

November
1986

Roleplayer®

\$1.95
Number 03

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

COMING ATTRACTIONS

Everything in this section represents my own (SJ's) best guess about our upcoming GURPS projects. Dealers: Nothing here is "official" until you see it in a press release. Don't order until then, *please*. This is an inside, advance look at what we're doing — and *for sure*, schedules, formats, prices, and Cthulhu knows what else will change as work continues.

GURPS Fantasy (Steve Jackson) — Just back from the printer, and now shipping. Finally, the fantasy world background and magic system. I'm pretty happy with it. Elsewhere in this issue, you can see a sampling — a few of the magic spells that had to be cut at the last minute. 92 pages, a 4-page pull-out spell list, and an 11" x 17" color map of Ytarria, with a sample wizard character on the back. \$9.95.

GURPS Autoduel (Aaron Allston and Scott Haring) — This is the *Car Wars* game-world, in GURPS terms. It *does* include car combat — in most places, a close adaptation of *Car Wars* — and full-color counters in both large and small scales. More important, it includes background and rules for getting *out* of the cars once in a while, and adventuring in the deadly world of 2036. This one is at the printers now, and will ship in mid-November. 96 pages; \$9.95.

Combat Maps (SJG staff) — Based on feedback from letters and the BBS, we're releasing a set of large hex-maps for combat. Right now this looks like 3 double-sided 21" x 32" maps (black ink only), with street/building/tavern on one side, and outdoors on the other. They will be at least partially geomorphic. We're hoping to include some extra cardboard scenery, somehow. Target price is \$4.95; should be in the stores late this year.

Character Book (SJG staff) — a book of already-worked-out fantasy character sheets, ready to cut out and send to death or glory. We've scrapped the earlier plan to include new rules text — we put it all in the Basic Set. If the first one goes over well, we'll do them until you get tired of them. If not . . . there won't be a second one. Personally, I sometimes feel a whole lot more like fighting than like inventing characters, so I'm going to get a lot of use out of my copy. Price: \$5 or \$6, depending on length.

Imperial Arena (Creede and Sharleen Lambard) — This is the "animals and arenas" supplement. We had some problems with the first draft; it's back at the outline stage. But we still want to do it.

Harkwood (Aaron Allston) — Sequel to *Orcslayer* — another combat adventure, but with a higher percentage of campaign/roleplaying material. The squires (or new-made knights) who survived the trip to the orc-land find glory and intrigue at a baronial tournament. Probably \$5.95.

Oriental World Book (???) We just lost our writer for this project. Any free-lancers out there with lots of expertise on historical *and* fantasy samurai, ninja, Oriental mythology, etc.?

High-Tech (Steve Jackson) — Black-powder weapons, all the way up to science-fiction gadgets. Purely a weapon book, with scenarios included if space allows. I have no idea when I will finish this. It was supposed to be done by now, but I got assigned some more pressing work, and *High-Tech* went on the back burner. It's still there. A single \$8 or \$9 book, sometime.

GURPS Illuminati (Illuminated GURPS?) — We've got a proposal from a good free-lance cabal — we're waiting for an outline. Modern espionage, ancient horror, and very possibly Victorian shenanigans as well — all wrapped up in a pretty package with the Eye in the Pyramid on the cover. Probably a \$9.95 world-book. No telling when.

Department of Dark Hints: We're working on several other things. I'm currently negotiating with four well-known authors for GURPS licenses to their work. I'm also talking with two of my favorite competitors about "crossover" books — putting their great game-worlds in GURPS terms. Not all these deals will go through — but I hope to have something good to report next issue.

In This Issue

Coming Attractions	1
Short Notes	1
Errata	2
The Grimoire of Gathiano!	2
GURPS Q&A	3

Well, we finally did it! As most of you know, the *GURPS Basic Set* was released at Origins — and player response has been great. The *Fantasy* world book came back from the printers just a few days before this newsletter did. And the *Autoduel* world book will go to press soon. We're rolling!

With this third issue of *Roleplayer*, we seem to be settling down into a more-or-less quarterly schedule. It's an optical illusion; the next issue should be out in about a month! With more GURPS material on the market, we'll have lots more to say.

We've gotten a number of good submissions — already, more than we can print in 4 pages — but that's OK — keep writing! We like to have a lot to choose from. And we'd still especially like to see some good, simple systems for converting GURPS characters to and from other systems; there's a lot of demand for that, and I haven't had time to do it myself.

—Steve Jackson

Roleplayer is published irregularly by Steve Jackson Games Incorporated, Box 18957, Austin, TX 78760. Cardboard Heroes is a registered trademark and Roleplayer, Man to Man and GURPS are trademarks of Steve Jackson Games Incorporated. Copyright © 1986 Steve Jackson Games Incorporated. All rights reserved.

SHORT NOTES



SJG-BBS is now up and going strong. After months of constant crashing, we got some professional help, and now it's going fine. The *GURPS* sub-board, and the Alpha Complex *GURPS* game, are two of the most active sections. Those parameters again: 512-447-4449, 24 hours, 1200 baud (at last!), 8-none-1.

A new staffer: Yes, we're looking for a new staff member (but by the time you read this, we may have one). If you can proofread, handle correspondence, and know *GURPS* and *Deluxe Car Wars* like the back of your hand, then you might qualify — send us a resume and an SASE.

Cardboard Heroes: We are planning to release at least two new sets soon — Denis Loubet has already finished the S-F set and is about to start on the pulp heroes.

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