Camp Checklist

CAMP MODULE

- ☐ Camp Theme
- ☐ Morning Announcement
- ☐ Map with Locations
- ☐ Items
- ☐ Non-Player Characters
- ☐ Schedule:
  - ☐ Planned Activities + Tasks
  - ☐ Big Conclusion



GAME TIME

- ☐ Blank Character Sheets
- ☐ Pencils
- ☐ Dice (Required: [1] 20-Sided and [1] 6-Sided)
- ☐ Copy of Special Moves
- ☐ Friends...?
- ☐ Activity Stuff (Popsicle Sticks, etc.)
- ☐ Stickers for Winners
- ☐ Snacks! Snacks! Snacks!

Character Sheet Template

WET HOT AMERICAN SUMMER
FANTASY CAMP

NAME: _____

AGE: _____

SEX: Female | Male | Non-Binary | ~~Gonard~~

DATING PREFERENCE: Boys | Girls | Either | Neither | ~~Gonard~~

RANK: Camper | Counselor | ~~Gonard Warling~~ | Camp Staff | Legend (NPC)

SPUNK: _____ START WITH (CAMPER = 10) (COUNSELOR = 15) (CAMP STAFF= 20)

THREE FAVORITE THINGS:

_____

_____

_____

DRAW YOUR CHARACTER USING
THE ONE BROWN CRAYON THAT'S LEFT

TRAITS:
(YOU CAN'T PICK BOTH TRAITS IN THE SAME ROW. CAMPERS = 1 RAD, 1 LAME COUNSELORS = 2 RAD, 1 LAME | CAMP STAFF + LEGENDS = 3 RAD, 1 LAME)

LAME TRAITS		RAD TRAITS
☐ Dummy	OR	☐ Smarty
☐ Jerk	OR	☐ Sweetheart
☐ Weakling	OR	☐ Buff
☐ Bummer	OR	☐ Charmer
☐ Bad Weird	OR	☐ Good Weird

YOUR BIG CAMP DREAM:
(CHOOSE 1 PER GAME – OPTIONAL FOR LEGENDS.)

- ☐ Coolness
- ☐ Romance
- ☐ Heroism
- ☐ Ambition

BIG CAMP DREAM DESCRIPTION:
("THIS SUMMER, I WANT TO...")

_____

_____

_____

SPECIAL MOVES:
(CHOOSE FROM LIST, BASED ON YOUR TRAITS. CAMPERS GET 1, COUNSELORS GET 2, CAMP STAFF AND LEGENDS GET 3.)

_____

_____

_____

ITEMS:
(YOU CAN HOLD 2 SMALL ITEMS AT A TIME.)

_____

_____

Schedule Template for Camp Directors

NAME:					
RANK:					
BIG CAMP DREAM:					
B-FAST:					
1:					
LUNCH:					
2:					
DINNER:					
BIG CONCLUSION:					

List of Special Moves

SMARTY

Let's Cram! – Spend a turn reading a textbook. Add +2 to Smarty moves. (Up to 3 times.)

Nerds Rule – Add +2 to moves directly related to your Ambition Big Camp Dream.

Squirm – Attempt to escape a physical altercation or activity. Add +1 to your roll.

Planning Makes Perfect – Declare a move you want to make next turn, then roll. If you make that move, roll again and add the total of both rolls. (Up to 2 times.)

Dungeon Master - Answer a D&D trivia question correctly. Add +3 to moves for next 3 turns. (Up to 1 time.)

By My Calculations... – You declare your move. Roll the die three times. Add two of the numbers together, and subtract the third. That is your roll. (Up to 1 time.)

BUFF

Good Workout – Spend a turn exercising. Gain +2 Spunk next turn. (Up to 3 times.)

Get Lost – A character without Buff is rolling against you. They get -3 to their roll.

You're a Winner – You're participating in a sport. Add +3 to all Buff rolls.

Cut From Marble – X characters have admitted to being attracted to you. Add +X to all rolls directly related to dating.

Stop Picking It Up! – You throw a tantrum. -2 Spunk to all characters within a 6 foot radius. (Use only once.)

Born to Run – Attempt to escape a responsibility or Camp Staff. Add +1 to your roll.

GOOD WEIRD

The New Way – You rolled a perfect 20. You can change your Big Camp Dream. (1 time.)

Be Who You Are – Switch one of your rad traits and a special move. (1 time.)

Taking It Higher – Add +2 to moves directly related to your Heroism or Ambition Big Camp Dream.

What's Your Glitch? – Deviate from 1 activity. No loss of Spunk if caught. (1 time.)

Hump the Fridge – You attempt something that requires a lot of guts, but you fail. Add Spunk instead of losing it. (1 time.)

Nonconformist – You failed a roll. You can re-roll. (1 time.)

SWEETHEART

Beautiful Face – Add +2 to moves directly related to your Romance Big Camp Dream.

Fondle My Sweater – A character you like is wearing an item of your clothing. Add +1 to all rolls.

Best Buds – When your move directly, primarily benefits a friend, add +3 to your roll.

Good Listener – When someone quietly tells you a secret, gain +3 Spunk.

Say Okay – Get everything off your chest. Gain +1 Spunk for the following 3 turns.

Chewing Gum – When you give a character you're attracted to a stick of gum and they chew it, add +2 to any rolls related to going all the way (or some of the way) with them.

CHARMER

Puts on Shades – Add +2 to moves directly related to your Coolness Big Camp Dream.

Farts and Crafts – You're sneaking out of a scheduled activity. Add +3 to your roll.

Beer! – You've acquired booze/drugs and you share with friends. Gain +5 Spunk. (1 time only.)

Let's Get Laid – You're in a party. Add +1 to all player's Romance rolls for everyone at the party.

Persuasive Voice – You make an announcement. All players head to a camp location of your choice within 2 turns. (1 time only.)

Playing Doctor – You're getting hot and heavy with someone. An item directly related to sex (ex. Sex toy, lubricant, condom, etc.) appears, as if by magic. (Up to 3 times.)

FREE SPACE

Hey, Check It Out – You're looking for an item or person within 25 feet. Add +3 to your roll.

Lifeguard Instincts – As long as you're not sleeping, roll to see whether or not an action caught you by surprise.

Panty Raider – You are trying to steal an item from a non-player character. Add +2 to your roll.

A Regular Rich Little – You can do a pretty good impression of a non-player character after hearing them talk for at least a minute.

Into the Fire – You're doing something brave and noble. Add +2 to your roll.

Danger! Danger! – You are entering a new location. Roll to see if you sense any physical danger.