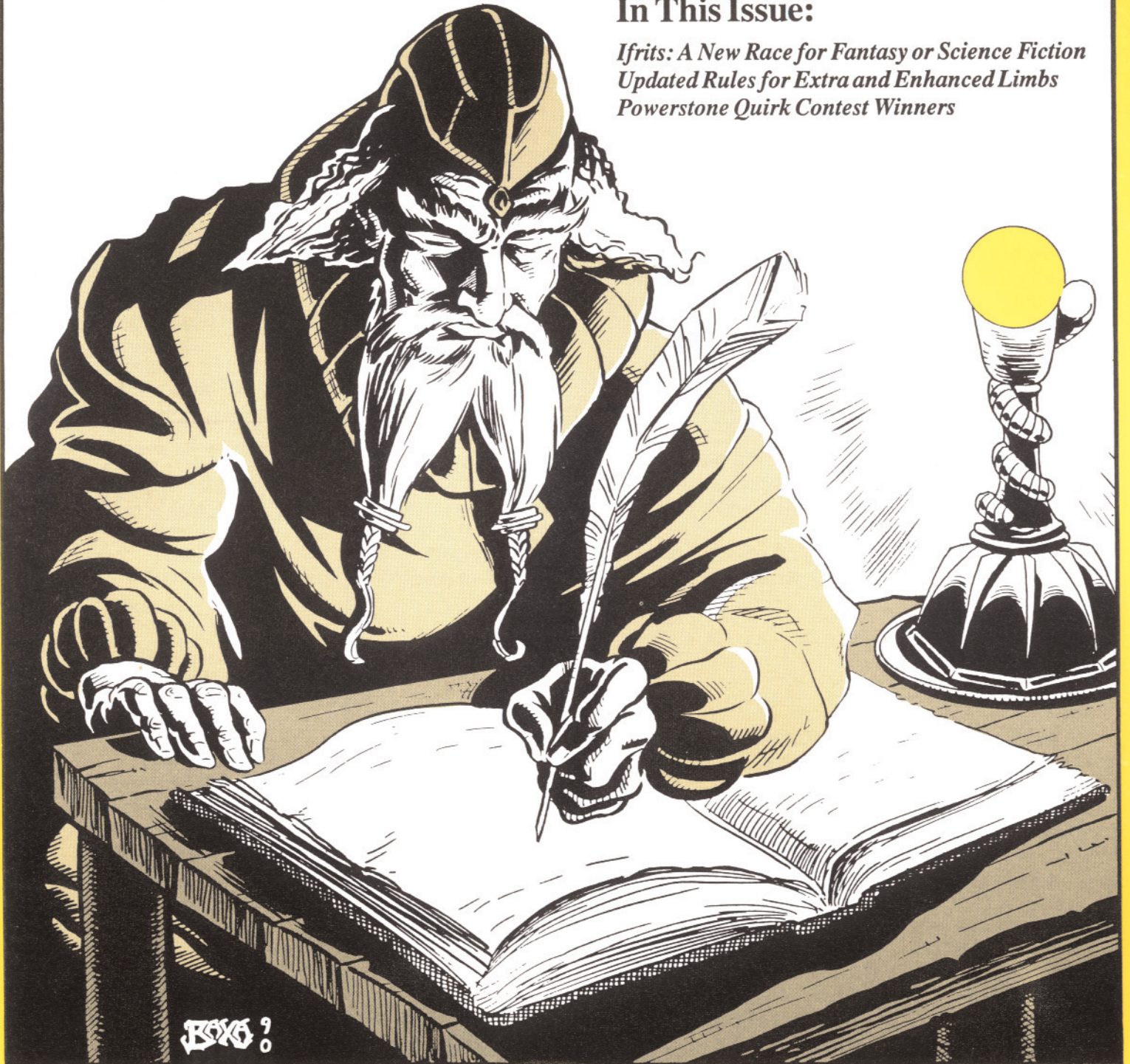
Roleplayer®

\$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.

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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

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Roleplayer[®]

August
1990

\$3.50
Number 21

The *GURPS*[®] Magazine

In This Issue:

