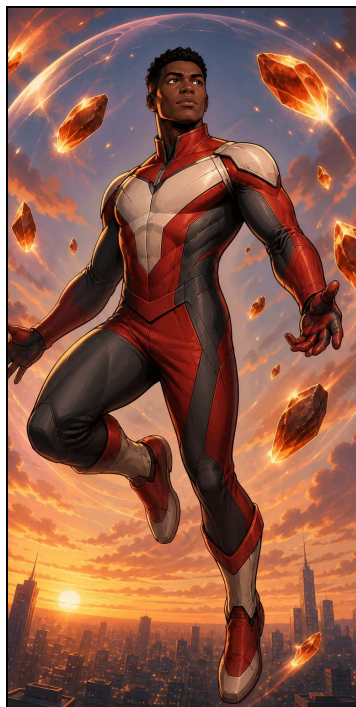


METEOR MAN

a.k.a. Andre Okafor

CAPE

LEVEL 1 · REGISTERED



60

COMBAT

Roll under 60 to hit

50

BRAWN

Not immovable — needs 60

40

REFLEX

Initiative 2d10+40

40

WILL

Second wind: 20 back

REFLEX 40 IS ARMOR

Anyone attacking you whose Combat is under 40 rolls at disadvantage. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 60

2d8 damage, meteors called down from the sky. ↑ +2 DAMAGE

FLIGHT 1 ENERGY/ROUND AIRBORNE

Fly 120 ft per move. You can carry one person per 40 Brawn; catching someone mid-fall is what the power is for. ↑ DOUBLE IT

FORCE FIELD 4 ENERGY · ACTION

Raise a 10-point buffer that soaks damage before your HP. It collapses at 0, it absorbs the 2-point minimum, and it does not stop Fly Back. ↑ +1 SOAK

COSTUME

GRUDGE

the developer who bulldozed his old gym

STANDING WITH THE STANDARD

The Skyline Legion

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

PHANTASM SKIPS ALL OF IT: 2D8 STRAIGHT TO HP, NO FLY BACK

1

ROLL WITH THE PUNCH

Spend up to 3 Energy and reduce the damage by that much. Your call, after you see it.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 1 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Field first, then HP. If HP falls to 25 or less, roll d100 under the damage or you're out.

Fly back happens even at full field. You take nothing and still go through the wall. **The KO roll doesn't.** If the field ate it, your HP never moved.

HP

/ 50

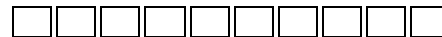
At 25 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 40

Blast 3 · Flight 1/round · Force Field 4 · Second action 5 · Second Wind +20. Refills between fights.

FORCE FIELD — 10 SOAK



Pencil. Erase and re-raise for 4 Energy.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

CAPTURES

Who you brought in, and where they are being held.

COLLATERAL

What you went through, and who is going to bill the Standard for it.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

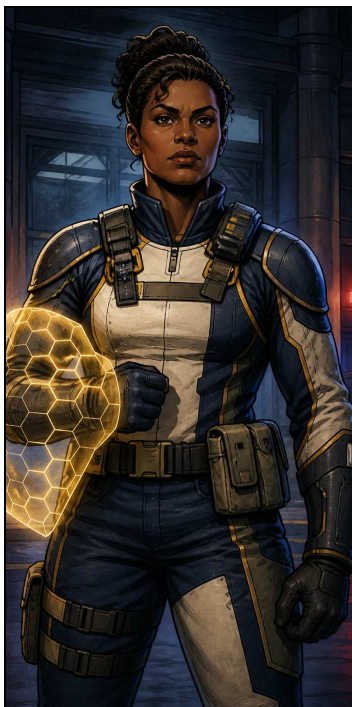
APPROVED BY THE CODE

AEGIS

a.k.a. Renata Cole

CAPE

LEVEL 1 · REGISTERED



55

COMBAT

Roll under 55 to hit

60

BRAWN

Immovable — 8+ cannot hurl you

40

REFLEX

Initiative 2d10+40

35

WILL

Second wind: 20 back

REFLEX 40 IS ARMOR

Anyone attacking you whose Combat is under 40 rolls at disadvantage. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 55

