

# GURPS®

## SPACE GM'S PACK

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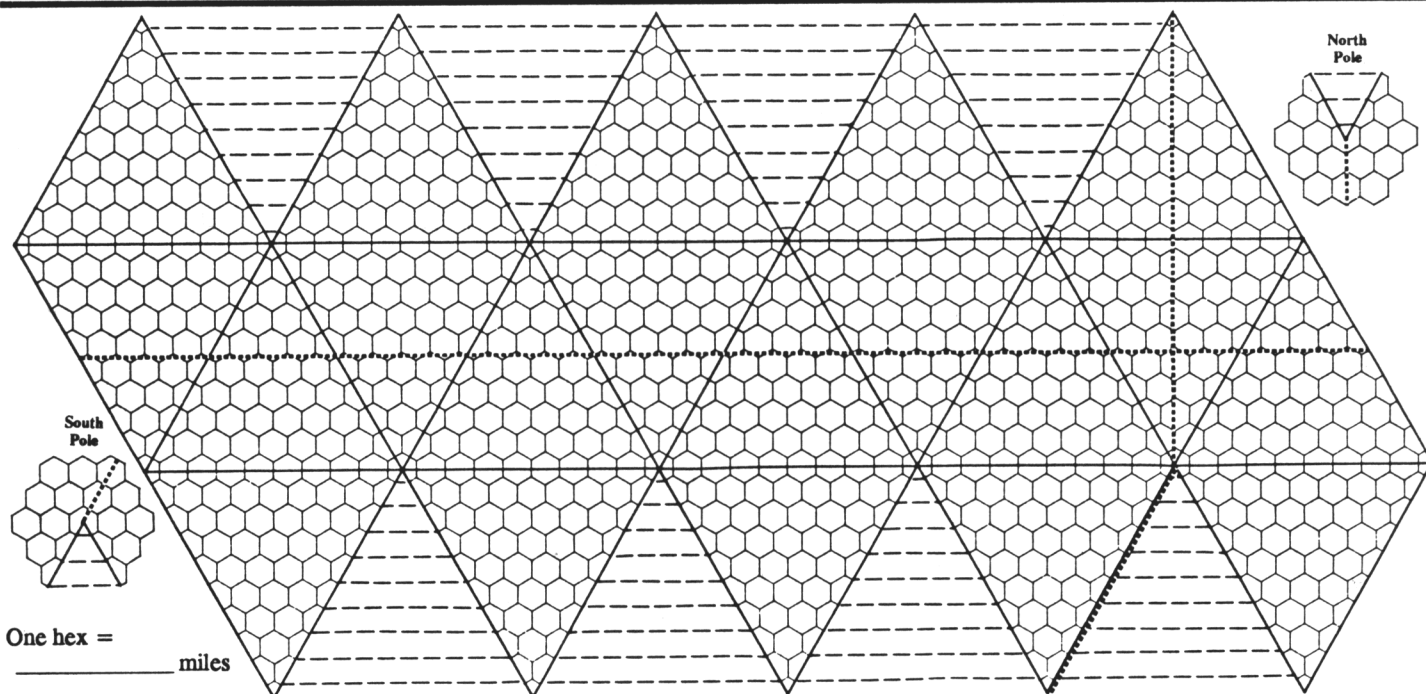
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# STEVE JACKSON GAMES

# PLANETARY RECORD



Planet type \_\_\_\_\_ Diameter \_\_\_\_\_ mi. Gravity \_\_\_\_\_ G Density \_\_\_\_\_ Composition \_\_\_\_\_  
 Axial Tilt \_\_\_\_\_ ° Seasonal Variation \_\_\_\_\_ Length of Day \_\_\_\_\_ hrs. Length of Year \_\_\_\_\_ days/ \_\_\_\_\_ Earth years  
 Atmosphere: Pressure \_\_\_\_\_ ( \_\_\_\_\_ ) Type and Composition \_\_\_\_\_  
 Climate \_\_\_\_\_ Temperatures at 30° latitude: Low \_\_\_\_\_ ° Average \_\_\_\_\_ ° High \_\_\_\_\_ °  
 Surface Water \_\_\_\_\_ % Humidity \_\_\_\_\_ % Primary Terrain \_\_\_\_\_  
 Mineral Resources: Gems/Crystals \_\_\_\_\_ Rare Minerals \_\_\_\_\_ Radioactives \_\_\_\_\_  
 Heavy Metals \_\_\_\_\_ Industrial Metals \_\_\_\_\_ Light Metals \_\_\_\_\_ Organics \_\_\_\_\_  
 Moons \_\_\_\_\_

