

CAMPAIGN PLANNING FORM

GM: Weevis Date: 11-Jun-2019

Campaign name: The Land of the True Game Starting year: Not known Rate game time passes: N/A
Genre: sci-fi/fantasy Realistic or cinematic? cinematic feel Are there multiple planes of existence? no
General theme of campaign: Medieval society where magic is possible, divided between gamesman (aristocrats) and pawns (serfs). Everything is organized around the rules of the true game.

Campaign Background

Campaign's base city, nation, empire, or planet: Hawspport (city), Lom (planet) (Suggestion: provide a map.)
Society/government type: feudal Control Rating: modified CR1 Exceptions to general CR: none
Tech level: 3 Exceptions to general TL: Magicians, Gifters, & The Council: TL9; Eesties: TL12+ Superscience!
Brief description of important neighboring powers, political/economic situation, etc.: Each independent demesne of gamesmen has an allied settlement of pawns. Immutables, Magicians, and aliens also exist as separate societies.
Suggested or required reading for players: The True Game by Sheri S. Tepper (optional)

Information for PCs

Starting point value allowed for PCs: 200 Disadvantage limit: -100
Especially useful/useless character types: Useful: Armiger, Demon, Tragamor, Sentinel, Healer, Shapeshifter, Necromancer, Elator, Wizard. Useless: Ruler, Seer, Immutable, Dervish. (Suggestion: provide character templates.)
Especially appropriate/inappropriate professions: Gamesman (required) (Suggestion: provide job descriptions.)
PC races allowed: Human, Sticky (by permission) (Suggestion: provide racial templates.)
Starting wealth: \$1,000 Starting Wealth levels allowed: anything below Wealthy
Starting Status levels allowed: 0-2 (minor gamesmen) Starting TLs allowed: 3
Languages available: Human, Shadowperson (requires unusual background)
Cultural Familiarities available: Gamesman (includes pawns), Immutables, Magicians, Dervishes, Eesties, Shadowpeople
Required advantages, disadvantages, and skills: As per gamesmen templates.
Especially *appropriate* or *inappropriate* advantages, disadvantages, and skills: Appropriate: Fanaticism (True Game) -15; Magic Susceptibility (Wize-Art) -3/lvl; Destiny (+/-, varies); Spirit Empathy (elementals OR sendings) -5/ea.;
Appropriate Patrons (and base value): A particular ruler, wizard, or demesne (10-15); The Immutables (20)
Appropriate Enemies (and base value): as above (-20); The Council (-30); The Magicians (-40)

Special Abilities Allowed for PCs

- Exotic/supernatural traits: Many allowed -- see templates.
- Cinematic skills: None.
- Are PC mages allowed? Y (wizard) General mana level: Normal. Do areas of higher/lower mana exist? Yes.
Are any of the spells from Chapter 5 off limits? Use Ritual Path Magic instead of Ch. 5.
- Are PC psis allowed? Y (gamesman) Are any of the powers from Chapter 6 off limits? Yes, see templates.
- Are PC gadgeteers allowed? Y Are there special limits on gadgeteering? No.
- Unusual Background cost(s) for these abilities: None except wizard. See templates.
- Legal or social restrictions on these abilities: Some abilities require Secrets, Duties, etc. -- see templates.

Other Notes

Book 1 optional rules or variants (advantages, disadvantages, skills, etc.): Magic system replaced by Ritual Path Magic *without* adepts and with further modifications. Psionic Powers in effect but with some limitations. (see details on blog).
Book 2 optional rules or variants (success rolls, combat, injury, etc.): None.

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/.