

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!

*Car Wars*, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Roleplayer*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. All rights reserved. *Roleplayer* is copyright © 1986 by Steve Jackson Games Incorporated.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.



**STEVE JACKSON GAMES**  
e23.sjgames.com

# Roleplayer™

The GURPS Newsletter

Number 1

February 1986

## In This Issue

|                               |   |
|-------------------------------|---|
| Welcome .....                 | 1 |
| Want to Playtest? .....       | 1 |
| SJG-BBS .....                 | 1 |
| NPC Record Card .....         | 1 |
| Questions & Answers .....     | 2 |
| Coming Attractions .....      | 2 |
| The Minotaur .....            | 3 |
| Questionnaire Responses ..... | 3 |
| For Prospective Writers ..... | 3 |
| Disadvantages for GURPS ..... | 4 |
| Erata .....                   | 4 |

Roleplayer is published irregularly by Steve Jackson Games Incorporated, Box 18957, Austin, TX 78760. Roleplayer, Man to Man and GURPS are trademarks of Steve Jackson Games Incorporated. All rights reserved.

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

# STEVE JACKSON GAMES

# STUCK FOR AN ADVENTURE? NO PROBLEM.

---

**Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.**

- Free downloadable adventures for *GURPS* and *In Nomine*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy boardgames and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



**STEVE JACKSON GAMES**  
**warehouse23.com**