

CAMP FLYING MOOSE

FOR GIRLS OF ALL KINDS



AN RPG FOR 2-5 PLAYERS
BY ALICIA FURNESS

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WELCOME TO CAMP!

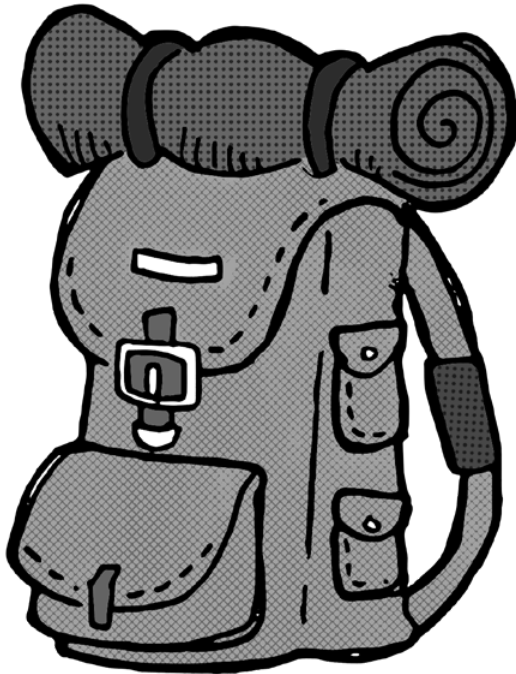
Summer camp is a magical experience, isn't it? The heat of the summer, the excitement of being away from home, and the sense that you are figuring out who you are. Away from your parents, school, and your annoying little brother. Nights spent whispering secrets and toasting marshmallows with a group of girls you don't see 10 months of the year. Exchanging friendship bracelets, learning new skills, tipping canoes, and identifying animal tracks. It's always the best part of the year. Don't forget the afternoons spent deep in the forest, helping the local werewolf break the curse that keeps her in human form or performing the rituals to end the time vortex that keeps rapidly aging the campers... wait... what?

Camp Flying Moose for Girls of All Kinds is a game about friendship, arts and crafts, and monsters. Inspired by *Lumberjanes* and my personal experiences attending summer camp as a Girl Guide in rural Canada, this is a game about the excitement of self-discovery that uses, and subverts, popular folklore and mythological creatures to explore what it means to be a teenage girl in today's society. This game is also inspired by a number of Powered by the Apocalypse games such as *Monsterhearts*, *Night Witches*, and *Monster of the Week*.

PREPARE FOR ADVENTURE

So you've decided to enrol in camp! That's great! Camp Flying Moose has provided a recommended packing list:

- two to five friends
- character sheets
- pencils and paper for everyone
- a pair of six-sided dice
- two to four hours of free time



THEMES, EXPECTATIONS, AND SAFETY

Camp Flying Moose for All Kinds of Girls is heavily based on themes of identity and self-discovery. Although it is set against a lighthearted backdrop of strange creatures and mysteries, the game has the possibility to be quite heavy. Make sure all players are on the same page about how far they want to take some of the following discussions in game.

GENDER

Camp Flying Moose is a camp for all teens who identify as girls. This does not mean that everyone at camp was assigned female at birth. Players should be given the space to make this part of their stories in a respectful manner if it's something they want to explore. Otherwise, assume there are trans girls and nonbinary campers at camp and it's not a big deal.

QUEERNESS

Being a teen can be a fun, exciting, and sexy time. It can also be a traumatic and confusing time. It might be a time where you realize you have little or no interest in sex. Camp Flying Moose welcomes girls of every colour of the rainbow. Like gender, players should be given space to explore sexuality as long as it's done respectfully and with the consent of players at the table. Refer to the section of safety tools to help set boundaries about what is considered appropriate.

SAFETY TOOLS

Safety at the table starts with setting expectations about the game. Before you begin play, the Camp Counsellor should address the tone and subject matter of the game. Ask each person at the table what they do and do not want to see in the game. Use these as a template for what to avoid AND what kind of themes to include. Once you have established what you would and would not like to see in the game, establish a rating (ex: PG-13) that will guide how you play out things like violence and sexuality. If you want to include these themes in your game without playing them out in detail, you are encouraged to make use of the “fade to black.”

