

CAMPAIGN PLANNING FORM

GM: _____ Date: _____

Campaign name: _____ Starting year: _____ Rate game time passes: _____

Genre: _____ Realistic or cinematic? _____ Are there multiple planes of existence? _____

General theme of campaign: _____

Campaign Background

Campaign's base city, nation, empire, or planet: _____ (Suggestion: provide a map.)

Society/government type: _____ Control Rating: _____ Exceptions to general CR: _____

Tech level: _____ Exceptions to general TL: _____

Brief description of important neighboring powers, political/economic situation, etc.: _____

Suggested or required reading for players: _____

Information for PCs

Starting point value allowed for PCs: _____ Disadvantage limit: _____

Especially useful/useless character types: _____

(Suggestion: provide character templates.)

Especially appropriate/inappropriate professions: _____

(Suggestion: provide job descriptions.)

PC races allowed: _____ (Suggestion: provide racial templates.)

Starting wealth: _____ Starting Wealth levels allowed: _____

Starting Status levels allowed: _____ Starting TLs allowed: _____

Languages available: _____

Cultural Familiarities available: _____

Required advantages, disadvantages, and skills: _____

Especially *appropriate* or *inappropriate* advantages, disadvantages, and skills: _____

Appropriate Patrons (and base value): _____

Appropriate Enemies (and base value): _____

Special Abilities Allowed for PCs

● Exotic/supernatural traits: _____

● Cinematic skills: _____

● Are PC mages allowed? _____ General mana level: _____ Do areas of higher/lower mana exist? _____

Are any of the spells from Chapter 5 off limits? _____

● Are PC psis allowed? _____ Are any of the powers from Chapter 6 off limits? _____

● Are PC gadgeteers allowed? _____ Are there special limits on gadgeteering? _____

● Unusual Background cost(s) for these abilities: _____

● Legal or social restrictions on these abilities: _____

Other Notes

Book 1 optional rules or variants (advantages, disadvantages, skills, etc.): _____

Book 2 optional rules or variants (success rolls, combat, injury, etc.): _____

This form, those on the following pages, the Character Sheet, and other GURPS forms and support material may also be downloaded at www.sjgames.com/gurps/resources/.