

August  
1989

# Roleplayer®

\$1.95  
Number 15

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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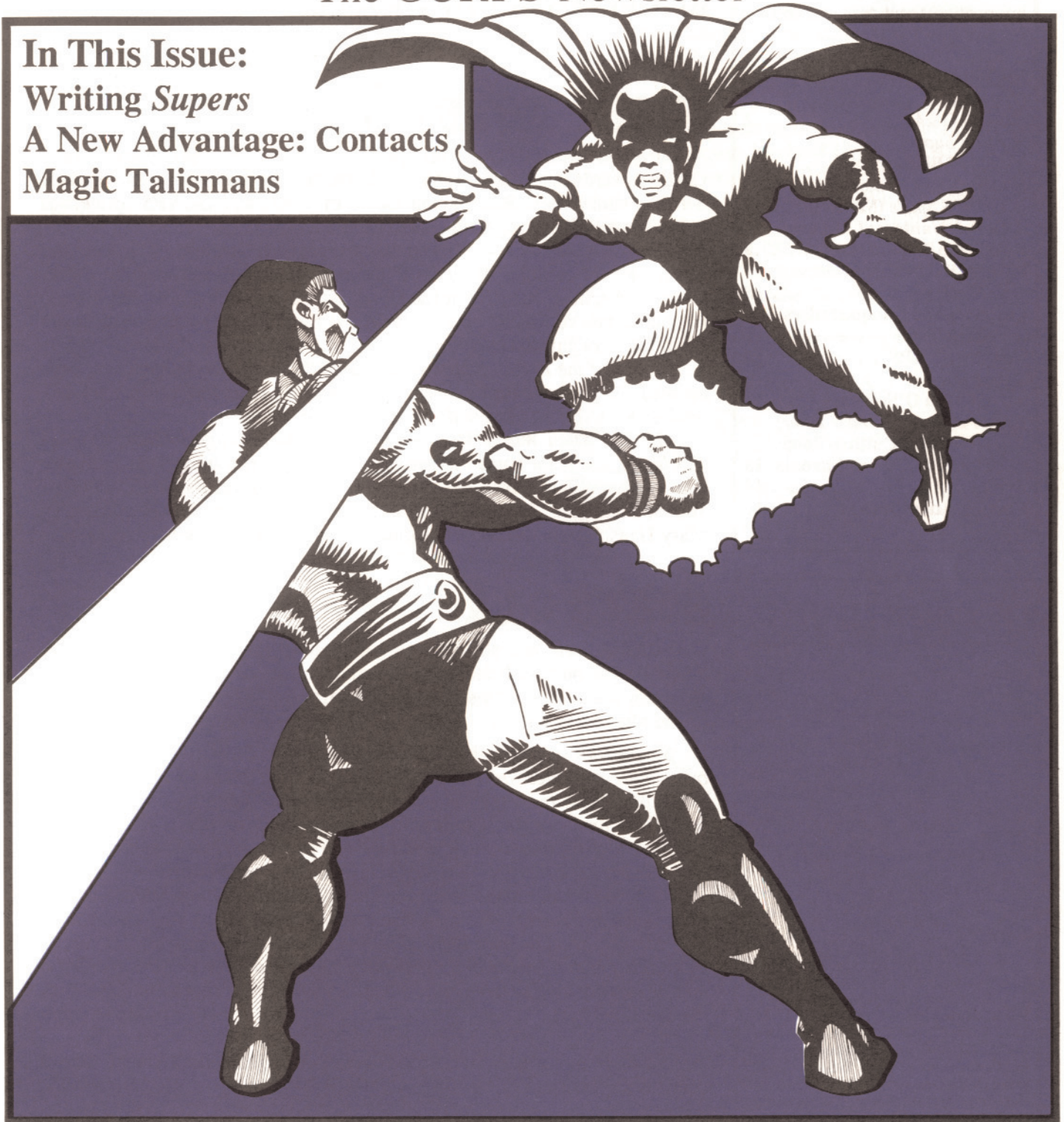
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# Roleplayer<sup>®</sup>

\$2.00  
Number 15

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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.

# Roleplayer®

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

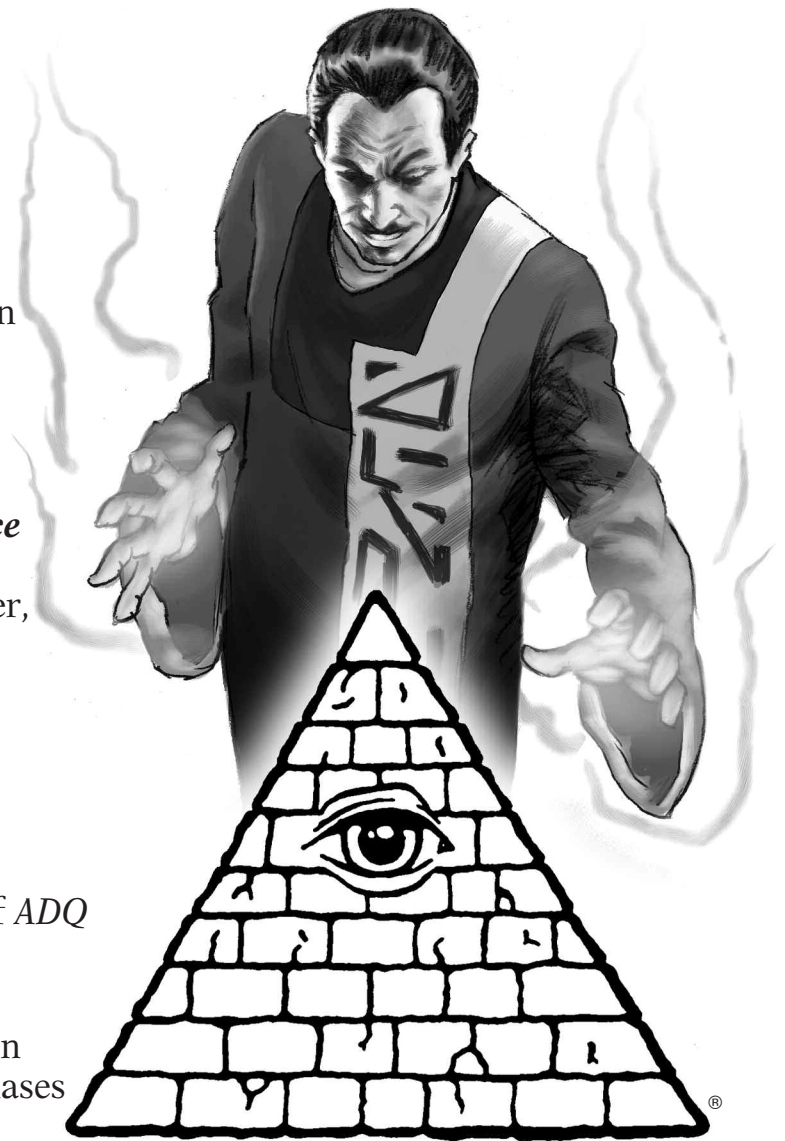
*Yes, it does. The familiar is no less distracting than a friend or helper might be.* — Steve Jackson

# STUCK FOR AN ADVENTURE? NO PROBLEM.

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