

Camp Cosmos

Summer Camp of the Multiverse

*Welcome campers, to Camp Cosmos!
Nestled in the crossroads of the
multiverse, this camp offers an
experience unlike any other. See and
explore worlds you could hardly ever
imagine! Make friends and memories
unlike any you would have back home!
Get ready to have the most extra-
ordinary summer of your lives!*

Camp Cosmos is a role playing game set at a multiversal summer camp, it's about storytelling in any world you can imagine; fantasy, sci-fi, pirate adventure, horror, and more. Like playing make believe at the summer camps of your childhood. It's driven by fun and imagination, and provides a structure for those stories to elevate them to new levels. Any world you can conjure up you have access to at Camp Cosmos.

One player takes the role of the Game Master (GM), the game's lead storyteller and referee. The GM creates adventures for the characters, who navigate its hazards and decide which paths to explore.



Camp Cosmos is a game for 3 to 6 players, ages 10 and up.

Basic Rules

Rolling the Dice: When you attempt to do something that requires sufficient effort, the GM will ask you to roll dice to determine the outcome. Roll two six-sided die (aka standard dice) and add the trait the GM assigns to the roll. You can also add any bonuses you get from skills. The total of those numbers determines your level of success.

If your total is 10 or more: *Success!* You completely achieve what you set out to do.

If your total is 7-9: *Partial Success.* You make progress towards what you are trying to do, but not without an additional wrinkle or cost.

If your total is 6 or less: *Failure.* You do not succeed at what you are trying to do. This gives the GM the opportunity to add an additional challenge, harm you, or reverse the outcome of what you intended.

Wounds: Each camper can only get hurt so many times. Your wound capacity is the amount of physical damage you can take before being sent to the nurse's hut.

Once you are at the nurse's hut, you must stay at least one full day. On the second day, you can roll to try and leave. Roll one die, and if the result is higher than your maximum wound capacity, you leave the hut fully healed.

These rules are meant to provide structure for your various adventures across the multiverse. But they are only a guide, not commandments chiseled in stone. If your group and your GM want to do something different then feel free to do so. The Rule of Cool beats Rules as Written.



Creating Campers

Camper Types: The classes in Camp Cosmos are based on Summer Camp stereotypes. The movie *Breakfast Club* is a good Reference. The Jock is Andrew Clark, the Nerd is Brian Johnson, the Prep is Claire Standish, the Loner is John Bender OR Allison Reynolds. The Scout is like Katniss from *Hunger Games*.

Home Worlds: Campers come from many different locales throughout the vast expanse of space, and all of them are welcome at Camp Cosmos! Your camper can be anyone from anywhere, as long as it doesn't give your camper an unfair advantage over other players.

Traits: Each camper's basic qualities can be boiled down into the following five categories: Muscle, Book Smarts, Popularity, Agility, and Street Smarts. These are put to the test in situations when the GM calls for a roll. All example uses are suggestions; the GM will decide which Trait is appropriate for the action you are attempting.

Muscle is your physical strength.

For example: trying to move something heavy, contests of strength, or tests of endurance.

Book Smarts is your intellectual knowledge.

For example: textbook knowledge, analyzing something, or using a complex system.

Popularity is your communication skills and reputation.

For example: getting help from others, lying, or encouraging someone.

Agility is your coordination.

For example: climbing, parkour, or tests of stamina.

Street Smarts is your real world knowledge.

For example: survival skills, first aid, or using a tool.

Skills: Each type of camper has a unique skillset that you can choose from. These grant different benefits and boons based on what kind of person your camper is.

