

GURPS®

SPACE GM'S PACK

The Generic Universal RolePlaying System
— gives you the power to create new
worlds and shape the stars!



TIRED OF EARTHLY COPIERS?

How can you get a space campaign off the ground if you're searching for a copier? With our new *GURPS Space GM's Pack*, you get Planetary Record Sheets, Spaceship Record Sheets, blank Star Grid Maps and our all-new Space Campaign Planner — over 60 helpful sheets. Just what you need to create your galactic campaign. Don't GM without it!

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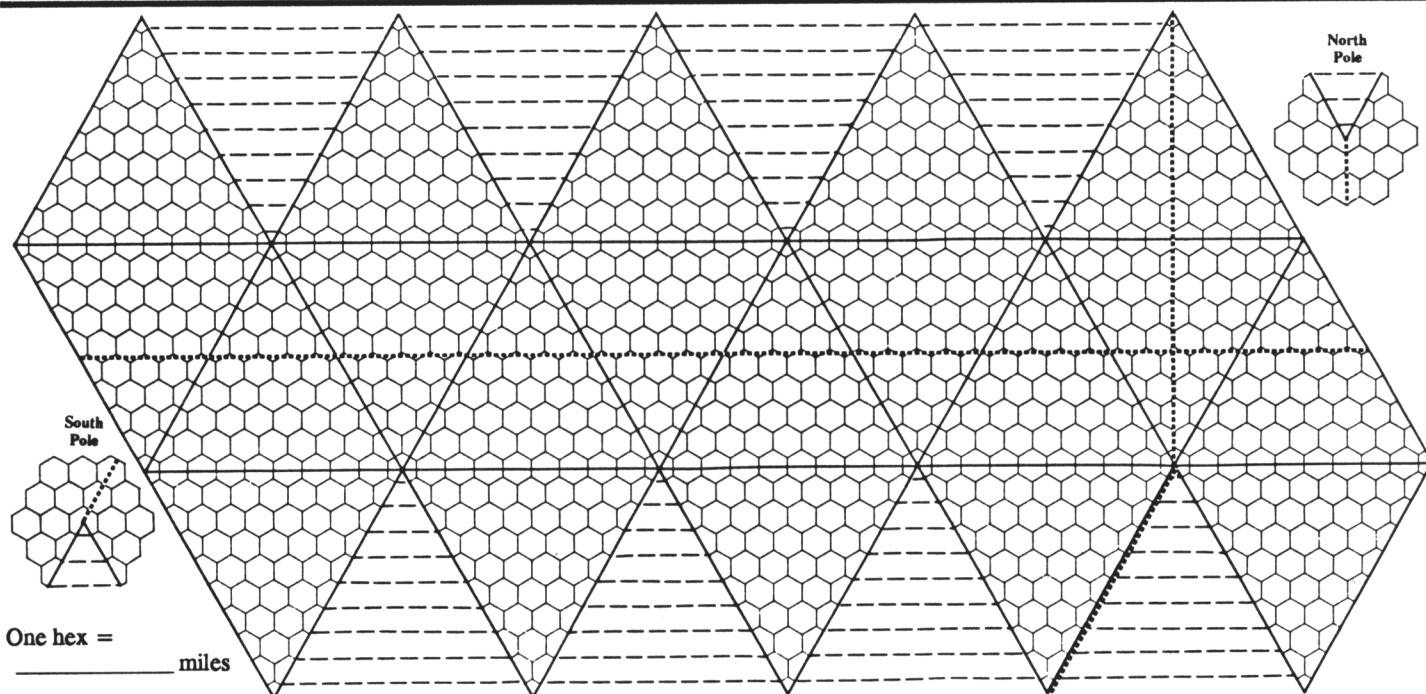
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STEVE JACKSON GAMES

PLANETARY RECORD



Planet type _____ Diameter _____ mi. Gravity _____ G Density _____ Composition _____
 Axial Tilt _____ ° Seasonal Variation _____ Length of Day _____ hrs. Length of Year _____ days/ _____ Earth years
 Atmosphere: Pressure _____ (_____) Type and Composition _____
 Climate _____ Temperatures at 30° latitude: Low _____ ° Average _____ ° High _____ °
 Surface Water _____ % Humidity _____ % Primary Terrain _____
 Mineral Resources: Gems/Crystals _____ Rare Minerals _____ Radioactives _____
 Heavy Metals _____ Industrial Metals _____ Light Metals _____ Organics _____
 Moons _____

Biosphere: Dominant life form _____
 Other significant life forms _____

Civilization: Population(s) _____ Tech Level(s) _____ Control Rating _____

Society _____

Starports _____

Installations _____

Economic/Production _____

Other notes: _____

System Information:

Star Name _____ Type _____ Location _____

Biozone _____ Inner Limit _____ Number of Planets _____

Planet	Orbit	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
	1							
	2							
	3							
	4							
	5							
	6							
	7							
	8							
	9							
	10							
	11							
	12							
	13							
	14							
	15							
	16							
	17							
	18							
	19							
	20							
	21							

SHIP RECORD

Class _____ Size _____ TL _____
 Registration _____ Owner _____ Captain _____

					Total Cost	Mass	cy	Power
Hull: Size	_____	cy	\$/cy	_____	mass/cy	_____	_____	_____
Armor: DF	_____	cy	\$/cy	_____	mass/cy	_____	_____	_____
Force Field: DF	_____					_____	_____	_____
Streamlining:	_____					_____	_____	_____
Compartmentalization:	_____					_____	_____	_____
Stress rating	_____					_____	_____	_____
Power plant:	_____ Base _____					_____	_____	_____
Output	_____	MW	\$/MW	_____	cy/MW	_____	mass/MW	_____
Fuel	_____					_____	_____	_____
Capacitors: MW-h	_____					_____	_____	_____
Maneuver Drive:	_____ Thrust _____					tons	_____	_____
Reaction Mass:	_____					_____	_____	_____
FTL Drive:	_____					_____	_____	_____
Crew:	_____					_____	_____	_____
Passengers:	_____					_____	_____	_____
Lifesystem:	_____					_____	_____	_____
Weapons:	_____					Total FP	_____	_____
_____	_____					Total FP	_____	_____
_____	_____					Total FP	_____	_____
_____	_____					Total FP	_____	_____
_____	_____					Total FP	_____	_____
Sensors:	_____					_____	_____	_____
Computer:	_____					_____	_____	_____
Airlocks:	_____					_____	_____	_____
Accessories:	_____					_____	_____	_____
_____	_____					_____	_____	_____
_____	_____					_____	_____	_____
_____	_____					_____	_____	_____
_____	_____					_____	_____	_____
Notes	_____					Totals	_____	_____
_____	_____					Cargo Capacity	_____	_____
_____	_____					Loaded Mass	_____	_____
_____	_____					_____	_____	_____
_____	_____					_____	_____	_____

Combat Record

Name _____ Size _____ cy Capt. _____ (Tactics _____)
 TL _____ Compartmentalization _____ Hull Integrity _____
 Armor DF _____ Force Field DF _____ Other DF _____ Total DF _____ PF _____

Weapon	Gunner (Skill)	FP	Power	Weapon	Gunner(Skill)	FP	Power
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Missile Load	Type	FP	Qty.	Type	FP	Qty.
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Damage: _____

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: _____

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 advantages, disadvantages, or skills; "house rules" for character creation; changes in the combat rules; new NPC races; important organizations; and history (see p. S7).