In order to keep everyone’s comfort in mind, there are a number of safety tools that you can use in your game. Here are a few examples, but if you have a system that your group likes, then you are encouraged to use that!

lines and veils



When discussing what you would not like to have in the game, using lines and veils can help. A line is something that is a hard no and should not show up in the game. A veil is something that might occur in the game, but will not be role-played directly and will be a fade to black moment.

stoplight cards

Make 3 cards representing red/yellow/green and place them in the middle of the table.

The red card means stop. If a player taps the red card, whatever role-play is happening in the moment is stopped, and the scene is rolled back to not include the triggering element.

The yellow card means proceed with caution. If a player taps the yellow card, you should proceed with caution and/or use a fade to black.

The green card means everything is okay! Sometimes we react strongly to something that happens in role-play, but we are still okay with its inclusion. The Camp Counsellor might tap the green card like a question, to check in, or a player may use it to let everyone know they are okay, even if they look upset.



FRIENDSHIP

The thing about role-play is that it's a lot like making friends. It consists of a series of conversations between all the players. You play mostly by asking and answering questions, and rules and dice are there to help deal with any uncertainty or ambiguity.

This game is based on the Powered by the Apocalypse system, which uses a mechanic called moves (see the section on moves later on). When you want to take an action that triggers a move, you will follow the directions for that move. Often times, this involves rolling dice. The dice are there to let us know if uncertain things happen or not, as well as to introduce some conflict into the game.



CAMP FLYING MOOSE

From the outside, Camp Flying Moose doesn't look any different than any other summer camp, although it abandoned the former racist/colonialist name (and the camp owner, Millicent 'Millie' Browne is more than happy to sit you down and explain why). Situated on a small lake which is fed by two different rivers and surrounded by old growth forest, Camp Flying Moose promises to give its campers 'a quintessential but unusual summer camp' experience. Camp standards like archery, swimming, and crafting can be found alongside less traditional activities like social justice themed workshops, music classes, and volunteering in the local town.

HISTORY OF CAMP FLYING MOOSE

No one can tell you exactly when Camp Flying Moose was established. One day it just appeared, but everyone is also certain it has always been there. The camp is named after the rumours that a winged moose is sometimes seen circling above the camp. Camp Flying Moose promotes itself as a camp for teenage girls looking for adventure and empowerment.

Camp Flying Moose appears like it's stuck in time. The buildings, worn but in good shape, all look like they are from the 1950s. Since no one can confirm exactly when the camp was built, the buildings often serve as a reference for how long it's been around.

The buildings of Camp Flying Moose are rustic, but cozy. Simply furnished cabins house 3-6 girls each in bunk beds. Other buildings include an arts and crafts building, a small library, the dining hall/kitchen, a common room with couches and board games, several sheds, a boat house, a natural history building, and an amphitheatre.



THE PROPRIETOR

In the world of summer camp owners, Millie is...unusual. Tall and broad, she looks like the love child of a queer lumberjack and Rosie the riveter. Millie has dark umber brown skin and tightly coiled short hair. To look at her, you suspect Millie to be in her late 40s. She has always looked the same age, for as long as the camp has existed. Her usual camp outfit is plaid shirts and jeans, and she is always sporting a bandana around her neck.

Millie is often accompanied by a fox, who she has whole conversations with, although no one can hear the fox answering. She calls the fox Bijoux, but if asked she says the fox's real name is a secret.

Millie has branded Camp Flying Moose as a camp for "strong, curious, peculiar girls of all kinds." She is dedicated to providing the most enriching and adventurous summer for the girls who attend her camp. Millie is an active participant in camp activities, and it's not unusual to find her doing something silly or outrageous. If the girls approach Millie about the mysteries they discover at camp, she always actively encourages them to pursue the mystery.

Several of the camp staff are certain Millie is a witch. They probably aren't wrong.