2d8 damage, aegis beam. ↑ +2 DAMAGE

FLIGHT 1 ENERGY/ROUND AIRBORNE

Fly 120 ft per move. You can carry one person per 40 Brawn; catching someone mid-fall is what the power is for. ↑ DOUBLE IT

INVULNERABILITY PASSIVE · ALWAYS ON

Reduce every hit by 2. ↑ SHRUG OFF 1 MORE

You can never Roll With the Punch. Ignore that rule on this character.

COSTUME

CAUSE

the beat she swore to protect, badge or no badge

STANDING WITH THE STANDARD

City Watch (suspended)

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

PHANTASM SKIPS ALL OF IT: 2D8 STRAIGHT TO HP, NO FLY BACK

1

SUBTRACT 2

Invulnerability, automatic. You do not get Roll With the Punch instead.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 1 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

Immovable: 8+ does nothing to you. Only 12+ hurls you — prone, add 4, and never through the wall.

5

APPLY IT

Straight to HP. If HP falls to 30 or less, roll d100 under the damage or you're out.

Fly back is checked once. One hit, one check — the extra 4 or 8 never triggers another.

The KO roll is on the damage taken. At 30 HP or less, roll d100 under it or you are out cold.

HP

/ 60

At 30 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 35

Blast 3 · Flight 1/round · Second action 5 · Second Wind +20. Refills between fights.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

CAPTURES

Who you brought in, and where they are being held.

COLLATERAL

What you went through, and who is going to bill the Standard for it.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

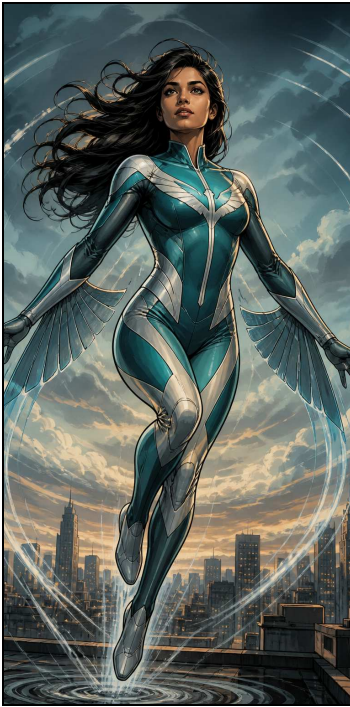
APPROVED BY THE CODE

SKYLARK

a.k.a. Priya Sandhu

CAPE

LEVEL 1 · REGISTERED



55

COMBAT

Roll under 55 to hit

45

BRAWN

Not immovable — needs 60

60

REFLEX

Initiative 2d10+60

40

WILL

Second wind: 20 back

REFLEX 60 IS ARMOR

Anyone attacking you whose Combat is under 60 rolls at disadvantage. Henchmen sit at 40. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 55

2d8 damage, sonic-boom shockwaves. ↑ +2 DAMAGE

FLIGHT 1 ENERGY/ROUND AIRBORNE

Fly 120 ft per move. You can carry one person per 40 Brawn; catching someone mid-fall is what the power is for. ↑ DOUBLE IT

SUPER-STAT PASSIVE

+10 Reflex, already counted in the box above. The bonus does not unlock Immovable or Bottomless. ↑ +5 TO THAT STAT

COSTUME

CAUSE

every passenger on every flight

STANDING WITH THE STANDARD

Unaffiliated (the tower still takes her calls)

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

1

ROLL WITH THE PUNCH

Spend up to 3 Energy and reduce the damage by that much. Your call, after you see it.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 1 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Straight to HP. If HP falls to 22 or less, roll d100 under the damage or you're out.

Fly back is checked once. One hit, one check — the extra 4 or 8 never triggers another.