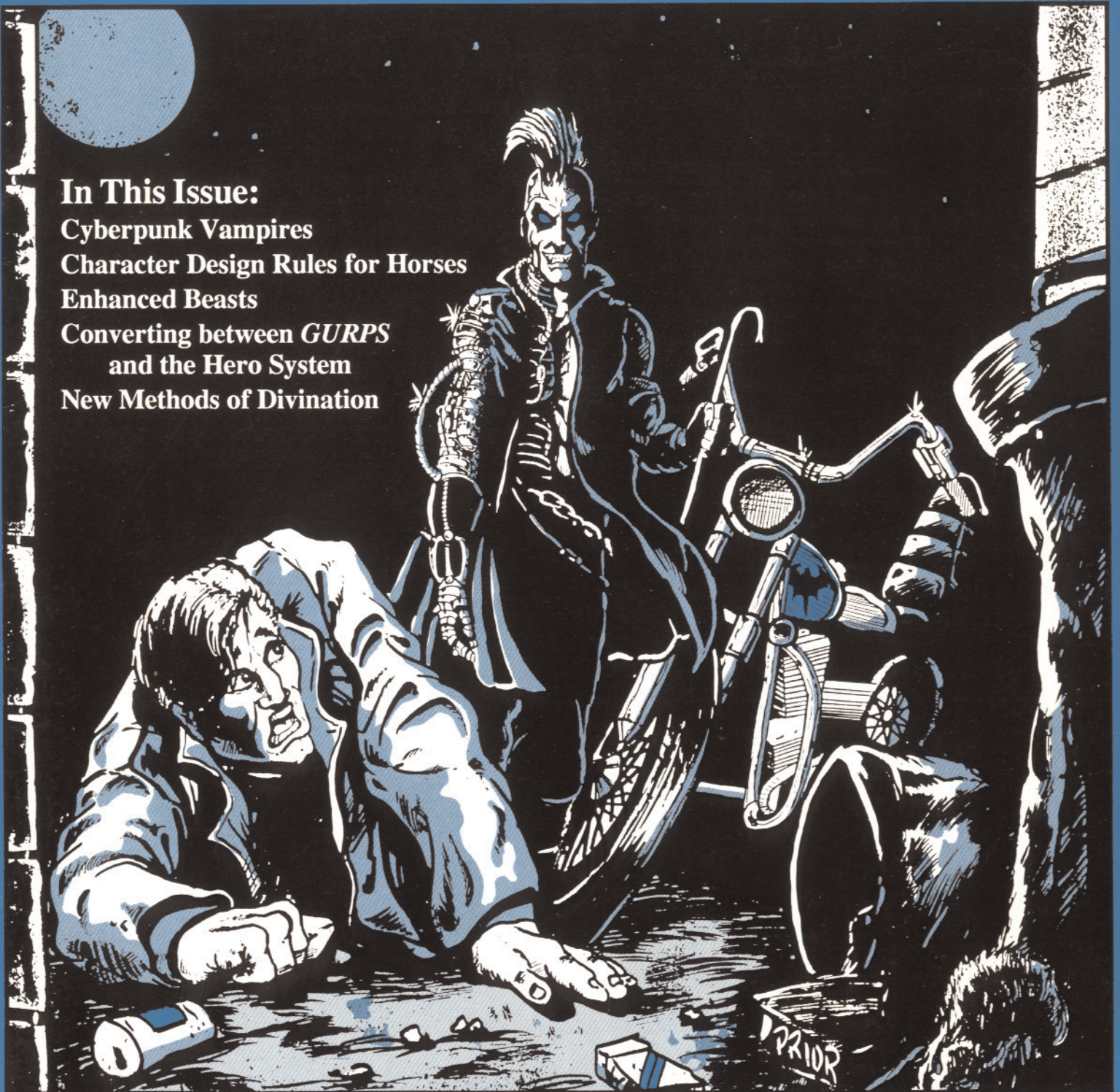
Cyberpunk Vampires

Character Design Rules for Horses

Enhanced Beasts

Converting between *GURPS*
and the Hero System

New Methods of Divination



STEVE JACKSON GAMES

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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Illustrations: Thomas Baxa, Dan Carroll, Evan Dorkin, Brad Gorby, Larry McDougall, Doug Shuler, Terry Tidwell

Circulation Manager: Norman Banduch

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November
1990

Roleplayer[®]

\$3.50
Number 22

The *GURPS*[®] Magazine



In This Issue:

Magic Items

Cthulhu Lives!

Bronze Skeletons

Cliffhangers Adventure

STEVE JACKSON GAMES

Spreading the Word

Why do people play *GURPS*? Well, okay: "Because it's a good game." But what gets them to *try* the system in the first place? We've never had much of a promotional budget. The thing that gets people into *GURPS* is . . . other players. This system has grown almost entirely through good word of mouth.

So we do what we can to help that word get spread. For years, we've supported game conventions by providing prizes and other support. Now we'd like to get a bit more organized about it, and you can help.

Loot

In the first place: We *will* donate prize certificates, wall posters, and sometimes other material. This can be

either to a game convention, or to an SF convention with a game track — just as long as you're running competitions in our games. The convention's tournament organizer needs to write us with the name and date of the convention; how many attendees are expected; which of our games are being run, and how many players the tournament will accommodate. Send us a copy of your convention flyer, and/or last year's program book, to prove you're genuine. All we ask in return is that you distribute the loot fairly, see that everyone has a good time, and give us credit in the program book. An ad would be nice, but we'll settle for a one-line thank-you.

If you send us a copy of the program book afterward, with a letter telling how it went, you'll get a reaction bonus next year.

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Tournament GMs

"But," you say, "our convention doesn't have anybody who can run *GURPS*." And good GMs are sometimes hard to find. So here's what we are doing. If you are interested in being a referee at a convention, write me a letter. We're starting a database. And if you are *running* a con, and need referees, write and ask. We'll see what we can do about matching people up. (Con organizers, note: Usually, if someone volunteers to spend most of the convention running games, it's only polite to let them in free.)

Let the games begin!

— Steve Jackson

Roleplayer

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Illustrations: Don Arburn, Guy Burchak, C. Bradford Gorby, Rob Prior, Ruth Thompson

Circulation Manager: Mike Hurst

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May
1991

Roleplayer[®]

\$3.50
Number 23

The *GURPS*[®] Magazine



In This Issue:

The Most Dangerous Place
on Yrth

Ultra-Tech Slugthrowers

The Double-Blind Arena

Intimidation and Ineptness

STEVE JACKSON GAMES

Back To The Salt Mines!

This issue is late. Not just a little late. It is incredibly, screamingly late. The last one, #22, was dated November. This is being written in April, and it will be May before you see it, so we're biting the bullet and dating it May.