GEOGRAPHY OF CAMP FLYING MOOSE

Camp Flying Moose is nestled amongst some unique geographic areas. They are as follows:

FROG LAKE:

The camp is built right on the edge of Frog lake. Strangely, Frog Lake contains no frogs. Looking at it, Frog Lake is medium sized, however rumour has it that it's so deep it is impossible to find the bottom. It is a striking blue-teal colour.



A decorative border made of stylized leaves and branches surrounds the text on the page.

MOUNT UPRIGHT:

A small snow-capped mountain to the north of the camp. Campers often hike part way up to a cabin as part of their activities. Sometimes at night, strange sounds can be heard coming down from the mountain.

FAERIE FOREST:

The forests around Camp Flying Moose are either very old, or very young. Either way, they are very magical. Strange, unpredictable things happen in the woods. Sometimes, mixed northern hemisphere-like forest gives way to small pockets of tropical paradise, which never seem to be there when you try to find them again. The Faerie Forest is Millie's favourite part of camp.

FRANK'S BAY:

The closest town to Camp Flying Moose is Frank's Bay, a small rural town based around mining and forestry. The locals mostly ignore Camp Flying Moose, but the businesses always appreciate the financial boon on the days the campers take field trips into town.

THE GIRLS

Camp Flying Moose accepts all girls, and actively encourages girls of colour, trans girls, and queer girls to find a second home in its rustic embrace. Character creation in Camp Flying Moose for Girls of All Kinds is a free-form process. You won't find classes or playbooks. Instead, players have a set of stats, and two special moves. This allows players to create characters with as much agency as possible, and means that each girl can be wholly unique.

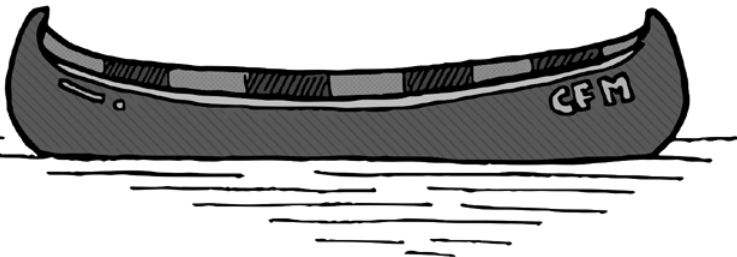
SELF DISCOVERY

To begin character creation, give yourself a name. Describe what you look like. What kind of clothes are you wearing? How do you style your hair?

Now, answer the following questions:

- How many years have you been coming to camp?
- What is an item you carry with you at all times?
- Who is your best friend at camp?
- What are you an expert at at camp?

As a group, name your cabin. Decide who your cabin counsellor is. What does she look like? What is her personality like? What is her favourite camp activity to do with you?



ASSIGNING STATS

There are five abilities in the game that each girl has varying degrees of skill in. These abilities are:

speed

This ability is about how fast and nimble you are. You might need speed to save a friend from drowning, catch a small creature, or outrun your friendly but annoying counsellor.

smarts

This ability measures your knowledge. You might need smarts to recall local lore, identify plants and animals, or to name and explain local geographic phenomenons.

strength

This ability is about how physically strong you are as well as your endurance. You might need strength to lift a heavy item, to swim for a long time, or to push or pull something.

friendship

This ability is all about how you relate to other people. You might need friendship to help someone, to convince a friend to do something, or to befriend a creature.

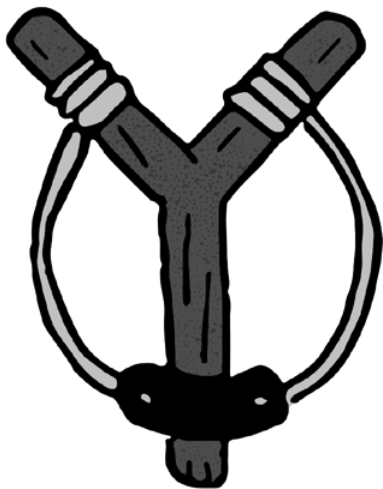
crafting

This ability is related to how skilled you are at making things. You might need crafting to improvise a bridge, create a lanyard, or repair an item.

