

CAMPAIGN PLANNING FORM

GM: Weevis Date: 7/2015

Campaign name: Deeps of Lyrae Starting year: 1105 I. (5623 AD) Rate game time passes: N/A
Genre: Sci-Fi Realistic or cinematic? Cinematic Are there multiple planes of existence? No.
General theme of campaign: space opera, space western, action/adventure

Campaign Background

Campaign's base city, nation, empire, or planet: Coreward Beta, Deeps of Lyrae (Suggestion: provide a map.)
Society/government type: varies Control Rating: varies Exceptions to general CR: 3 on start planet
Tech level: 11 Exceptions to general TL: varies widely per planet from TL 4-12^
Brief description of important neighboring powers, political/economic situation, etc.: _____

Suggested or required reading for players: Aliens, Serenity, Snow Crash,
Flow My Tears, The Policeman Said

Information for PCs

Starting point value allowed for PCs: 150 Disadvantage limit: -50
Especially useful/~~useless~~ character types: Any character that would make a good space pirate.
(Suggestion: provide character templates.)
Especially appropriate/~~inappropriate~~ professions: pilot, ex-soldier, engineer, merchant, spy,
mechanic, thief, doctor, hacker, any ship's crew. (Suggestion: provide job descriptions.)
PC races allowed: Human (other by negotiation with GM) (Suggestion: provide racial templates.)
Starting wealth: \$24,800 Starting Wealth levels allowed: From -3 to +1
Starting Status levels allowed: From -2 to +2 Starting TLs allowed: 11
Languages available: Imperial Standard, Trade Patois (other by negotiation with GM)
Cultural Familiarities available: Family Whee (planet), Imperial (high culture)
Required advantages, disadvantages, and skills: computer operation
Especially appropriate or ~~inappropriate~~ advantages, disadvantages, and skills: Immunity (space sickness), Luck,
3D Spatial Sense, Gadgeteer, Danger Sense, Criminal Record, Social Stigma, Low Status, Low Wealth,
Debts, Dependents, Greed, Bad Reputation, Spacer, Vacc Suit, Free Fall, Fast-Talk, Merchant
Appropriate Patrons (and base value): Individual Patron (appears rarely) 5/8 (Secret -50%, Minimal -50%)
Appropriate Enemies (and base value): Planetary Police (appears rarely: 6 or less) -15

Special Abilities Allowed for PCs

- Exotic/supernatural traits: None allowed.
- Cinematic skills: None allowed.
- Are PC mages allowed? No. General mana level: N/A Do areas of higher/lower mana exist? N/A
Are any of the spells from Chapter 5 off limits? all
- Are PC psis allowed? No. Are any of the powers from Chapter 6 off limits? all
- Are PC gadgeteers allowed? Yes. Are there special limits on gadgeteering? No limits.
- Unusual Background cost(s) for these abilities: by negotiation
- Legal or social restrictions on these abilities: as negotiated

Other Notes

Book 1 optional rules or variants (advantages, disadvantages, skills, etc.): _____
Book 2 optional rules or variants (success rolls, combat, injury, etc.): House rule modifying p. B347
critical success does not scale with effective skill--it is always a 3 or 4.

*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/.*