The KO roll is on the damage taken. At 22 HP or less, roll d100 under it or you are out cold.

HP

/ 45

At 22 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 40

Blast 3 · Flight 1/round · Second action 5 · Second Wind +20. Refills between fights.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

CAPTURES

Who you brought in, and where they are being held.

COLLATERAL

What you went through, and who is going to bill the Standard for it.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

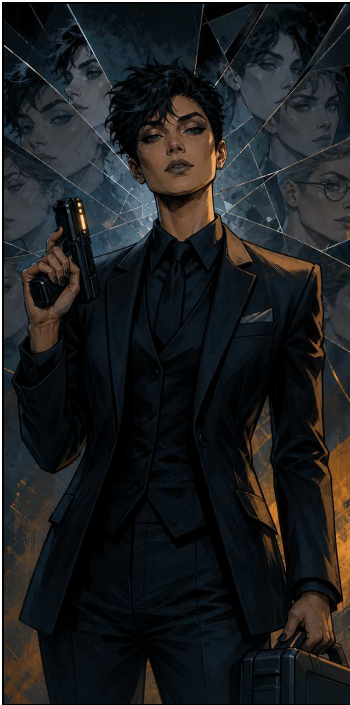
APPROVED BY THE CODE

DOUBLE TAKE

a.k.a. Kellan Moss (which face is anyone's guess)

CAPE

LEVEL 1 · REGISTERED



55

COMBAT

Roll under 55 to hit

45

BRAWN

Not immovable — needs 60

50

REFLEX

Initiative 2d10+50

40

WILL

Second wind: 20 back

REFLEX 50 IS ARMOR

Anyone attacking you whose Combat is under 50 rolls at disadvantage. Henchmen sit at 40. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 55

2d8 damage, standard-issue stun pistol. ↑ +2 DAMAGE

DISGUISE 2 ENERGY PER 10 MIN

Rebuild your entire body into anyone you've seen: height, build, voice, fingerprints. ↑ BEAST SHAPES TOO

UTILITY BELT 1×/DAY

Once per day, produce exactly the tool this moment needs: rebreather, zip line, smoke bomb. ↑ +1 USE PER DAY

COSTUME

GRUDGE

someone out there is wearing his

STANDING WITH THE STANDARD

The Agency, Licensing Division

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

1

ROLL WITH THE PUNCH

Spend up to 3 Energy and reduce the damage by that much. Your call, after you see it.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 1 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Straight to HP. If HP falls to 22 or less, roll d100 under the damage or you're out.

Fly back is checked once. One hit, one check — the extra 4 or 8 never triggers another. **The KO roll is on the damage taken.** At 22 HP or less, roll d100 under it or you are out cold.

HP

/ 45

At 22 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 40

Blast 3 · Disguise 2/10min · Second action 5 · Second Wind +20.
Refills between fights.

BELT USES — PER DAY

☐

Tick one per tool. Resets tomorrow.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

CAPTURES

Who you brought in, and where they are being held.

COLLATERAL

What you went through, and who is going to bill the Standard for it.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

APPROVED BY THE CODE

PROXY

a.k.a. Naomi Adeyemi

CAPE

LEVEL 2 · REGISTERED



72

COMBAT

Roll under 72 to hit

32

BRAWN

Not immovable — needs 60

52

REFLEX

Initiative 2d10+52

52

WILL

Second wind: 20 back

REFLEX 52 IS ARMOR

Anyone attacking you whose Combat is under 52 rolls at disadvantage. Henchmen sit at 40. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 72

2d8 damage, service sidearm, non-lethal loads. ↑ **+2 DAMAGE**

DISGUISE 2 ENERGY PER 10 MIN

Rebuild your entire body into anyone you've seen: height, build, voice, fingerprints. ↑ **BEAST SHAPES TOO**

SUPER-STAT PASSIVE

+10 Combat, already counted in the box above. The bonus does not unlock Immovable or Bottomless. ↑ **+5 TO THAT STAT**

COSTUME

CAUSE

the witnesses nobody else will stand next to

STANDING WITH THE STANDARD

The Agency, Field Division

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

1

ROLL WITH THE PUNCH

Spend up to 3 Energy and reduce the damage by that much. Your call, after you see it.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 2 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Straight to HP. If HP falls to 18 or less, roll d100 under the damage or you're out.

