

FANTASY CAMPAIGN PLAN

GM: _____ Date: _____

Campaign name: _____ Campaign's starting year: _____ Rate game time passes: _____ Campaign type: _____

Known nonhuman races: _____

Campaign's base city or town: _____ (Suggestion: give players a map of the area.)

Campaign political background:

Name and type of state: _____ Can weapons be carried in public? _____

Brief description of the state and its neighbors: _____

Brief description of the political/economic situation: _____

Campaign's Tech Level: _____ Differences from this TL as described in *GURPS Basic Set*: _____

Magic rules:

General mana level: _____ Are there areas of other mana levels? How large and how common are they? _____

Are there "aspected mana" areas? _____

Are any optional magic rules in use? _____

How common are magic and mages? _____

Are magic-users well distributed? If not, where are they most likely to be found? _____

What legal and social restrictions are there on magic? On alchemy? _____

Is there a specific guild-type structure for magic users? _____

How common are magical items? _____ Does quick-and-dirty enchantment exist in this world? _____

Are there active deities or Higher Powers? _____

Is there any special clerical magic? _____

What spells from the Spell List are unknown in this campaign? _____

Are there any "common knowledge" spells to be added to the list? _____

Are teleportation and telepathy common enough to affect communication? _____

How common is healing magic? Who benefits from it? _____

What magical or fantastic creatures are common? _____

Player Character information:

PC races 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:

High technology? (How powerful? How common?) _____

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 spells and potions, and their availability; "house rules" for character creation; new NPC races; important organizations; and history (see pp. 118-119).