The Jock

Name:

Home World:

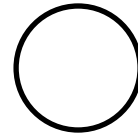
Age:

Appearance:

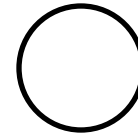
Wounds:

Traits (choose 1 of the following sets):

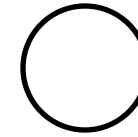
- Muscle +2, Book Smarts -1, Popularity 0, Agility +1, Street Smarts +1
- Muscle +2, Book Smarts 0, Popularity +2, Agility 0, Street Smarts -1
- Muscle +1, Book Smarts 0, Popularity +1, Agility +1, Street Smarts 0
- Muscle +2, Book Smarts +1, Popularity -1, Agility +1, Street Smarts 0



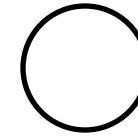
Muscle



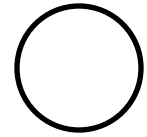
Book Smarts



Popularity



Agility



Street Smarts

Skills (choose two):

- Brute Force: If you need to roll agility, roll strength instead.
- I Got You, Bro: If you physically assist with something another player must roll for, they can add +1 to their roll.
- 110%: You can push past your physical limits and add +2 to a strength roll, but take one wound.
- Take One for the Team: When another player is going to take a hit, if you can intercept it then you take the wound instead.

The Nerd

Name:

Home World:

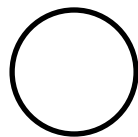
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Appearance:

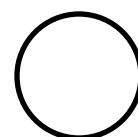
Wounds:

Traits (choose 1 of the following sets):

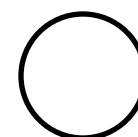
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- Muscle 0, Book Smarts +2, Popularity -1, Agility 0, Street Smarts +2
- Muscle 0, Book Smarts +2, Popularity +1, Agility 0, Street Smarts 0
- Muscle +1, Book Smarts +1, Popularity 0, Agility +1, Street Smarts 0



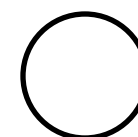
Muscle



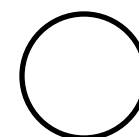
Book Smarts



Popularity



Agility



Street Smarts

Skills (choose two):

- Well, Actually: If another player fails a Book Smarts roll, you can attempt the same roll. If you successfully correct them, you must begin your next statement with "Well, actually..."
- Galaxy Brain: Once per day, you can change a failed Book Smarts roll into a complete success.
- Pre-Med: When trying to administer first aid, roll Book Smarts instead of Street Smarts.

The Prep

Name:

Home World:

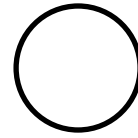
Age:

Appearance:

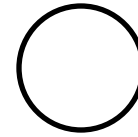
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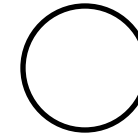
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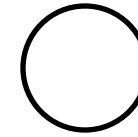
Muscle



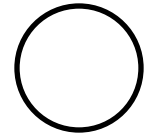
Book Smarts



Popularity



Agility



Street Smarts

Skills (choose two):

- Gossip:** When you attempt to convince someone of something that isn't true, add +1 to your roll.
- Get in Loser:** When another player is about to attempt a popularity roll, you can back them up and add +1 to their roll.
- Daddy's Money:** When you want an uncommon or expensive item, you can roll Popularity to see if you already have it.

The Scout

Name:

Home World:

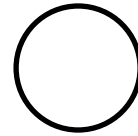
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Appearance:

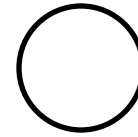
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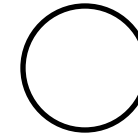
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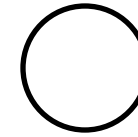
Muscle



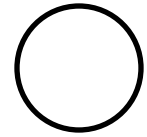
Book Smarts



Popularity



Agility



Street Smarts

Skills (choose two):

- Parkour!:** When navigating unfamiliar terrain, add +1 to your roll.
- MacGyver:** When crafting something out of inadequate materials, add +1 to your roll.
- Rallying Cry:** Once per day, give an inspiring speech to your fellow campers. All other players get +1 to their next roll.
- Merit Badge:** Choose one, get +1 to all actions that can count towards earning that badge.
 - Field Medicine
 - Cooking
 - Swimming
 - Cartography
 - Marksmanship

The Loner

Name:

Home World:

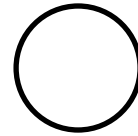
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Appearance:

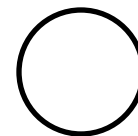
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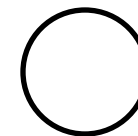
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- Muscle -1, Book Smarts +1, Popularity -1, Agility +2, Street Smarts +2



