

February
1987

Roleplayer[®]

\$1.95
Number 04

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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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.

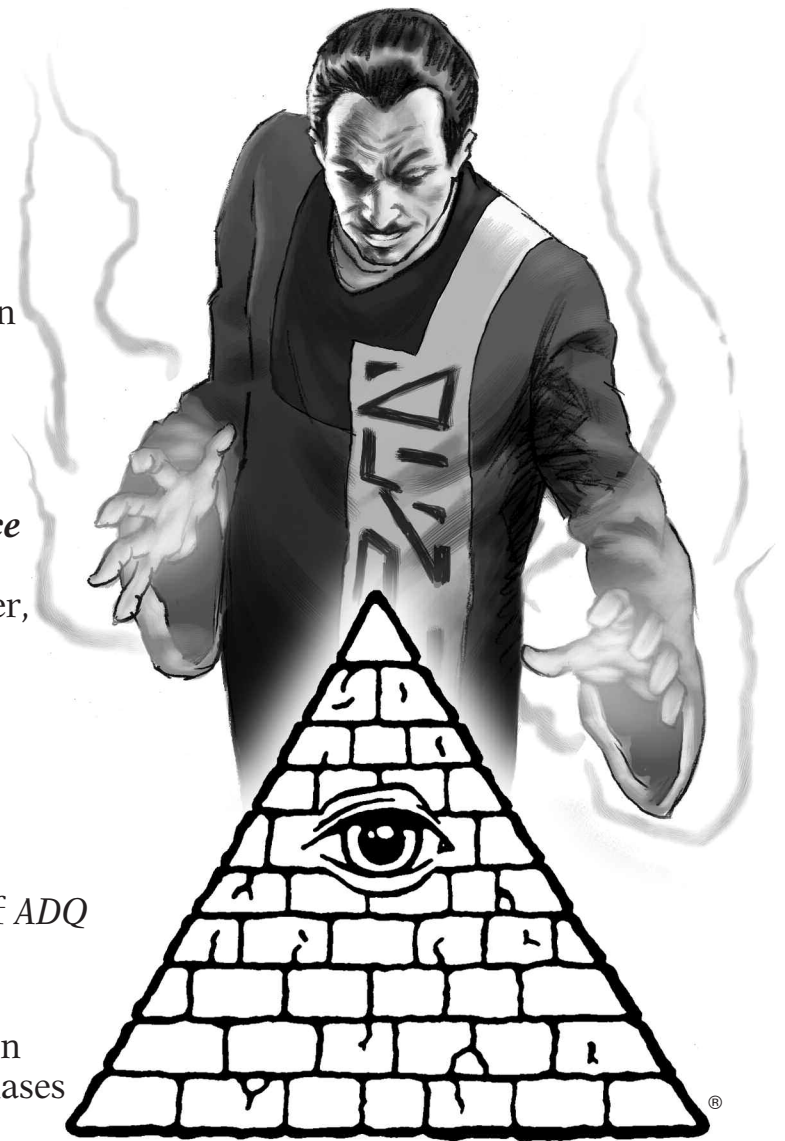
Spell Table:

- 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)

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