We considered dating this one #24, and just replying "Fnord!" whenever anybody asked about #23. But the Post Office wouldn't have thought it was funny . . . and we would have had five years of questions from non-illuminated types. So it goes.

Subscribers will still get the number of copies they paid for, of course. It will just take longer.

New Releases

The long gap between issues means we have more "new" releases than usual to talk about — so rather than hit you with hype here, I'll just refer you to page 5.

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The Cybergate Blues

The most-asked question of the past few months has been "Are you going to sue the Secret Service?" All I can say right now is that we're looking at it very seriously. It's costly and time-consuming to sue the government . . . but sometimes that's the only thing to do. Stay tuned.

Origins Awards

The Origins Award ballot is on p. 32. Everyone is eligible to vote — this is your chance to give feedback to the whole industry at once. Please, do it! Yes, we got a couple of nominations. One is for the *Car Wars Card Game*, for "Best Graphic Presentation." This is the first time we've ever been nominated for that, and it's a compliment. But the one I'd really like to win is — you guessed it — *GURPS Cyberpunk* for "Best Roleplaying Supplement." Play with *that* for a while, O Secret Service . . .

But whoever you vote for, *please vote*. All it costs you is a stamp, and maybe as much as a nickel to copy page 32 so you don't have to tear up your magazine.

The Map is the Territory

We're putting more and better maps in our world-books now. A good map is beautiful *and* useful. Our current Master Cartographer is Mike Naylor. He did the maps in *GURPS China* and the upcoming *GURPS Vikings*. But, through our error, he wasn't credited in *China*. So . . . thanks, Mike. Keep it up. — Steve Jackson

Roleplayer

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Editorial Assistant: Monica Stephens

Production Manager: Carl Anderson

Cover Art: Doug Shuler

Illustrations: Angela Bostick, Ruth Thompson, Denis Loubet, C. Bradford Gorby, Doug Shuler, Larry McDougall, Michael Scott, Rick Hernandez and Carl Anderson

Circulation Manager: Mike Hurst

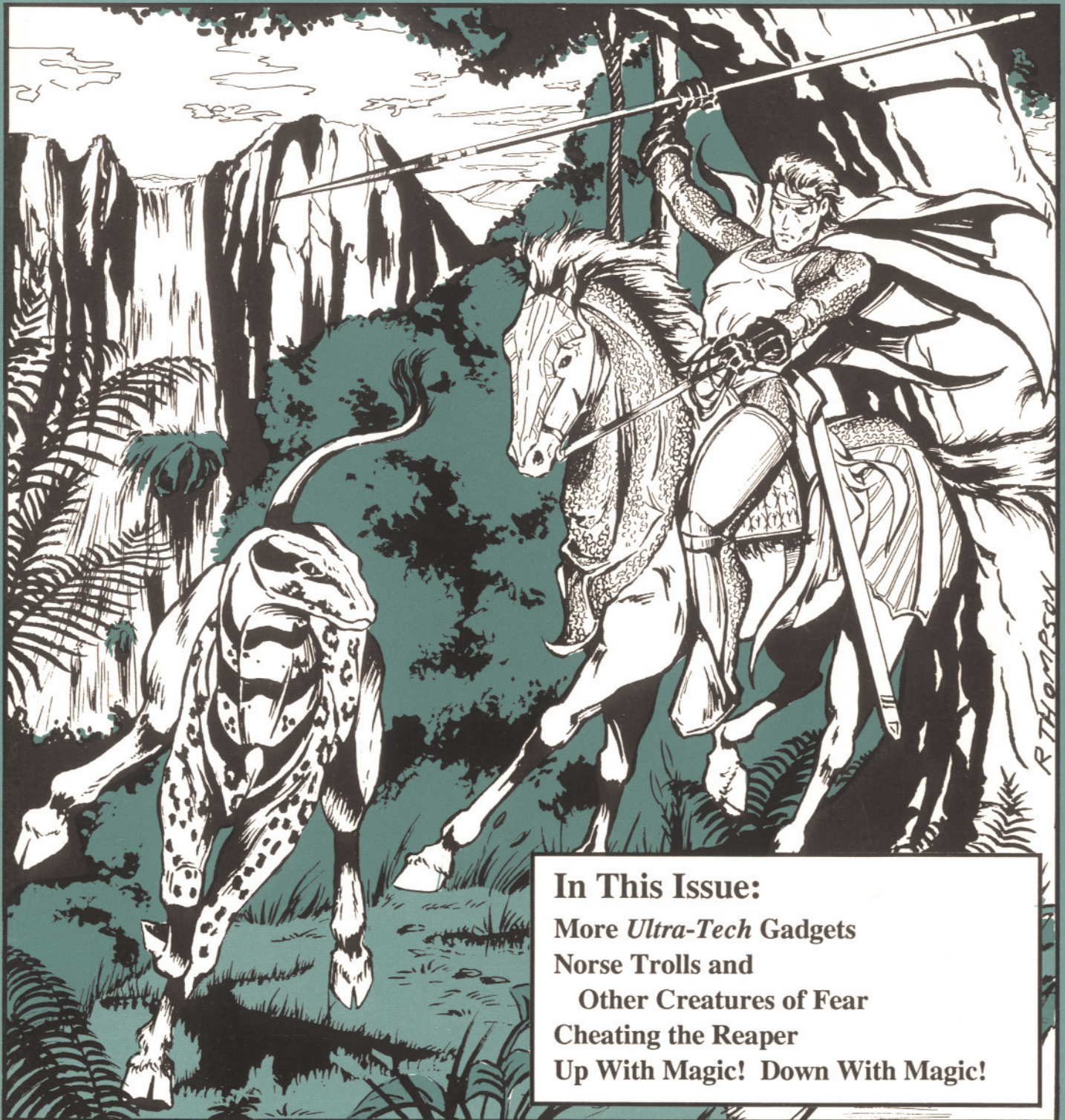
Roleplayer (ISSN 1050-3609) is published bimonthly by Steve Jackson Games Incorporated, Box 18957, Austin, TX 78760. *Roleplayer*, *AADA*, *Illuminati*, *GURPS*, *Autoduel* and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. Other product names mentioned herein are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