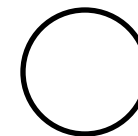
Muscle



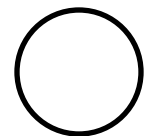
Book Smarts



Popularity



Agility



Street Smarts

Skills (choose two):

- Fire!: When you attempt to set something on fire, add +1 to your roll.
- 1000 Folds: You have a simple switchblade. When you use it for something other than fighting, add +1 to your roll.
- Edgelord: When you need to roll Popularity, roll Street Smarts instead.
- The Power of God and Anime: If you emulate a fictional character in an attempt to do something athletic, you gain +1 to the associated roll.

The Competition

The counselors of Camp Cosmos are holding a camp-wide competition! It's a cabin against cabin brawl, with events taking place across the multiverse. The winning cabin will be declared the Champions of Camp Cosmos, and be granted custody of the Camp Cosmos Cup until the end of the summer!

The Competition is a story consisting of five 30-minute modules, one general camp guide, and five pre-made character sheets.

The Ice Maze of Frostheim: One of the events in the cabin competition. All the campers are taken to the legendary plane of Frostheim, the magical ice world. The goal for this event is to make it across a hazardous frozen field filled with flying ice cubes. Once on the other side they must trigger a rune that will shut down the course; whichever camper presses the rune wins the event for their cabin. There are multiple strategies to get across the field,

and items scattered around that may help the campers get across, or mess with the other cabins.

Valecrawl: You and your campers are transported into a mysterious dimension where everything is covered in a fine, sometimes deep, layer of rot and decay. Within this world the threats are numerous and each step must be taken carefully as threats could be hidden behind every single corner. Make your way through a decaying, long-forgotten city as you escape the terrors within the Vale- you may even find some items which could aid your future goals or even hinder that of your adversaries. This is a race to the finish where the last Cabin to escape the Vale is disqualified. All threats within the Vale, while very real, will cause no harm to campers as all campers are required to enter the Vale with a personal emergency teleportation unit which will teleport them out of harm's way upon the first sign of a struggle. Those campers who are unfortunate enough to encounter and subsequently be teleported away from

danger are also disqualified.

Camp Cosmos Pokomoke Course: Welcome to Camp Cosmos Pocomoke course. Admire the great majestic purple pumba tree, and even more so the ultimate Cosmos obstacle course. Swing, jump, balance, and climb your way through the course to reach the pink Mamba tree at the center of lake Ma with your cabin mates. The cabin with the most and fastest members to reach the tree will be the winners of this event. Each Camper will get 3 opportunities at each obstacle, after which they are disqualified.

Build-a-Monster Workshop: For this event, campers are transported to Happy Cutie Sunshine Land! There, they are challenged by Dr. Tickles to create her a new assistant. Campers must scour her lab to find parts and create the best possible creation. Watch out! Time is limited and the cabin with the worst creation will be eliminated from the competition.

Mission Nowhere: Something isn't right in the camp this morning. You can't quite put

your finger on it, but some of the camp counselors have been acting kind of...strange. They're not as friendly as they normally are, and some of them even recoil when you try to make any sort of physical contact with them. As more and more of your fellow campers start disappearing, you know that it's only a matter a time before you're gone too. Maybe you can find a friendly counselor and get some information but be careful: you can never know who you're really talking to. Put your deduction skills to the max and figure out who is really on your side, find clues about the missing campers, and above all else: don't get caught.

The Jock

Name: *Chad Heartholm*

Home World: *Metallos*

Age: *48 (relative age: 16)*

Appearance: *Solid gold, athletic build, short hair*

Wounds:

Traits (choose 1 of the following sets):

- Muscle +2, Book Smarts -1, Popularity 0, Agility +1, Street Smarts +1
- Muscle +2, Book Smarts 0, Popularity +2, Agility 0, Street Smarts -1
- Muscle +1, Book Smarts 0, Popularity +1, Agility +1, Street Smarts 0
- Muscle +2, Book Smarts +1, Popularity -1, Agility +1, Street Smarts 0

+2

Muscle

0

Book Smarts

+2

Popularity

0

Agility

-1

Street Smarts

Skills (choose two):

- Brute Force: If you need to roll agility, roll strength instead.
- I Got You, Bro: If you physically assist with something another player must roll for, they can add +1 to their roll.
- 110%: You can push past your physical limits and add +2 to a strength roll, but take one wound.
- Take One for the Team: When another player is going to take a hit, if you can intercept it then you take the wound instead.

