

MARTIAL ARTS CAMPAIGN PLAN

GM: _____

Date: _____

Campaign name: _____ Campaign's starting year: _____

Rate game time passes: _____

Cinematic rules in use, if any: _____

Optional Stun rules in use, if any: _____

Campaign setting: time and place _____ (Suggestion: give players a map of the area.)

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

Player Character information:

Starting point value allowed for PC _____ Base wealth 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:

Psionics? (How powerful? How common?) _____

Magic? (How powerful? How common?) _____

Rules variants: New skills, advantages, disadvantages (summarize) _____

Rules variants: Changes in combat rules (summarize) _____

Martial Artist information:

Are there legal restrictions on the martial arts? _____

PC styles allowed: _____

Styles known to exist, but not available to PCs: _____

Are there styles and maneuvers not listed in the book? (Add descriptions on separate sheet.) _____

Magic (if it exists):

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

Are any optional magic rules in use? _____

How common are magic and mages? Are there wizards who are *not* martial-arts masters? _____

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

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 known in this campaign? _____

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

The GM should also provide the players with details on: new styles and maneuvers, and their availability; "house rules" for character creation; important organizations; and history, if it is not a straight historical campaign.