Each girl has the following ability values they can assign: 2, 1, 0, 0, -1. The values can be assigned however you would like, one per ability.

MOVES

This game makes use of moves to help tell the story. Each character has access to all of the general moves, as well as two special moves that they choose. Moves allow a girl to try and solve problems, gain information, avoid trouble and so on. Each move has a specific trigger listed in the move. When a player describes themselves doing something that would trigger a move, they roll the dice to determine the outcome.



To use a move, announce the move that you are using. Roll 2d6, and add the ability the move calls for.

Results of a 10+ or higher are an unmitigated success. The player achieves their goal. Results of a 7-9 are a complicated success. The player achieves their goal, but often at a cost or to a lesser degree of success. Results of a 6 or lower are a miss, and usually result in some disadvantage or increasing strangeness in the world.

If the result of a move indicates that you should take something forward, it effects your very next roll. You add the value to your next roll.

GENERAL MOVES

General moves are available to all girls to use at any time.

make friends:

When you befriend a creature, roll +Friendship

On a 10+ you learn a fundamental truth about this creature. You may ask two questions from the list and take +1 forward.

On a 7-9 you make a tenuous connection with the creature. You may ask one question from the list. You may ask a second question, but you annoy the creature and take -1 forward.

On a miss the creature is bothered by you. You may ask one question from the list, but the Counsellor does NOT have to answer honestly.

Questions:

- What is the name of this creature?
- What does this creature desire?
- How can we help this creature?
- What is the mood of this creature?

investigate:

When you try to identify something mysterious, roll +Smarts.

On a 10+ you know what the mysterious thing is and may ask two questions.

On a 7-9 the mysterious thing seems familiar. You may ask one question.

On a miss, the mysterious thing morphs into something else entirely.

Questions:

- What is this mysterious thing called?
- Is this mysterious thing in immediate danger?
- How can we best protect this mysterious thing?
- Does anyone else know about the existence/location of this mysterious thing?

the power of friendship:

When you help a girl with a move they are making, roll +Friendship.

On a 10+ your help grants +1 to their roll.

On a 7-9 your help grants +1 to their roll, but you do something embarrassing. Take -1 forward.

On a miss, you make the situation worse.

adrenaline!:

When you demonstrate extraordinary strength, roll + Strength.

On a 10+ you are a powerhouse! You do exactly what you wanted to do.

On a 7-9 you aren't quite as tough as you seem. The Counsellor offers you a hard choice.

On a miss, you exhaust yourself trying. Take -1 forward.

quick as a bunny:

When you act quickly, roll +Speed.

On a 10+ you do what you set out to do.

On a 7-9 it doesn't go as planned. The Counsellor gives you a worse outcome, a hard choice, or a price to pay.

On a miss, everything goes horribly wrong.

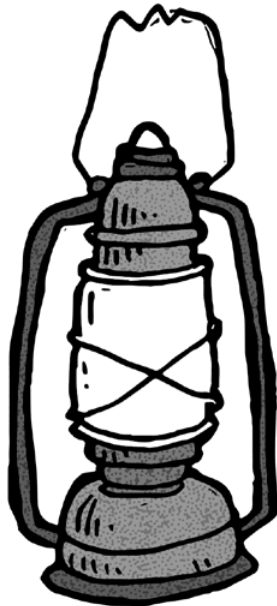
create the perfect tool:

When you try to make something, roll +Crafting.

On a 10+ you make the item and it works as intended.

On a 7-9 you make an item, but it doesn't work as intended. The Counsellor offers you a hard choice or a worse outcome.

On a miss, you break something important.