The Nerd

Name: Coral

Home World: Abyssus 12b

Age: Millions (???)

Appearance: Short and stout. Alien and slug-like in appearance yet still anthropomorphic in origin. Lack of traditional eyes; upper "antennae" act as seeing organs.

Wounds:

Traits (choose 1 of the following sets):

- Muscle -1, Book Smarts +2, Popularity 0, Agility +1, Street Smarts +1
- Muscle 0, Book Smarts +2, Popularity -1, Agility 0, Street Smarts +2
- Muscle 0, Book Smarts +2, Popularity +1, Agility 0, Street Smarts 0
- Muscle +1, Book Smarts +1, Popularity 0, Agility +1, Street Smarts 0

0

Muscle

+2

Book Smarts

-1

Popularity

0

Agility

+2

Street Smarts

Skills (choose two):

- Well, Actually: If another player fails a Book Smarts roll, you can attempt the same roll. If you successfully correct them, you must begin your next statement with "Well, actually..."
- Galaxy Brain: Once per day, you can change a failed Book Smarts roll into a complete success.
- Pre-Med: When trying to administer first aid, roll Book Smarts instead of Street Smarts.

The Prep

Name: Avery Hollis

Home World: St. Alabaster

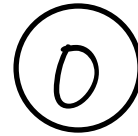
Age: 17

Appearance: Short and slim, white hair and red eyes. Nails are sharpened to a fine point.

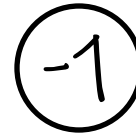
Wounds:

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Muscle



Book Smarts



Popularity



Agility



Street Smarts

Skills (choose two):

- Gossip:** When you attempt to convince someone of something that isn't true, add +1 to your roll.
- Get in Loser:** When another player is about to attempt a popularity roll, you can back them up and add +1 to their roll.
- Daddy's Money:** When you want an uncommon or expensive item, you can roll Popularity to see if you already have it.

The Scout

Name: *Branch Homes*

Home World: *Planet 01134*

Age: *10*

Appearance: *A proud boy-scout looking to make the best of his time in Camp Cosmos. Branch's home world has an abundance of forests. Due to this Branch loves the woods, and rarely gets lost. Not much of a reader, learns by doing. Quick on his feet.*

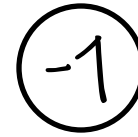
Wounds:

Traits (choose 1 of the following sets):

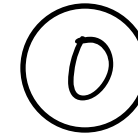
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Muscle



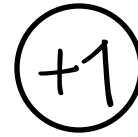
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Skills (choose two):

- Parkour!:** When navigating unfamiliar terrain, add +1 to your roll.
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- Rallying Cry:** Once per day, give an inspiring speech to your fellow campers. All other players get +1 to their next roll.
- Merit Badge:** Choose one, get +1 to all actions that can count towards earning that badge.
 - Field Medicine
 - Cooking
 - Swimming
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 - Marksmanship

The Loner

Name: Marshall Keymore

Home World: The Republic of Neptune

Age: 11 Earth years

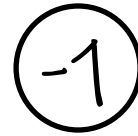
Appearance: 1.4 meters tall. 40 kgs. Small, lean build. Round face, long black hair, blue eyes. Has signature Neptunian extra eyelids which give him better vision.

Likes to dress in as much black as possible.

Wounds:

Traits (choose 1 of the following sets):

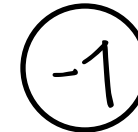
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Muscle



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Agility



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- Edgelord:** When you need to roll Popularity, roll Street Smarts instead.
- The Power of God and Anime:** If you emulate a fictional character in an attempt to do something athletic, you gain +1 to the associated roll.