

# EXPANDED CAMPAIGN PLANNING FORM

## GURPS Campaign Prospectus

Campaign Name: \_\_\_\_\_ GM: \_\_\_\_\_ Creation Date: \_\_\_\_\_

Genre: \_\_\_\_\_ Tech Level (TL): \_\_\_\_\_ TL Exceptions: \_\_\_\_\_

Power Level: \_\_\_\_\_ Realism Level: Grittily Realistic / Realistic **Cinematic** Over-the-Top

Campaign Synopsis and Recent Events: \_\_\_\_\_

Timeline of Significant Historical Events: \_\_\_\_\_

Currency/\$ Value: \_\_\_\_\_ Currency/\$ Value: \_\_\_\_\_ Currency/\$ Value: \_\_\_\_\_

• Precious Metals?  Yes / No • Paper Money?  Yes  No • E-Money? Yes /  No • Is Slavery Legal?  Yes / No

### Major Nations (see also *City Stats*)

Name: \_\_\_\_\_ Capital: \_\_\_\_\_ Ruler: \_\_\_\_\_

Population: \_\_\_\_\_ Search bonus: \_\_\_\_\_ Terrain: \_\_\_\_\_

Appearance: \_\_\_\_\_ Hygiene: \_\_\_\_\_ Mana: \_\_\_\_\_ Enchantment: \_\_\_\_\_

Cultural Familiarity: \_\_\_\_\_ Language(s): \_\_\_\_\_

Literacy: \_\_\_\_\_ TL: \_\_\_\_\_ Wealth: \_\_\_\_\_ Status (range): \_\_\_\_\_

Society/Government: \_\_\_\_\_ Control Rating (CR): \_\_\_\_\_ Corruption modifier: \_\_\_\_\_

Military Resources: \_\_\_\_\_ Defense Bonus: \_\_\_\_\_ Notes: \_\_\_\_\_

Name: \_\_\_\_\_ Capital: \_\_\_\_\_ Ruler: \_\_\_\_\_

Population: \_\_\_\_\_ Search bonus: \_\_\_\_\_ Terrain: \_\_\_\_\_

Appearance: \_\_\_\_\_ Hygiene: \_\_\_\_\_ Mana: \_\_\_\_\_ Enchantment: \_\_\_\_\_

Cultural Familiarity: \_\_\_\_\_ Language(s): \_\_\_\_\_

Literacy: \_\_\_\_\_ TL: \_\_\_\_\_ Wealth: \_\_\_\_\_ Status (range): \_\_\_\_\_

Society/Government: \_\_\_\_\_ Control Rating (CR): \_\_\_\_\_ Corruption modifier: \_\_\_\_\_

Military Resources: \_\_\_\_\_ Defense Bonus: \_\_\_\_\_ Notes: \_\_\_\_\_

### ~~Other Major Planes of Existence~~

~~Name: \_\_\_\_\_ Type: \_\_\_\_\_ Description: \_\_\_\_\_~~

~~Name: \_\_\_\_\_ Type: \_\_\_\_\_ Description: \_\_\_\_\_~~

### Rules

#### GURPS Books Used

Title: \_\_\_\_\_ Notes: \_\_\_\_\_

Title: \_\_\_\_\_ Notes: \_\_\_\_\_

Title: \_\_\_\_\_ Notes: \_\_\_\_\_

#### Optional Rules

Rule: \_\_\_\_\_ Book: \_\_\_\_\_ Page: \_\_\_\_\_

Rule: \_\_\_\_\_ Book: \_\_\_\_\_ Page: \_\_\_\_\_

Rule: \_\_\_\_\_ Book: \_\_\_\_\_ Page: \_\_\_\_\_

House Rules: \_\_\_\_\_

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# GURPS Character Creation Guide, Part 1

Starting Points: \_\_\_\_\_ Disadvantage Limit: \_\_\_\_\_

Suggested Character Concepts: \_\_\_\_\_

Character/Racial Templates (Point Total): \_\_\_\_\_

## Attributes

	Min.	Max.	House Rules
ST:	___	___	_____
DX:	___	___	_____
IQ:	___	___	_____
HT:	___	___	_____

## Secondary Characteristics

Relative to base  
Min. Max. House Rules

HP:	___	___	_____
Will:	___	___	_____
Per:	___	___	_____
FP:	___	___	_____
Basic Speed:	___	___	_____
Basic Move:	___	___	_____

## Social Traits

Low TL: \_\_\_\_\_ High TL: \_\_\_\_\_ Status Levels (Min./Max.): \_\_\_\_\_

PC Starting Wealth: \_\_\_\_\_ Wealth Levels (Min./Max.): \_\_\_\_\_

Cultures (for Cultural Familiarity): \_\_\_\_\_

Languages: \_\_\_\_\_

Social Stigma: \_\_\_\_\_ Social Regard: \_\_\_\_\_ Other: \_\_\_\_\_

Rank (Type): \_\_\_\_\_ Number of Levels: \_\_\_\_\_ Notes: \_\_\_\_\_

Rank (Type): \_\_\_\_\_ Number of Levels: \_\_\_\_\_ Notes: \_\_\_\_\_

## Advantages

Required Advantages: \_\_\_\_\_

Allowed Special Advantages: \_\_\_\_\_

Prohibited Mundane Advantages: \_\_\_\_\_

## Disadvantages

Required Disadvantages: \_\_\_\_\_

Allowed Special Disadvantages: \_\_\_\_\_

Prohibited Mundane Disadvantages: \_\_\_\_\_

## Appropriate Contacts

Name	Type	Skill	Effective Level	Reliability	Base Point Cost
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\_\_\_\_\_

\_\_\_\_\_

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## GURPS Character Creation Guide, Part 2

### Appropriate Contact Groups

Name	Category of Skills	Effective Level	Reliability	Base Point Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

### Appropriate Patrons

Name	Power	Modifiers	Base Point Cost
_____	_____	_____	_____
_____	_____	_____	_____

### Appropriate Enemies

Name	Power	Intent	Modifiers	Base Point Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

### Special Skills

Skill: \_\_\_\_\_ Available Specialties: \_\_\_\_\_  
Skill: \_\_\_\_\_ Available Specialties: \_\_\_\_\_  
Skill: \_\_\_\_\_ Advantage Required: \_\_\_\_\_  
Skill: \_\_\_\_\_ Advantage Required: \_\_\_\_\_  
Available Cinematic Skills: \_\_\_\_\_  
Available Wildcard Skills: \_\_\_\_\_  
Prohibited Mundane Skills: \_\_\_\_\_

### Magic (see also *Magic*)

Average Mana Level: \_\_\_\_\_ PC Mages Allowed? Y  N  Unusual Background Cost: \_\_\_\_\_ Max. Magery Level: \_\_\_\_\_  
Are Magic Items for Sale? Y  N  \$ Cost per Energy Point: \_\_\_\_\_ Notes: \_\_\_\_\_  
Custom Spells: \_\_\_\_\_  
Prohibited Spells: \_\_\_\_\_

### Psionics (see also *Psionic Powers*)

PC Psis Allowed?  Y /  N Unusual Background Cost: \_\_\_\_\_ Notes: \_\_\_\_\_  
Power Max. Talent Level Allowed Abilities Prohibited Abilities  
\_\_\_\_\_  
\_\_\_\_\_

### Jobs

Name	Description	Prerequisites	Job Roll	Monthly Pay	Wealth Level
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

### Common Equipment (Weapons, Armor, Vehicles, etc.)

\_\_\_\_\_  
\_\_\_\_\_