SPECIAL MOVES

In addition to the general moves, each girl will choose two special moves. Special moves grant you special abilities, give you new skills, or grant advantages to general moves.

nimble like a squirrel:

You can quickly climb trees and leap from branch to branch with ease.

quick but quiet:

You have mastered the art of moving swiftly and quietly. Your footsteps make no noise when you walk.

i've got that badge!:

When you need to build something related to survival (such as a campfire or a tent), you can roll with +Smarts instead of +Crafting.

superhero:

When you successfully use Adrenaline! you feel unstoppable! Take +1 forward.

i ain't afraid of no ghost:

You have strength of will! You are not scared of mysterious creatures. If you fail a make friends roll when interacting with a mysterious creature, you may take the 7-9 result instead.

max friendship:

When you successfully use the power of friendship, the girl adds +2 to her roll instead.

everybody's friend:

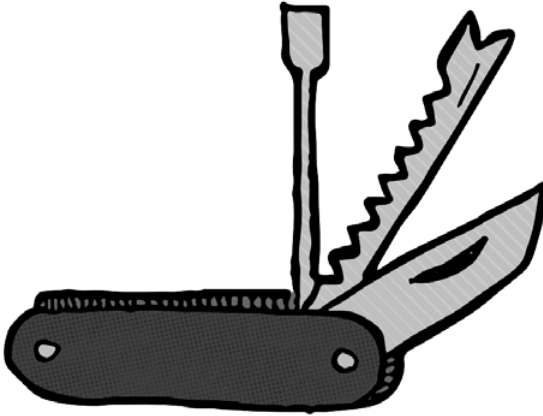
You are very charming. When you make friends, you can add an additional +1 to your roll.

arts and crafts boss:

You have expertise in making things! Add an additional +1 when you create the perfect item.

repair Kit:

you have a small kit on hand to make repairs to fabric and other small items.



total recall:

When you try to remember lore, roll +Smarts.

On a 10+, you've read about this! Ask two questions that the Counsellor must answer honestly.

On a 7-9 you vaguely remember. You can ask one question.

On a miss, you tell your friends the wrong story.

Questions:

- What local stories are there about this?
- Is this lore that you find in different cultures?
- What is one fact that the story gets wrong?

THE CAMP COUNSELLOR

In this game, one person takes on the role of the Camp Counsellor. The Counsellor is usually the person responsible for teaching the rules to the other players, and they facilitate play at the table.

While each other player is responsible for playing their one specific character, the Counsellor is responsible for describing the world that the players inhabit including describing the places, creatures, and people of the world, as well as how those things react to the girls' actions.

CAMP COUNSELLOR GOALS

As the Counsellor, you can guide your game by keeping in mind three main goals:

1. Bring the world to life.
2. Fill the camp with wonder and mystery.
3. Play to see what happens.

Remember that this a game of self-discovery, and the girls should lead the action of their own lives.

But what do those goals look like in play? We can use a set of principles to guide those goals.

- Imbue the world with the supernatural
- Address yourself to the girls, not the players
- Ask questions and build on the answers
- Use the supernatural as allegory
- Make the girls care about the creatures
- Use threats, but never harm the girls
- Give non player characters simple and clear motivations
- Represent diversity in the world

CAMP COUNSELLOR MOVES

Since the players are going to be making moves, the Counsellor needs to be able to react. Counsellor moves are your main tool in play.

- Separate them
- Make them investigate
- Surprise them
- Tell them the possible consequences and ask if they want to continue
- Turn their move back on them
- Offer an opportunity, at a cost
- Put someone in trouble
- Make someone doubt them
- After every move, ask what they do next

SEPARATE THEM:

A common refrain in roleplaying games is to never split the party. With separate them you aim to do just that. Send the girls in different directions, put a physical barrier between them, or reveal a fundamental truth that creates tension in their friendships.

MAKE THEM INVESTIGATE:

These are mysteries for a reason. To keep the game moving, make them search out clues for what is going on. If the girls are stuck, ask them what they look for next.