June
1991

Roleplayer[®]

\$3.50
Number 24

The *GURPS*[®] Magazine



In This Issue:

More *Ultra-Tech* Gadgets

Norse Trolls and

Other Creatures of Fear

Cheating the Reaper

Up With Magic! Down With Magic!

STEVE JACKSON GAMES

The Long Road Back

At last, more than a year after our visit from the Secret Service, I think I can say that the company is on the road to health. We are by no means out of the woods, nor will we be for a long time. But, barring more "incidents," we have reduced our debt to something that can be repaid in a reasonable time with our normal cash flow. We're still behind on royalty payments to authors — a *most* important obligation — but by Origins we should have reported and

paid all 1990 royalties, and we'll be working on first quarter 1991. As long as we are careful, stingy, and never miss a ship date, we should be all right.

Once again, our thanks go to those of our suppliers who extended us credit to get us through the crunch . . . and to our distributors, who made a point of paying us on time (and some did a great deal more than that) . . . and to the writers who were patient about slow royalty payments. And to you, the gamers, who supported us both financially (by buying games) and emotionally (your letters and calls meant more than we can ever say).

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At The Conventions

We'll have big booths — with lots of gaming tables — at both Origins and GenCon. Also, SJ will be Gaming Guest of Honor at Westercon, in Vancouver. Look us up!

Cybergate Update

On May 1, SJ Games filed suit against the federal government, the U.S. Secret Service, and several individuals who were responsible for planning or conducting the raid. The suit alleges violations of the First and Fourth Amendments, the Electronic Communications Privacy Act, and the Privacy Protection Act. Damages have not yet been specified. The suit is made possible thanks to the help of the Electronic Frontier Foundation, which is paying the considerable cost of the legal bills and related expenses.

— Steve Jackson

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Production Manager: Carl Anderson

Cover Art: Ruth Thompson

Illustrations: Don Arburn, Keith Berdak, Butch Burcham, Dan Carroll, Brad Gorby, Topper Helmers, Denis Loubet, Dan Panosian, Shea Anton Pensa, John Robinson, Ruth Thompson, Charlie Wiedman

Circulation Manager: Mike Hurst

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August
1991

Roleplayer[®]

\$3.50
Number 25

The GURPS[®] Magazine



In This Issue:

Historical Rescues in *Time Travel*

High-Powered Campaigns

We Who Harvest Souls:

An Ultra-Powerful SF Race

Magic: Librams and Ley Lines

Expanded Acrobatics Rules

STEVE JACKSON GAMES

Roleplayer®

The *GURPS*
Magazine

Goodbye, Albatross

Well, it's finally done. *GURPS Time Travel* never quite achieved the "project from hell" status that *GURPS Space* did, but the pain was stretched out over a much longer period . . . more than three years, and at least four different announced-and-missed ship dates. But it's done, it's in, it's printed, it's shipped, it's good, and I'm going to be much easier to get along with now.

Which is good, because there's more to write. The article on p. 3 covers one topic that I really wanted to cover . . . but couldn't fit into the book! And we'll be doing some spinoff projects. *GURPS Timeline* will be a full 128-page look at the interesting parts of human history, with lots of the best ones expanded into adventure seeds. And we'll also do at least one book of time travel (or cross-world travel) adventures.

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Cybergate Update

There's an excellent general look at the issues of constitutional rights in cyberspace in the current issue of *Scientific American*.

The government has given its initial reply to our lawsuit. It's more stonewalling; it boils down to "We didn't do anything wrong, and if we did you're not hurt, and if you're hurt that's too bad because we have immunity, so run along." This was about what we had expected them to say. More news as it develops.

Bookstore Report

As I reported last year, we're finally in the big book chains on a regular basis. B. Dalton's has now picked up more than a dozen *GURPS* titles, and is genuinely working to keep the key ones in stock. Waldenbooks has fewer titles, but when they place an order, it's a big one. As predicted, neither chain wants to stock the whole line, so they're essentially creating more customers for the hobby stores, rather than competing for the existing ones. We're happy with the way it's working.

Conventions

Origins and GenCon were both great — thanks to everybody who stopped by, and *huge* thanks to everyone who helped run demonstrations. See you next year at Ori-GenCon.
— Steve Jackson

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Glen Johnson, Denis Loubet, Larry McDougall,
Darrell Midgette, Doug Shuler, Ruth Thompson,
John D. Waltrip, Charlie Wiedman

Circulation Manager: Mike Hurst

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 © 1991 by Steve Jackson Games Incorporated. All rights reserved. Printed in the USA.

