

DISCIPLINE
CREATES
A BRIGHTER
TOMORROW
///

A
CALMER
YOU
A
STRONGER
WORLD

P-314



CAMP PROLES
DISCIPLINE UNITY PROGRESS

TODAY

06:00 WAKE
06:15 PHYSICAL TRAINING
07:00 NUTRITION
07:30 INSTRUCTION
10:00 SKILLS DEVELOPMENT
12:00 NUTRITION
13:00 COMMUNITY WORK
16:00 REFLECTION
18:00 NUTRITION
19:00 SILENCE
21:00 LIGHTS OUT

**THE
NEW WAY**

SAME PEOPLE. A BRIGHTER TOMORROW.
LEARN. OBEY. BELONG.



A BETTER YOU
SERVES A BRIGHTER
TOMORROW



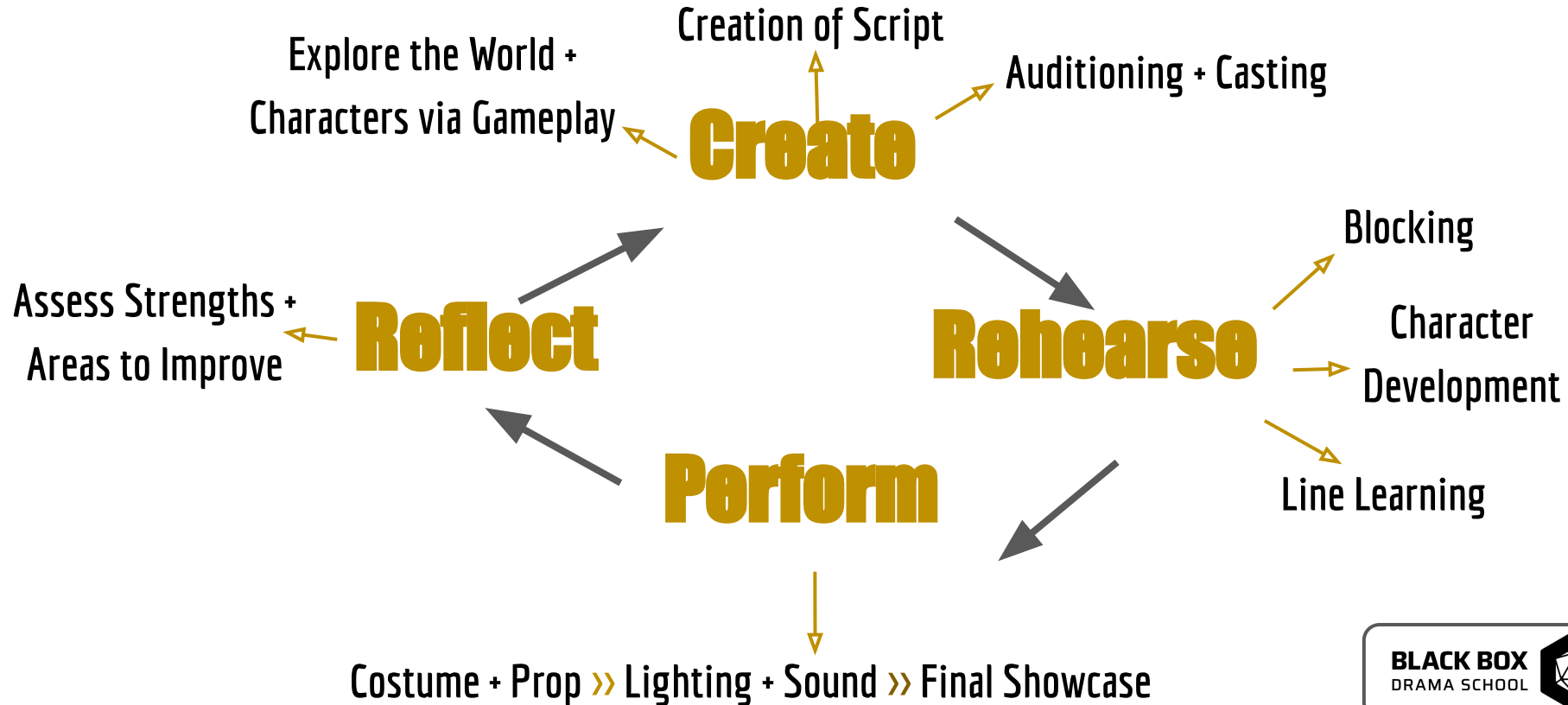
CAMP PROLES
THE NEW WAY

ORDER
BUILDS
FREEDOM



CAMP PROLES

Black Box Drama: Our Process of Making a Play



ROLE THAT DICE



**The 'Role That Dice' system combines Improvisational acting
techniques and dice rolling , applied in Immersive drama settings, to
form an innovative and exciting way to create original plays.**

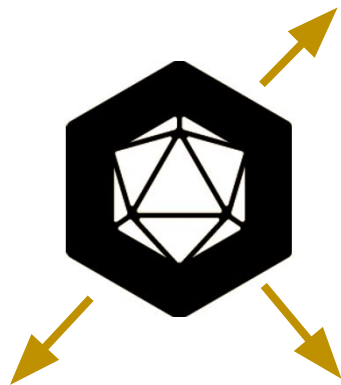
THE ROLE THAT DICE METHOD

NARRATION LED IMPROV

- The Gamesmaster **narrates** what is happening in the world and the actors **must respond instantly and appropriately** through their body language, movement, facial expressions and voice.