SURPRISE THEM:

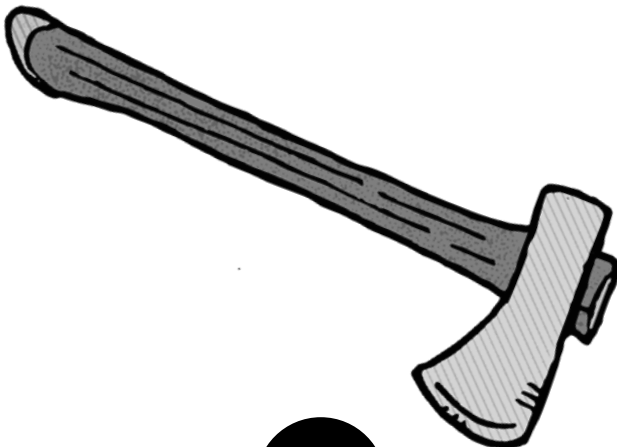
Always go for the unexpected. The werewolf is never terrorizing the camp because it's an evil werewolf. Keep them on their toes, and subvert tropes. Surprise the girls with jump scares at appropriate times.

TELL THEM THE POSSIBLE CONSEQUENCES:

Sometimes the girls will want to do something that isn't covered by a move. What do they have to give up, or what hard choice needs to be made in order to accomplish their goal? For example, you can quickly get away from that pesky cabin counsellor, but you will need to leave your research behind.

TURN THEIR MOVE BACK ON THEM:

Use this when a girl misses on a move roll. Whatever they were trying to do happens to them instead. Trying to befriend a creature? Now they are charmed by that creature. Were they investigating? Now an authority figure has the same information the girls do.





OFFER AN OPPORTUNITY, WITH A COST:

Make opportunities for the girls to advance the story, but do it at a cost. Maybe Millie has information about the mystery, but in return for giving it, the girls are forced to lead a dance routine in the talent show, or must accompany a lonely camper.

PUT SOMEONE IN TROUBLE:

Because this is a game of teenage girls, no real physical harm should come to the girls. However, that doesn't mean you can't have threats. A creature might kidnap a girl, or someone might get in trouble for sneaking into the kitchen at night and is at risk of being sent home.

MAKE SOMEONE DOUBT THEM:

Being a teenage girl is hard, and a lot of people don't think that girls have anything of value to say. Make some authority figures and adults doubt the girls and their stories. The girls might tell someone about enormous humanoid footprints in the woods, only to have it dismissed as a very tall human or an outright hoax.

AFTER EVERY MOVE, ASK WHAT THEY DO NEXT:

Use these moves to encourage the girls to advance the story. Never assume what they will do, but let them drive the narrative in response to the moves you make as the Camp Counsellor.

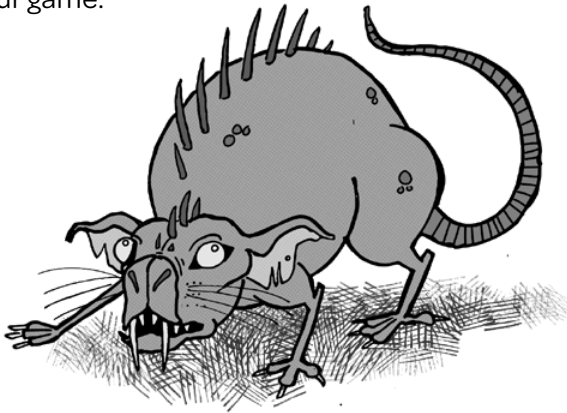
THE MYSTERIES

In order to keep the story moving, the girls should have some kind of supernatural event to investigate. These events are called mysteries. Mysteries cause weird things to happen, some of which might appear to be threatening. This game is intended to subvert our ideas about monsters and strange occurrences. Creatures and monsters should be humanized and understandable, and strange phenomena should have different results than expected.

Mysteries end when the girls have found a solution to address the root cause of the mysterious havoc. When designing a mystery, keep the ending fluid. Remember that the narrative should be driven by the girls. Do not present a problem with one solution. Instead, present the creature's need or the event's cause and ask the girls "what do you do next?"

When dealing with creatures, it is best practice to allow them to speak or easily communicate. It's a game about the unexpected after all!