October
1991

Roleplayer[®]

\$3.50
Number 26

The *GURPS*[®] Magazine

In This Issue:

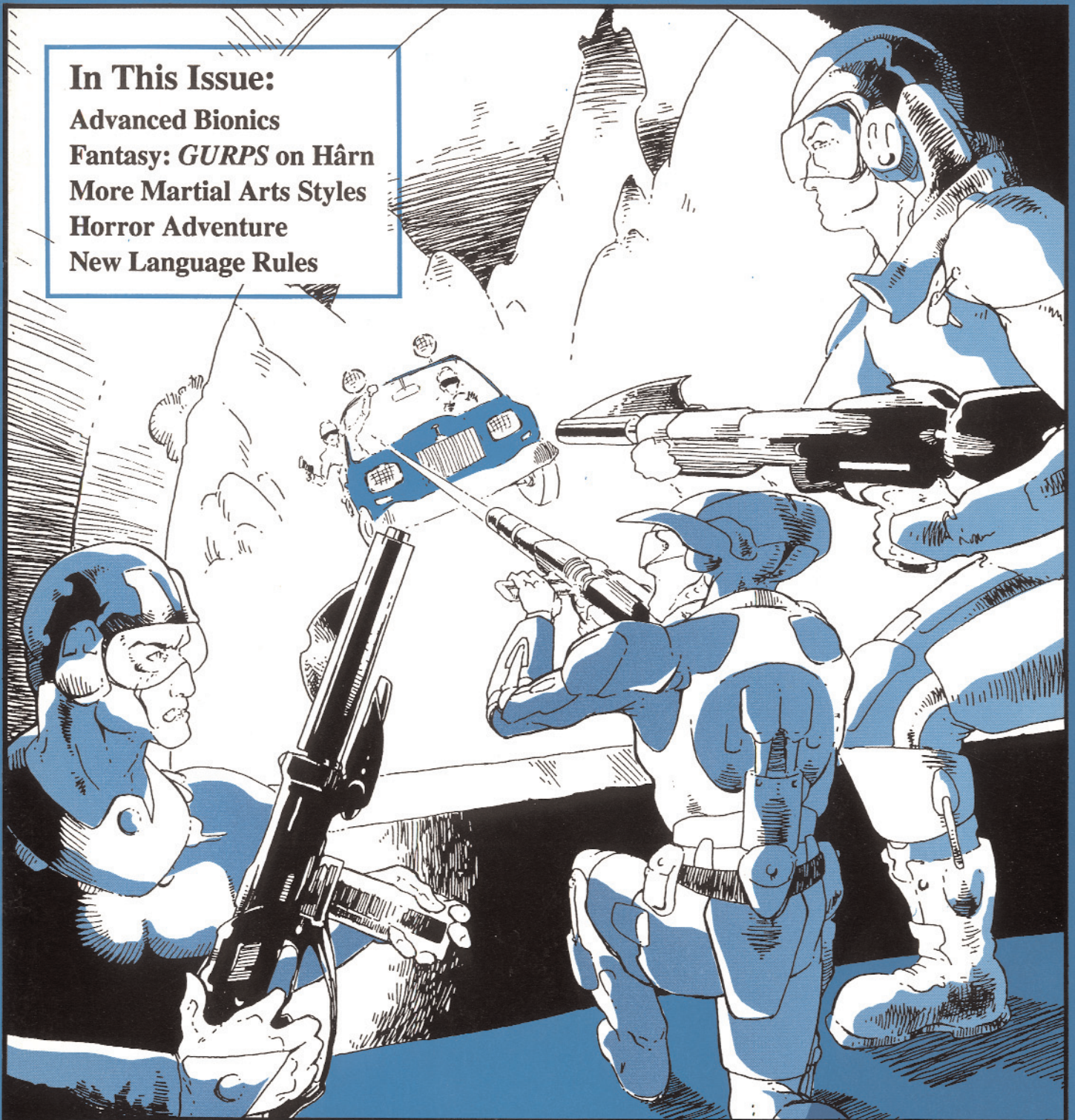
Advanced Bionics

Fantasy: *GURPS* on Hårn

More Martial Arts Styles

Horror Adventure

New Language Rules



STEVE JACKSON GAMES

Roleplayer®

The *GURPS*
Magazine

Universal — and International, Too

Wargaming started in France and Germany; miniatures gaming, as a hobby, began in England. Roleplaying was born in America, but belongs to everyone now. *Dungeons & Dragons* has gone around the world, and other RPGs have followed.

But we're seeing something a bit different with *GURPS*, something that we're proud of. We have always encouraged "our" gamers to write. Now, more and more, we're seeing good submissions from outside North America. (We've never been a U.S.-only publisher. Several of our best writers and playtesters live in Canada.)

In this issue, for instance, we have an adventure by Andrea Sfiligoi, of Italy — he not only wrote it, but drew the two main illustrations. We also have an article by Henrik Mårtensson, of Sweden, and letters from James Steel of England and Brian Rasmussen of Denmark. And that's not unusual — we have a number of regular correspondents in England, and a few in Germany and Scandinavia. And the occasional letter and submission comes in from just about everywhere.

And I'm getting to do more international travel, meeting gamers from everywhere. Last year I visited France,

and met *GURPS* players from Italy and Germany there too. Next year I'll be at a convention in England. I've found that gamers are similar everywhere — but *not* just the same. And the differences are interesting.