**Biosphere:** Dominant life form \_\_\_\_\_  
 Other significant life forms \_\_\_\_\_

**Civilization:** Population(s) \_\_\_\_\_ Tech Level(s) \_\_\_\_\_ Control Rating \_\_\_\_\_

Society \_\_\_\_\_

Starports \_\_\_\_\_

Installations \_\_\_\_\_

Economic/Production \_\_\_\_\_

**Other notes:** \_\_\_\_\_

## System Information:

Star Name \_\_\_\_\_ Type \_\_\_\_\_ Location \_\_\_\_\_

Biozone \_\_\_\_\_ Inner Limit \_\_\_\_\_ Number of Planets \_\_\_\_\_

Planet	Orbit	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
	1							
	2							
	3							
	4							
	5							
	6							
	7							
	8							
	9							
	10							
	11							
	12							
	13							
	14							
	15							
	16							
	17							
	18							
	19							
	20							
	21							

Class \_\_\_\_\_ Size \_\_\_\_\_ TL \_\_\_\_\_  
Registration \_\_\_\_\_ Owner \_\_\_\_\_ Captain \_\_\_\_\_

## Combat Record

Name _____		Size _____		cy		Capt. _____		(Tactics _____)	
TL _____		Compartmentalization _____						Hull Integrity _____	
Armor DF _____		Force Field DF _____		Other DF _____		Total DF _____		PF _____	

Weapon	Gunner (Skill)	FP	Power		Weapon	Gunner(Skill)	FP	Power
_____	_____	_____	_____		_____	_____	_____	_____
_____	_____	_____	_____		_____	_____	_____	_____
_____	_____	_____	_____		_____	_____	_____	_____
_____	_____	_____	_____		_____	_____	_____	_____

Missile Load	Type	FP	Qty.		Type	FP	Qty.
	_____	_____	_____		_____	_____	_____
	_____	_____	_____		_____	_____	_____
	_____	_____	_____		_____	_____	_____

Damage: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# SPACE CAMPAIGN PLAN

GM: \_\_\_\_\_ Date: \_\_\_\_\_

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

Known alien races: \_\_\_\_\_

Campaign's base world: \_\_\_\_\_ (Suggestion: give players a Planetary Record for this world.)

Frequency of "good" worlds: \_\_\_\_\_ Is exploration still going on? \_\_\_\_\_ Where? \_\_\_\_\_

## Campaign political background:

Name and type of stellar state: \_\_\_\_\_ Control Rating and (if different) weapons CR: \_\_\_\_\_

Brief description of the state and its neighbors: \_\_\_\_\_

Brief description of the political/economic situation: \_\_\_\_\_

Campaign's Tech Level: \_\_\_\_\_ Differences from this tech level as described in *GURPS Space*: \_\_\_\_\_

FTL communications speed, range and availability: \_\_\_\_\_

Medical Technology: \_\_\_\_\_

## Starship rules:

FTL drive type: \_\_\_\_\_ Speed: \_\_\_\_\_ Fuel: cost, consumption, etc.: \_\_\_\_\_

Ease of FTL navigation: \_\_\_\_\_ FTL Engineering Skill Difficulty: \_\_\_\_\_

Obstacles to FTL travel: \_\_\_\_\_ Time effects of FTL travel: \_\_\_\_\_

FTL side effects, error effects, special notes: \_\_\_\_\_

STL drive type: \_\_\_\_\_ Speed: \_\_\_\_\_ Fuel: cost, consumption, etc.: \_\_\_\_\_

Ease of STL navigation: \_\_\_\_\_ STL Engineering Skill Difficulty: \_\_\_\_\_

STL side effects, special notes: \_\_\_\_\_

Power plant type: \_\_\_\_\_ Engineering Skill Difficulty: \_\_\_\_\_ Fuel: cost, consumption, etc.: \_\_\_\_\_

Usual/allowable weaponry and shields: \_\_\_\_\_

## Player Character information:

PC races (or human subtypes) 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:

Magic? (How powerful? How common? General mana level?) \_\_\_\_\_

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 gadgets, and their availability; new advantages, disadvantages, or skills; "house rules" for character creation; changes in the combat rules; new NPC races; important organizations; and history (see p. S7).

