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: ____________________ Starting Wealth levels allowed: ____________________
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/.