

# 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/](http://www.sjgames.com/gurps/resources/).*