Spreading the Word

Still, the game won't really be international until it's available in languages other than English. Right now, *GURPS* is being translated into Japanese and Portuguese. We are negotiating with French, German and Italian publishers. The Spanish rights have been sold, but we don't know when that edition will actually appear.

We have also corresponded with would-be publishers in Poland, Yugoslavia and Lithuania. The problem, of course, is that there's no hard currency or free-enterprise expertise in Eastern Europe . . . yet. But they're learning, and we hope to be able to work with them as they learn. (Of course, that still doesn't cover all the major languages . . . we don't have a toehold in Russian, Chinese, Arabic or Hebrew, for instance. Give us time.)

The other great thing about the translations is that, once the game has appeared in another language, the publishers are likely to produce original material in that language. Some may eventually be translated back into English, which will let us present adventures with a truly international flavor. I'm looking forward to that!

— Steve Jackson

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Editor: Steve Jackson

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Editorial Assistant: Monica Stephens

Production Manager: Carl Anderson

Production: Carl Anderson and Manuel Garcia

Cover Art: C. Brent Ferguson

Illustrations: Carl Anderson, Michael Barrett,
Angela Bostick, Steve Crompton, Evan Dorkin, Rick Harris,
Michael Hernandez, Eric Hotz (by courtesy of Columbia
Games), Andrea Sfiligoi, Ruth Thompson, John Waltrip

Circulation Manager: Mike Hurst

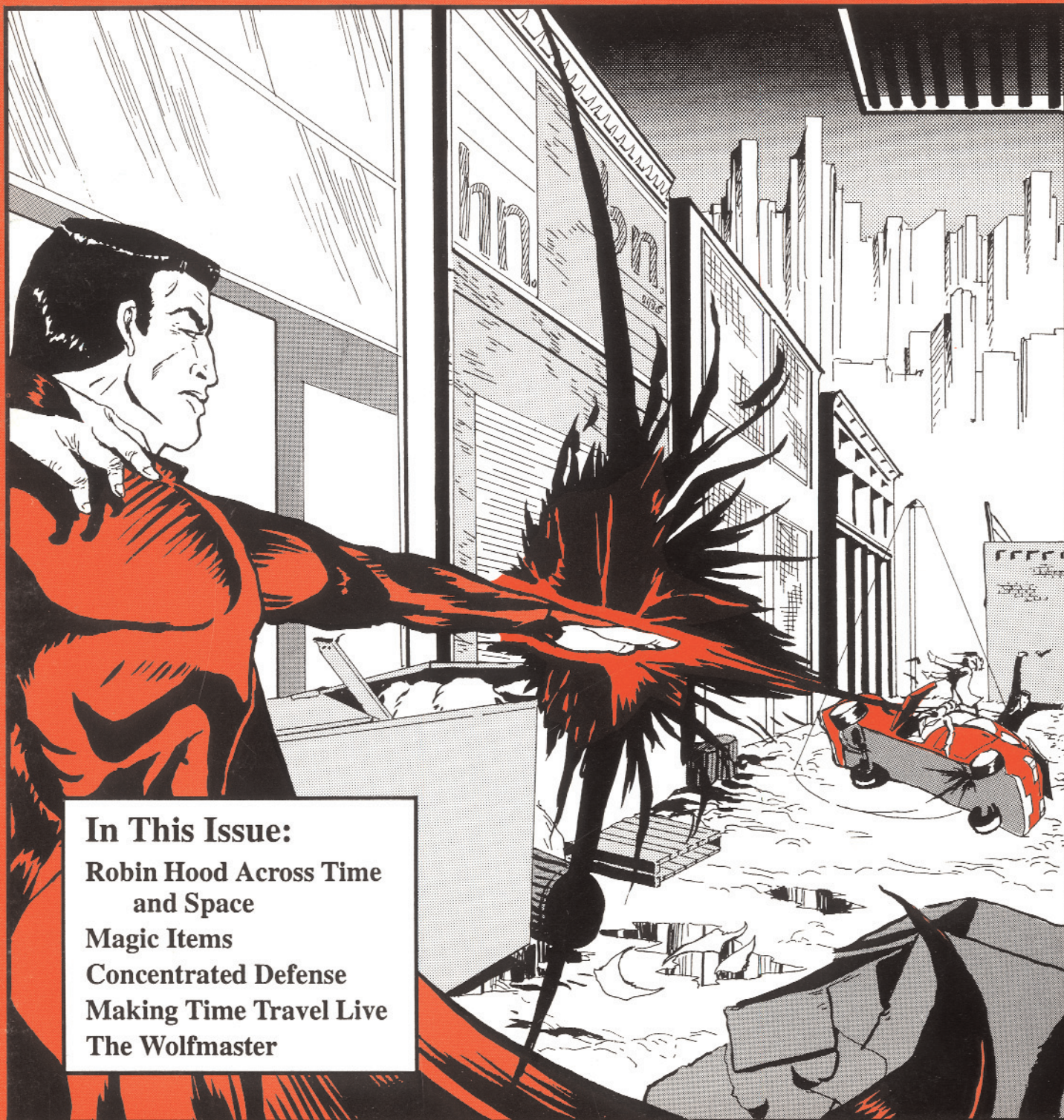
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February
1992

Roleplayer[®]

\$3.50
Number 27

The *GURPS*[®] Magazine



In This Issue:

**Robin Hood Across Time
and Space**

Magic Items

Concentrated Defense

Making Time Travel Live

The Wolfmaster

STEVE JACKSON GAMES

Confessions of a Tree-Hugger

Environmentalism is popular these days. I won't say "too popular," even though the gushy excesses of the "pop" ecology movement can be a bit embarrassing. Some of us have been re-using and recycling for years – it's a philosophy, not a party game! On the other hand, it's nice to be fashionable.

