

Sci-Fi GURPS Campaign Notes

Below I have included my campaign setting notes:

It is a futuristic campaign set in Tech Level 11

It is based on our universe

The Earth-Sol system is where Humans originated, and the Jupiter Mines were used as a major fuel source. The human planet of origin is Earth, and in space orbiting above the planet are the Earth-Rise Platforms, where many people live and work.

The Galactic Center is a system near the center of the galaxy's spiral that contains three planets that are nearly completely covered with cities. Many of the current governments meet at the Galactic Center. Quadrant 37(Q37) is where there is the current front of the war between the current governments and a rebel force that is attempting territory control. All civilians have been evacuated from Q37, and the current governments do as much as they can to confine the battles to that location.

I used the following languages for the game:

English is the main Human language, but anyone may learn it.

Apex is the main Aspex language, but anyone may learn it.

Garl is the main Tarnok language, but anyone may learn it.

Minor is a rarely spoken language, and only Minors may learn it. There is no written form of Minor.

Binary is a robot language. Anyone can learn to read and write Binary, only robots may learn to speak or comprehend spoken Binary.

Chunk is a robot language. Anyone can learn to read, write, or comprehend spoken Chunk, but only robots may learn to speak Chunk.

I ran it with 150 starting points and with a disadvantage limit of -75 points.

Player Races:

Human - 0 Points - Humans are like you and I. English is their native language.

Robot - Various Points - There are many different varieties of robots. Most are based on the Machine Metatrait (pp. B263); they may choose any language.

Aspex - 29 Points - Aspex are skinny, grey skinned hairless humanoid aliens who have sleek clean technology. 1 level in a Psionic Talent of the player's choice[5](pp. B254); +3 Will[15]; Skinny Build[-5](pp. B18); Eidetic Memory[5](pp. B51); Empathy, Sensitive[5](pp. B51); 3 levels in Extended Lifespan[6](pp. B53); 4 levels in Less Sleep[8](pp. B65); Colorblindness[-10](pp. B127); Apex is their native language.

Tarnok - 38 Points - Tarnok are hairy beast-like creatures on their hind legs with brown fur and eyes that change from red to blue or brown. Their home world society collapsed, forcing them into the expanse of space using their grungy technology. +2 Strength[20]; +1 Health[10]; Ugly[-8](pp. B21); Sharp Claws[5](pp. B42); High Pain Threshold[10](pp. B59); Infravision +Normal Vision[10](pp. B60); Sharp Teeth[1](pp. B91); Bad Temper[-10](pp. B124); Garl is their native language.

Minor - 15 Points ? Minors are small albino humanoids with slightly longer arms than seems normal. They often walk on all fours in calm situations, but they don't need to. They use their arms to push off from the ground to jump great distances. They were elevated to a space traveling society by the Aspex, and did not develop the technology on their own. +1 Dexterity[20]; -1 Size Modifier[-15](pp. B19); Superjump[10](pp. B89); Ultrasonic Speech[10](pp. B94); Short Lifespan[-10](pp. B154); they may choose any language.