Below you will find a few example mysteries to inspire your game. These are basic guidelines, so adapt and expand as it suits your game.



CHUPACABRA

On a recent trip into town, the campers hear rumours of local livestock and pets going missing. The residents spin strange theories about what's going on, including alien abduction, accusing each other, and yetis.

On an investigation of the forest around Frank's Bay, the girls can discover strange footprints with three long pronounced toes alongside the footprints of livestock or pets. Following the tracks leads to a cave deep in Faerie Forest. Outside the cave are the missing livestock and pets, grazing peacefully.

Inside the cave is a chupacabra. The chupacabra is 4 feet tall, with a pronounced ridge of spikes down its back and a tail. It has ferocious looking teeth and claws. The creature's name is Benny. Making friends with Benny reveals that he is lonely. He was accidentally transported here through a portal.

Benny's immediate need is to address his loneliness. Example solutions include: offering to visit Benny every day, bringing him to camp, getting him a pet of his own, or helping him return home (this option might allow for campaign style play where the girls must locate and activate the time portal).

THE FROG LAKE TRIANGLE

Campers have been disappearing for most of the day, reappearing in the evening with no memory of where they have been or what they have been doing. Investigating the mystery reveals that all the campers who have experienced this had one thing in common: they took boats out onto Frog Lake.

Exploring Frog Lake by boat reveals that in the middle of the lake, you are suddenly and mysteriously transported to an underwater city deep in Frog Lake. The city is full of frog people. The frog people are unsurprised to see you. Making friends with the frog people reveals that campers

have been mysteriously transporting to the underground city ever since the frog people tried to build a device for communicating with people outside of the lake.

The immediate need of the frog people is to communicate with the world outside the lake. The immediate cause of the strange phenomena is the broken communication device that needs repairing. Possible solutions might include: repairing the communication device or acting as ambassadors between the frog people and the rest of the world.

THE WEREWOLF'S CURSE

The girls are awakened to a terrible howling in the middle of the night. It sounds like a human mimicking a wolf howling at the moon. This continues for a few nights, drawing the interest and concern of other campers.

Investigating the mystery can reveal stories of an old woman who lives in Faerie Forest. Rumour has it that she enjoys trying to scare the girls.

In the woods the girls can find a cottage where the old woman lives. The cottage is picturesque, with beautiful gardens full of herbs and flowers, garden gnomes, and smoking chimney. The old woman is inside the cottage. Speaking with the old woman can reveal that she is a werewolf, but that she has been cursed by a wizard to remain stuck in her human form. She wants to be able to return to her werewolf form so she can return to her favourite past time: running through the woods under the full moon.

The old woman's immediate need is to break the curse. Example solutions might include: finding the wizard and convincing him to break the curse, discovering the right combination of herbs to create a potion to return the old woman to a werewolf, or finding another werewolf to help turn the old woman back into her werewolf form.

MYSTERY PIECES

Need some inspiration pulling together a mystery? Choose from the lists below to help set the scene for your mysteries.

creatures and phenomena

- Yeti
- Lake monster
- Kraken
- Mermaids
- Force field
- Time portal
- Ghost
- Kappa
- Shapeshifter
- Kelpies
- Ghost Canoe
- Faerie Queen
- Wendigo
- Basilisk
- Faerie dragon
- Flying Moose
- A tear in space/time



inciting incidents

- All the spiders are running away
- Frog Lake is mysteriously heating up
- All of the cabin counsellors have disappeared
- Frank's Bay turns into a ghost town
- Someone is leaving strange gifts for all the girls
- Mysterious runes are found on the buildings
- Time slows down/speeds up
- Campers are beginning to glow a strange blue colour
- Everyone suddenly starts speaking a different language
- Music emanates from the mountains
- Girls start turning into forest creatures
- People start losing their memories



CHARACTER SHEET



name:

description:

how many years have you been coming to camp?

what is an item you carry with you at all times?

who is your best friend at camp?

what are you an expert at at camp?

what are your two special moves?



CREDITS

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