

November
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Roleplayer®

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Number 17

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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Roleplayer[®]

\$2.00
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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

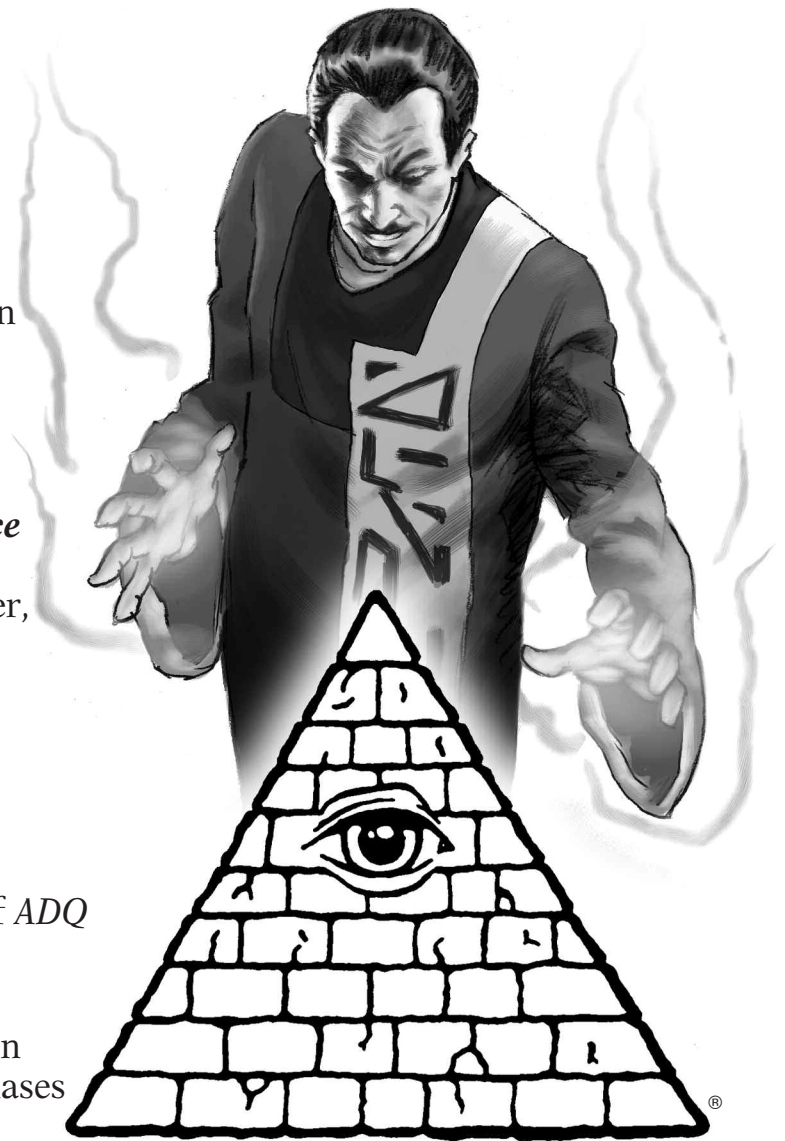
A spear and a quarterstaff use different hand and foot positions; changing from the grip for one to the grip for the other takes one turn. A spear could be used for staff parrying, but not in the same turn it is used as a spear. A staff can be used one-handed if the other hand is crippled or occupied.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

— Mike Hurst

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