The issue will affect everyone – every industry, every hobby – as we move into 21st century. It's already touching gaming in small ways, good and bad. The folks at White Wolf, for instance, are helping to sponsor a wolf refuge!

On the down side, the miniatures hobby in the U.S. is threatened by proposed restrictions on lead use. Now, miniatures don't use much lead at all; GAMA, the Game Manufacturers' Association, is fighting the ban. But to others, we must sound like a special interest group, saying that

a little poison is all right, if it's for our hobby. Now, we used to cast miniatures here; we're about to sign a contract licensing another company to produce *Ogre* and *Car Wars* vehicles for us. I really think that properly-done lead casting, on the scale of a miniatures operation is no danger to either workers or the air. But I'm keeping an open mind . . . and as a collector, I'd be willing to pay a few cents more for alternative metal compounds, if they'd cast as well. If nothing else, it would end the controversy.

Small Measures

The point is, more and more people are realizing that environmentalism is important. If we argue about the details, it's because we want to do what's right. And we can reinforce each other by sharing ideas. Here's what SJ Games is doing right now:

We recycle all our glass, steel and aluminum trash through the City of Austin program.

Up until this month, we had recyclable bottles in our Coke machine. The Austin Coca-Cola Company just quit offering bottles: onions to them!

Cardboard cartons are either re-used or recycled.

Large envelopes are re-used if they're in good shape. (Of course, cheapskates like me have been doing this for years.)

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Roleplayer®

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Editorial Assistant: Monica Stephens

Production Manager: Carl Anderson

Production: Carl Anderson and Manuel Garcia

Cover Art: Ruth Thompson

Illustrations: Carl Anderson, Dan Frazier, Manuel Garcia,
Rick Harris, Topper Helmers, Rob Prior,
Michael Scott, Ruth Thompson

Circulation Manager: Mike Hurst

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April
1992

Roleplayer[®]

\$3.50
Number 28

The *GURPS*[®] Magazine



In This Issue:

Playing With Your Mind: Secrets of the Men In Black
Bleeding Kansas: A Campaign Background for *Old West*
Robots in *GURPS Supers* More Magic Items
Ultra-Tech Armor Cryptography

STEVE JACKSON GAMES

Roleplayer®

The *GURPS*
Magazine

Several Random Thoughts With No Coherent Theme

I very nearly skipped the editorial this month. There's no law that says I have to inflict Great Wisdom on you single issue. When I don't happen to have any Great Wisdom, I'd rather have an extra page for articles than make up 500 words of drivel. But I do have a few non-great (but maybe interesting) bits of news to pass along . . .

First – yes, this issue is late. Since I edit *Roleplayer* myself, it sometimes takes the hit when other work gets piled up. And between worldbook deadlines and income-tax returns, we put this issue off. The plan, though, is *not* to slip the whole magazine schedule a month, but to let the next two issues come out quickly, so the right number of issues will be released this year.

What? A Color Cover?

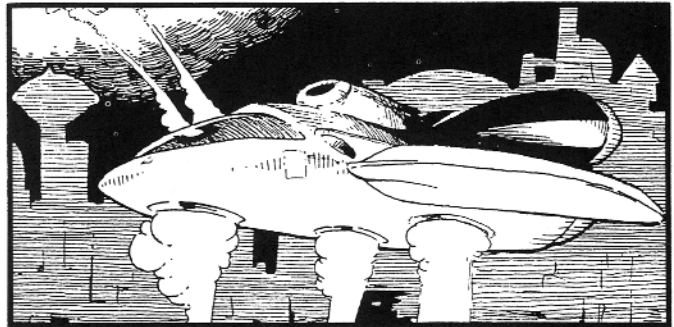
I hope you've already noticed the other new thing about the magazine itself. If not, close it and look at the cover. Doing this was surprisingly inexpensive, too!

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More Literary Licenses (he said gleefully)

Have I mentioned that we will be doing *GURPS Difference Engine*, based on the alternate-history Victorian England created by William Gibson and Bruce Sterling? We will.



Have I mentioned that we'll be doing *GURPS Lensman*, based on E.E. "Doc" Smith's classic stories of world-wrecking pulp SF? We will.

Have I mentioned that we'll be publishing *GURPS Alvin Maker*, based on the stories by Orson Scott Card . . . and that Card is writing the worldbook himself? Look for it in 1993.

Have I mentioned that . . . Well, it's not signed yet. But we've got *another* great one all *but* signed. Stay tuned.

– Steve Jackson

Roleplayer®

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Editorial Assistant: Monica Stephens

Production Manager: Carl Anderson

Cover Art: Ruth Thompson

Illustrations: Mike Barrett, Evan Dorkin, Kyle Miller, Michael Scott, Doug Shuler, Ruth Thompson, Charlie Weidman

Circulation Manager: Mike Hurst

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November
1992

Roleplayer[®]

\$3.50
Number 29

The *GURPS*[®] Magazine



In This Issue:

Androids for *GURPS Cyberpunk*

Trouble at the High Tide Saloon

Optional Rules for Pacing Combat

Stellar Windjammers:

Magsails for *GURPS Space*

STEVE JACKSON GAMES

Waiter, There's an Editor in my Magazine

That's right. Steve has turned over the controls for issue #29 to me, Jeff Koke.

