

CAMPERS & COUNSELORS

YOU ARE THE RESIDENTS OF A CAMP FOR THE SUMMER. You get to enjoy what the camp has to offer but also have to deal with the mess of problems that come with it. This can be easy, or even sometimes deadly. **CAMP PROGRAM LEADER PAT** has injured themselves during a *team building exercise*, leaving you with no leader while they recover in the first-aid tent.

PLAYERS: CREATE CHARACTERS

1 Choose a camp activity for your character: **Swimming, Crafts, Watercrafts, Arts, or Food.**

2 Choose a role for your character: **Camper, Counselor, or Staff** (kitchen, or garbage)

3 Choose your **number**, from 2 to 5. A high number means you're better at acting like a **CAMPER** (talking to kids, hiding, emotionally fueled action). A low number means you're better at acting like a **COUNSELOR** (talking to adults, rationality, precise action).

4 Give your character a **summer camp name**. This includes nick-names like Splash or something.

You have: a backpack (small), a map of the camp, emergency contact list (camp related), walkie-talkie (with a half-mile range), A disposable camera, a pocket knife.

Player goal: Get involved with what's happening at the camp and try to make the best of the situation.

Character goal: Choose one or create your own: **Get A Girl/Boyfriend, Prove You're The BEST, Learn A New Useful Skill, Do Something Incredible, Save A Life, Change a Life, Make Some Money.**

PLAYERS: BUILD THE SUMMER CAMP

As a group, pick a name for the camp and what type of camp it is: **FORT UNRAVEL: A knitting camp for tweens, GUMBALL GETAWAY: A camp for candy enthusiasts, CAMP SLUGS: for the weird.**

Also, pick a major problem with the camp: **OLD** (unkept facilities), **HORN-DOGS** (oblivious counselors in their 20's), **SECLUDED** (No transportation out of there), **WILDERNESS** (a survival camp with no cabins)

ROLLING THE DICE

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're **prepared** and **+1d** if you're an **expert**. (The GM tells you how many dice to roll, based on your character and the situation.) **Roll your dice and compare each die result to your number.**

↓ If you're using **CAMPER** (immature, emotionally fueled), you want to roll **under** your number.

↑ If you're using **COUNSELOR** (rational, precision), you want to roll **over** your number.

0 If **none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.

1 If **one die succeeds**, you barely manage it. The GM inflicts a complication, harm, or cost.

2 If **two dice succeed**, you do it well. Good job!

3 If **three dice succeed**, you get a critical success! The GM tells you some extra effect you get.

! If you roll your number exactly, you have **THE CAMPER'S COUNSELOR**. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

What are they really feeling? Who's behind this? How could I get them to ____? What should I be on the lookout for? What's the best way to ____? Whats really going on here?

You can change your action if you want to, then roll again.

HELPING: If you want to help someone else, who's rolling, say how you try to help and make a roll. If you succeed, give them **+1d**.

GM: CREATE A CAMP SITUATION

Roll or choose on the tables below.

A THREAT...

- | | |
|---------------------|----------------------------|
| 1. Camp Next Door | 4. Werewolves |
| 2. Woods/Lake folk | 5. Assistant Camp Director |
| 3. An Undead Camper | 6. Aliens |

WANTS TO...

- | | |
|-------------------------|--------------------------|
| 1. Kill / Destroy | 4. Hide / Protect |
| 2. Collect / Kidnap | 5. Protect / Empower |
| 3. Befriend / Bond with | 6. Eat / Assimilate with |

THE...

- | | |
|----------------------|--------------------|
| 1. Senior Camp Bunks | 4. Hidden Treasure |
| 2. Camp Lake | 5. Old Mine |
| 3. Ruby Amulet | 6. Ancient Tomb |

WHICH WILL...

- | | |
|-----------------------|---------------------------|
| 1. Make Them Immortal | 4. Start a war / invasion |
| 2. Enslave the Camp | 5. Ruin the Summer |
| 3. Reverse Time | 6. Fix Everything |

GM: RUN THE GAME

Play to find out how they defeat the threat. Introduce the threat by showing evidence of it's recent badness. Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do. "A werewolf locks eyes with you accross from the edge of the treeline. What do you do?" "Counselor Brett asks you to join him in his bunk, and says he's got some booze. What do you do?"

Call for a roll when the situation is uncertain. Don't pre-plan outcomes - let the chips fall where they may. Use failures to push the action forward, the situation always changes after a roll, for good or ill.

Ask questions and build on the answers. "Have any of you seen aliens before? Where? What happened?"



This game is licensed under a **CC BY-NC-SA 3.0 license**. <http://creativecommons.org/licenses/by-nc-sa/3.0/us/>

CAMPERS & COUNSELORS: A LASERS & FEELINGS RPG HACK is by Mike Rieman

Original game rules by John Harper.

CHECK OUT

info@wizbotgames.com
WizBotGames.com
wizbotgames.itch.io

