

August
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Roleplayer®

\$1.95
Number 11

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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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

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