Well, first off I should say that, yes, we know this issue is late . . . okay, *really* late. It has to do with a lot of things, actually. Steve has been writing all the time lately. First it was *Ogre Miniatures*, now *Hot Lead*. To compound that, he's also been out of the office (and out of the *country!*) for weeks at a time. Obviously, Steve hasn't had time to do the editing and writing needed for this magazine. So he decided to pass the editing of the magazine to me for this issue. But just then, I got caught up in one crisis after another. Ah, well. So it goes.

GenCon Report

GenCon 1992 was our best con in years. It was my first gaming convention, and frankly, I was impressed. It's nice to see so many people interested in the type of products we produce, and specifically *our* products. It was also a pleasure to finally meet the people that I produce for and the writers, artists and playtesters that I work with.

We managed to get some copies of *Ogre Miniatures* to the con in time to sell some . . . and sell some we did – over 150 copies! Ral Partha also did a brisk business with their complementary line of lead figures.

Other hot sellers were *GURPS Cyberpunk Adventures*, *GURPS Illuminati*, and *GURPS Middle Ages 1*.



New Faces

Things have changed a little here at the office since our last issue. We have a new sales manager, Dana Blankenship (that's Loyd's sister), who comes into the position from Convention Liaison and Playtest Coordinator. She'll still be handling the convention duties, but playtesting has been passed on to our new office assistant, Lauren Hall.

We also acquired a new Print Buyer, Derek Percy, who has been doing an excellent job, and a new Production Artist, Laura Eisenhour (you can see some of her illustrations in *GURPS Bunnies & Burrows* and *GURPS Espionage*).

All in all, the year is winding down to be a good one. We've had lots of new, exciting products come out, and there are more to come. See *New For GURPS* for some more information.

– Jeff Koke

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Roleplayer®

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Production: Laura Eisenhour

Proofreading: Susan Pinsonneault and Monica Stephens

Cover Art: David Plunkett

Illustrations: Butch Burcham, Laura Eisenhour, C. Brent Ferguson, Dan Frazier, Topper Helmers, Doug Shuler, Dan Smith, Ruth Thompson, Gary Washington and L.A. Williams

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Roleplayer (ISSN 1050-3609) is published bimonthly by Steve Jackson Games Incorporated, PO 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 © 1992 by Steve Jackson Games Incorporated. All rights reserved. Printed in the USA.

January
1993

Roleplayer[®]

\$3.50
Number 30

The *GURPS*[®] Magazine



In This Issue:

Finally! *GURPS* Mass Combat

A Tale From *GURPS Fantasy II: The Mad Lands*

Black Dogs, Church Grimms and Hell Hounds

STEVE JACKSON GAMES

– 30 –

That's the reporter's way of saying "finished." A "30" at the bottom of a page means "Last page." This is issue 30 of *Roleplayer*, and it's the last one.

That doesn't mean that SJ Games is getting out of the magazine business. But we're closing down our two existing magazines and starting a new one. (The last issue of *Autoduel Quarterly* has already gone out. It was numbered 10-4 . . . and "Ten-Four" is the traditional CB slang for "goodbye." I promise, we didn't plan this in the beginning, but it's interesting the way it worked out!)

The new magazine will be called *Pyramid*. It will be a general gaming magazine, with – no surprise, I hope – a heavy emphasis on *GURPS*, *Car Wars* and our other top products. But its purpose will be to cover the best of gaming, no matter who published it. There will be articles and scenarios for *Traveller*, *Shadowrun*, *Cyberpunk 2020*, *Runequest*, *CoC* and other top RPGs. There will be reviews, too. We will *not* try to review every new release; that way lies madness. Instead, we'll offer "Pyramid Picks," in capsule form, of the very best new releases in RPGs, boardgames, miniatures and miniature rules, and even the occasional computer game. And when we see something really great, we'll write a "Wish We'd Done That" featured review.

The new zine will need even more writers, reviewers and artists – on all subjects – than *Roleplayer* and *ADQ* put together. We'll create specific writer and artist guidelines soon; if you're interested, send a SASE and ask for them. We

will become a market for individual freelance art submissions, just as we were in the good old *Space Gamer* days.

Pyramid will be at least 72 pages, from the beginning. If it grows, fantastic; if not, 72 pages allows enough coverage to keep everybody interested. The cover, and part of the interior, will be full-color, so we can include good photographs. It will appear bimonthly, with a \$3.95 cover price. Subscriptions will be \$23.70 per year, or \$45 for two years. Of course, it will be available in retail stores. (Frankly, since it will be a thick magazine with a color cover, we expect the stores will order a lot more than they did of the old magazines.)

However, if you're already subscribing to *Roleplayer*, we'll honor your complete subscription with issues of *Pyramid*. Unless, of course, you want your money back. We hope you'll like the new magazine even better than this one . . . bigger and better and all that . . . but if not, we'll refund the unused portion of your *Roleplayer* subscription any time before June 1, 1993.

Get The Lead Out?

As this issue goes to press, lead miniatures have been banned, by summary action of the Commissioner of Health, in New York State. The stated reason translates to "Children might lick them." Speculation is rampant about the real reason why this administrator would suddenly ban, *by emergency order* and with no advance hearings, this one

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