

# CAPEs vs CLOAKs

A SUPERHERO RPG WHERE NOBODY DIES BUT THE SCENERY ISN'T SO LUCKY

A tabletop superhero RPG: each player runs one extraordinary character, a **Cape** (registered, public) or **Cloak** (vigilante, villain, anti-hero), and one player runs the world as the Game Master. Grab percentile dice (d100) and a few d6s and d8s.

## MAKE A HERO NAME, COSTUME, CAUSE OR GRUDGE

**BUILD YOUR STATS:** give Combat, Brawn, Reflex and Will at least 10 each, then split **150 more points** among them however you like, with no stat above 100. (*Quick start: 60, 50, 40, 40.*)

**COMBAT:** Your chance to hit with aimed attacks.

**WILL:** Your Energy. Saves against anything aimed at your mind.

**BRAWN:** Your HP.

**REFLEX:** Who acts first. Attackers whose Combat is below your Reflex strike at disadvantage.

**YOU CAN ALREADY BLAST:** every hero has an attack. Fists, flames, lasers, or sonics, your call. Up to 50 ft (or arm's reach), 2d8 damage, 3 Energy. **↑ +2 damage**  
**THEN PICK TWO POWERS.** Every hero carries a cause or a grudge; write yours down.

## POWERS PICK TWO

**ANIMAL/PLANT CONTROL.** Pick a species. Enlist one creature within 30 ft. It gives advantage on your attacks against foes it engages. It always has 1 HP.

**2 Energy/minute. ↑ +1 CREATURE**

**BLINK.** Vanish and reappear up to 30 ft away; walls, cages, and grabs don't matter.

**2 Energy. ↑ +30 FT**

**DISGUISE.** Rebuild your entire body into anyone you've seen: height, build, voice, fingerprints. **2 Energy per 10 min.**

**↑ BEAST SHAPES TOO**

**FLIGHT.** Fly 120 ft per move (about 30 mph). You can carry one person per 40 Brawn; catching someone mid-fall is what the power is for. **1 Energy/round airborne.**

**↑ DOUBLE IT**

**FORCE FIELD.** Action: raise a 10-point buffer that soaks damage before your HP. It collapses at 0. **4 Energy. ↑ +1 SOAK**

**INVULNERABILITY.** Free and always on: reduce every hit by 2. Too tough to flinch, too tough to also Roll With the Punch.

**Passive. ↑ SHRUG OFF 1 MORE**

**MIND PUSH.** The target saves Will or you control their next action: they attack one of their own allies (your pick), or stand frozen if no ally is in reach. **5 Energy · 10 ft.**

**↑ +10 FT**

**PHANTASM.** Conjure their worst fear, 60 ft. The target saves Will or the terror is real: 2d8 straight to HP, ignoring Invulnerability, Force Field, and Roll With the Punch. It never triggers Fly Back. **3 Energy · 60 ft.**

**↑ +2 DAMAGE**

**SUPER-STAT.** One stat is superhuman: +10 to it. The bonus doesn't count toward Immovable or Bottomless. **Passive.**

**↑ +5 TO THAT STAT**

**TELEKINESIS.** Hurl whatever's lying around, 2d6 at 30 ft, or lift anything up to car-sized.

**2 Energy · 30 ft. ↑ +2 DAMAGE**

**TELEPATHY.** Speak mind-to-mind with anyone you can see, free. Read a mind within 60 ft (Will save resists); reading an enemy's intent gives you advantage on your next roll against them. **2 Energy · 60 ft.**

**↑ +60 FT**

**UTILITY BELT.** Once per day, produce exactly the tool this moment needs: rebreather, zip line, smoke bomb. **1x/day.**

**↑ +1 USE PER DAY**

## HOW ROLLS WORK ROLL LOW, AIM HIGH

Roll d100. You want **equal to or under** the number: attacks against your Combat, saves against the named stat. A roll of 00 always fails. **ADVANTAGE:** roll twice, take the better. **Disadvantage:** the worse.

**CAPERS:** picking the vault, hacking the mainframe, sneaking past the guards. The GM picks the stat that fits and you roll under it. Easy stunts need no roll; hard ones roll at disadvantage; a clever plan earns advantage.

## FIGHT! THE WHOLE COMBAT CHAPTER

**TURN ORDER.** When the fight starts, everyone rolls 2d10 and adds their Reflex. Act in descending order, every round. The GM breaks ties.

**YOUR TURN.** Move up to 30 ft and take one action: use a power, attack, or restrain a downed foe. Anyone can throw a punch: 1d6, free. Push yourself: once per round, spend 5 Energy to take a second action.

**ATTACKS.** Anything you aim rolls against your Combat: Blast, Telekinesis, punches. Exception: a target whose Reflex is 30 or less is automatically hit unless they Dodge. Mind Push and Phantasm never roll; the target saves Will instead.

**DODGING.** Spend your whole action to Dodge; until your next turn, every attack against you is at disadvantage.

**GRABBING.** Roll against your Combat to grab a foe. While you hold on, neither of you can move or attack; they break free with a Brawn save on their turn.

**ROLL WITH THE PUNCH.** When you're hit, spend up to 3 Energy to reduce the damage by that much.

**CALCULATE DAMAGE.** Roll the power's dice. The defender subtracts Roll With the Punch or Invulnerability, then 2 more for each Level they have above the attacker (Toughness). A hit that lands always deals at least 2. What's left drains a Force Field first, then HP. Levels guard the mind too: saves improve by 5 for each Level above the attacker (Veteran's Resolve).

**FLY BACK.** A hit that deals 8 or more hurls the target into the nearest obstacle: knocked prone (half move to stand), +4 extra damage. 12 or more sends them crashing through it, +8. Wrecked walls and flattened cars are part of the show. Immovable: if your Brawn is 60+, only a 12+ hit can hurl you, and nothing sends you through walls.

**KNOCKED OUT.** If a hit leaves you at half HP or less, roll d100. Equal to or under the damage taken and you're out cold.

**GOING DOWN.** At 0 HP you are incapacitated. Nobody dies unless their player decides it. Restraining an incapacitated villain is an action: that's a capture, and captures are what make the news.

**SECOND WIND.** Once per combat, for free, recover 20 Energy. Bottomless: if your Will is 60 or higher, recover all of it. Save it for the moment the crowd thinks you're finished.

**BETWEEN COMBATS.** Catch your breath: Energy refills. Bruises stay. HP comes back in full after a night's rest.

## HENCHMEN & NAMED VILLAINS

**HENCHMEN.** Combat 40, Reflex 30, 30 HP, no Energy, no powers: 1d6 damage no matter what they use: punch, pipe, or pistol. One hero handles three of them. Four or more is trouble.

**NAMED VILLAINS.** Build them exactly like heroes, with the same point buy and the same power list, plus Levels. Three Levels above the team is an even fight. Four is a climax the heroes should lose.

## LEVELS THE BENEFITS OF EXPERIENCE

Each level grants **+5 HP, +5 Energy**, and either +2 to every stat or one upgrade to one power; the red ↑ tag on each power shows what an upgrade buys. Heroes gain a Level when the GM says the story earned it.

