

New Sun RPG news

The Urth list — 2 messages, 2 voices, 20 Sep 1999

<https://urth.darkrealm.vip/thread/urth/1788>

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Dave Conrad — 20 Sep 1999, 05:11

I subscribe to Pyramid magazine, Steve Jackson Games' internet magazine. They have the playtest files for GURPS New Sun on line now. If you are a subscriber, you can download any of the playtest files in HTML or text versions.

This is a listing of the sections available for download

- Introduction
- Introduction (sidebars)
- Chapter 1: The Posthistory of Urth
- Chapter 1: The Posthistory of Urth (sidebars)
- Chapter 1: The New Sun Synopsis
- Chapter 3: Urth in the Age of the Autarch
- Chapter 3: Urth in the Age of the Autarch (sidebars)
- Chapter 4: Nessus, the Eternal City
- Chapter 5: Urth Religion
- Chapter 5: Urth Religion (sidebars)
- Chapter 6: Space and Time
- Chapter 7: Commonwealth Characters
- Chapter 7: Commonwealth Characters (sidebars)
- Chapter 8: The Arsenal of the Autarch
- Chapter 9: Commonwealth Characters
- Chapter 10: Urth Bestiary
- Chapter 11: Campaigns
- Chapter 11: Campaigns (sidebars)
- Appendix - The Urth Cycle
- Appendix - The Incas
- Back Cover Copy

And a copy of the blurb text from the website

GURPS New Sun combines history with a fantastic future! Based on the award-winning science fiction of Gene Wolfe, New Sun melds fantasy and technology into a unique fusion of swords and lasers, treacherous beauties and starfaring rogues, monsters from history and monsters from outer space, professional torturers and nobles who duel with poisonous plants.

Join the young torturer Severian, naive servant of the Byzantine and shadowy Autarch, as he winds through the crumbling metropolis of Nessus and slowly learns the truth behind his world -- or create your own stunning campaign based on the indelible imagery of the Book of the New Sun.

128 pages. Suggested retail price \$19.95
Stock number 6096 ISBN 1-55634-416-3

Dave C.

iN*T*x

"To break the rules is to break the spell" - C. Lasch

Fr.Inire — 20 Sep 1999, 20:25 · follows Dave Conrad

--- Dave Conrad <nightman at io.com> wrote:

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<kersnip!>

I formerly worked with a SJGames MIB, and he gave me a copy of those above files. If I may say so, they rank right up there with Castle of the Otter and Lexicon Urthus for info and insight; I only wish the supplement would just come out already!

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Jeff "My dice hate me!" Miller

The HeavyGear Parts SwapMeet is at <http://freecenter.digiweb.com/games/severian/swap.html>
Heavy Gear: Not your Dad's walking robot game...www.dp9.com

Gaming to keep War out of RealTime! '82 GS650G