INTERVENTION IMPROV

- The actors begin by performing a **devised** or **improvised** scene.
- An **NPC** (non-playing character) enters to help **drive the drama forward** and the actors must **improvise** accordingly.



DICE LED IMPROV

- The Gamesmaster decides when a dice-check is necessary and a **player must roll their D20 dice**.
- Once **the roll is complete** and the **outcome has been determined**, all the actors must **improvise appropriately**.

Role That Dice: **GAME PLAY**

BLACK BOX
DRAMA SCHOOL



You, are a **PLAYER**, in control of **YOUR CHARACTER**. You decide how they think, talk and move.

You must **NAVIGATE** your character through an **IMMERSIVE WORLD**, making their decisions, gathering information, collecting useful items and interacting with the other characters in the world.

Mr Unugur will be your **GAMEMASTER**, describing **THE WORLD** and in control of **NON-PLAYER CHARACTERS**.

The **GAMEMASTER** will also rule when **DICE NEED TO BE ROLLED** and what **DICE CHECKS** are being made.

A player will be rewarded an **'INSPIRATION DICE'** for outstanding role-play or if they roll a 20 on their dice roll.

The **'INSPIRATION DICE'** dice can be saved and used to **RE-ROLL ANY DICE**, including the Gamesmaster's dice.

If your character is to be successful and survive to the end of the story, you must make smart choices as you navigate through the world and when talking to it's characters. You will also need to hope that the dice fall in your favour!

Role That Dice: **CHARACTER SKILLS**

CHARISMA

Deception
Intimidation
Performance
Persuasion

*How well you talk
to characters in
the world.*

CONSTITUTION

Courage
Resistance
Stamina
Valour

*How well your
body responds
to the effects
of the world .*

DEXTERITY

Acrobatics
Sleight of Hand
Speed
Stealth

*How well you
move your body
in the world.*

STRENGTH

Combat
Force
Lift
Push
Pull

*How well you
move things in
the world.*

WISDOM

Arcana
History
Insight
Investigation
Perception
Survival

*How well you
understand the
world around you.*

1 = Critical Failure:

The failure is profound. There will be consequences for this failure, which may strongly influence the course of the current scene and/or overall story.

2-5 = Failure:

The character fails. There might be some very minor short-term consequences.

6-9 = Partial Failure:

The character fails, but not too badly.

10-13 = Partial Success:

The character succeeds, but not impressively.

14-17 = Success:

The character succeeds quite impressively.

18+ = Critical Success:

The character succeeds expertly and with ease.

At the GM's discretion, the character might have some additional benefits beyond the success — and only if important for pushing the narrative forward.

Role That Dice **DICE CHECKS**



CAMP PROLES: CHARACTER ARCHETYPES

BLACK BOX
DRAMA SCHOOL



THE PROTECTOR

(Charisma or Constitution)

Traits: Confident, brave, protective, stands up for other prisoners when they are treated unfairly.

THE REBEL

(Strength or Dexterity)

Traits: Defiant, outspoken, refuses to be intimidated by the wardens and isn't afraid to challenge them.

THE STORYTELLER

(Wisdom or Charisma)

Traits: Imaginative, knowledgeable, keeps stories and rumours alive about the world before.

THE SURVIVOR

(Constitution or Wisdom)

Traits: Tough, practical, resilient, has learned to endure prison life and knows to keep their head down.

THE OUTSIDER

(Dexterity or Wisdom)

Traits: Quiet, observant, keeps their distance from the others and rarely reveals what they're thinking.

THE TECH WIZZ

(Wisdom or Dexterity)

Traits: Curious, clever, resourceful, understands technology, enjoys figuring out how things work.

THE SENSIBLE ONE

(Wisdom or Charisma)

Traits: Calm, reasonable, caring, thinks about consequences and tries to stop others being reckless.

THE LOYALIST

(Charisma or Constitution)

Traits: Obedient, follows the wardens' rules because they believe staying out of trouble is the safest way to survive.

Player	Character	Archetype	Age	Expertise	HP	Items	Insp
Agatha	R-24	Survivor	14	WIS	100		1
Annabel	R-06	Survivor	15	CON	100		1
Charlotte	R-21	Sensible	12	WIS	100		1
Delphi	R-12	Loyalist	10	CHA	93		1
Eloise	R-36	Survivor	14	WIS	100		1
Emily	R-42	Sensible	13	CHA	100		1
Ester	R-78	Outsider	13	WIS	100		1
Hannah	R-68	Sensible	12	WIS	100		1
Imogen	R-15	Loyalist	12	DEX	82		1
Katrina	R-37	Protector	12	CON	100		1
Margot	R-14	Sensible	12	WIS	100		1
Maria	R-63	Storyteller	15	WIS	100		1
Matilda	R-07	Survivor	15	CON	100		1
Myrto	R-13	Loyalist	12	CON	100		1
Naomi	R-67	Protector	14	CON	100		1
Yasmin	R-01	Survivor	13	WIS	100		1

EFFECTIVE IMPROVISING



1. **Stay in role** as your character.
2. **Do not leave** the Drama.
3. **Conflict** is good, but **No Physical Contact**.
4. **Accept and Offer** using the “**Yes, and...**” method.

Remember a player will
be rewarded an
‘INSPIRATION DICE’
for outstanding
role-play

THE KEY OBJECTIVE IS TO CREATE **REALISTIC DIALOGUE** THAT COULD BE USED IN OUR FINAL SCRIPT.



PRESS START



L.O: Use **DEVISING** and **IMPROVISATION** techniques to **CREATE DIALOGUE and ACTION** to be used in our final script.



Warden X-27

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WARDEN



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