

SPACE CAMPAIGN PLAN

GM: _____ Date: _____

Campaign name: _____ Campaign's starting year: _____ Rate game time passes: _____ Campaign type: _____

Known alien races: _____

Campaign's base world: _____ (Suggestion: give players a Planetary Record for this world.)

Frequency of "good" worlds: _____ Is exploration still going on? _____ Where? _____

Campaign political background:

Name and type of stellar state: _____ Control Rating and (if different) weapons CR: _____

Brief description of the state and its neighbors: _____

Brief description of the political/economic situation: _____

Campaign's Tech Level: _____ Differences from this Tech Level as described in *GURPS Space*: _____

FTL communications speed, range, and availability: _____

Medical technology: _____

Starship rules:

FTL drive type: _____ Speed: _____ Fuel: cost, consumption, etc.: _____

Ease of FTL navigation: _____ FTL Engineering Skill Difficulty: _____

Obstacles to FTL travel: _____ Time effects of FTL travel: _____

FTL side effects, error effects, special notes: _____

STL drive type: _____ Speed: _____ Fuel: cost, consumption, etc.: _____

Ease of STL navigation: _____ STL Engineering Skill Difficulty: _____

STL side effects, special notes, etc.: _____

Power plant type: _____ Engineering Skill Difficulty: _____ Fuel: cost, consumption, etc.: _____

Usual/allowable weaponry and shields: _____

Player Character information:

PC races (or human subtypes) allowed: _____

(GM should provide racial descriptions for any new races allowed as PCs.)

Base wealth for PCs: _____ Starting social levels allowed for PCs: _____

Language(s) the PCs will need: _____

Especially useful/useless character types: _____

Especially appropriate/inappropriate professions: _____

Advantages and skills that will be especially useful in this campaign: _____

Advantages and skills that will be worthless in this campaign: _____

Disadvantages that will be discouraged in this campaign, either because they are fatal or because they won't really be disadvantages: _____

Appropriate Patrons (and base value): _____

Appropriate Enemies (and base value): _____

Special disciplines available in this campaign:

Magic? (How powerful? How common? General mana level?) _____

Psionics? (How powerful? How common? _____

Rules variants: New skills, advantages, disadvantages (summarize) _____

Rules variants: Changes in combat rules (summarize) _____

The GM should also provide the players with details on:

new gadgets, and their availability; new advantagees, disadvantages, or skills; "house rules" for character creation; changes in the combat rules; new NPC races; important organizations; and history.