Fly back is checked once. One hit, one check — the extra 4 or 8 never triggers another. **The KO roll is on the damage taken.** At 18 HP or less, roll d100 under it or you are out cold.

HP

/ 37

At 18 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 57

Blast 3 · Disguise 2/10min · Second action 5 · Second Wind +20. Refills between fights.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

CAPTURES

Who you brought in, and where they are being held.

COLLATERAL

What you went through, and who is going to bill the Standard for it.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

APPROVED BY THE CODE

BRIAR

a.k.a. Callum Yates

CAPE

LEVEL 2 · REGISTERED



77

COMBAT

Roll under 77 to hit

42

BRAWN

Not immovable — needs 60

47

REFLEX

Initiative 2d10+47

32

WILL

Second wind: 20 back

REFLEX 47 IS ARMOR

Anyone attacking you whose Combat is under 47 rolls at disadvantage. Henchmen sit at 40. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 77

2d8 damage, a whipping bramble lash. ↑ +2 DAMAGE

ANIMAL/PLANT CONTROL 2 ENERGY/MINUTE

Pick a species. Enlist one creature within 30 ft. It gives advantage on your attacks against foes it engages, and it has 1 HP — one swat erases it. ↑ +1 CREATURE

MIND PUSH 5 ENERGY · 10 FT

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. ↑ +10 FT

COSTUME

CAUSE

the green spaces the city keeps selling off

STANDING WITH THE STANDARD

City Parks Authority (seconded)

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

1

ROLL WITH THE PUNCH

Spend up to 3 Energy and reduce the damage by that much. Your call, after you see it.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 2 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Straight to HP. If HP falls to 23 or less, roll d100 under the damage or you're out.

Fly back is checked once. One hit, one check — the extra 4 or 8 never triggers another. **The KO roll is on the damage taken.** At 23 HP or less, roll d100 under it or you are out cold.

HP

/ 47

At 23 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 37

Blast 3 · Animal/Plant 2/min · Mind Push 5 · Second action 5 · Second Wind +20. Refills between fights.

CREATURES — 30 FT

One box per enlisted creature. 1 HP each — erase when swatted.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

CAPTURES

Who you brought in, and where they are being held.

COLLATERAL

What you went through, and who is going to bill the Standard for it.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

APPROVED BY THE CODE

LODESTONE

a.k.a. Imani Reyes

CAPE

LEVEL 2 · REGISTERED



62

COMBAT

Roll under 62 to hit

47

BRAWN

Not immovable — needs 60

52

REFLEX

Initiative 2d10+52

37

WILL

Second wind: 20 back

REFLEX 52 IS ARMOR

Anyone attacking you whose Combat is under 52 rolls at disadvantage. Henchmen sit at 40. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 62

2d8 damage, a concussive palm strike. ↑ +2 DAMAGE

INVULNERABILITY PASSIVE · ALWAYS ON

Reduce every hit by 2. ↑ SHRUG OFF 1 MORE

You can never Roll With the Punch. Ignore that rule on this character.

TELEPATHY 2 ENERGY · 60 FT

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. ↑ +60 FT

COSTUME

CAUSE

the standoffs that do not have to end in a body bag

STANDING WITH THE STANDARD

City Watch, Negotiations

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

PHANTASM SKIPS ALL OF IT: 2D8 STRAIGHT TO HP, NO FLY BACK

1

SUBTRACT 2

Invulnerability, automatic. You do not get Roll With the Punch instead.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 2 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Straight to HP. If HP falls to 26 or less, roll d100 under the damage or you're out.

Fly back is checked once. One hit, one check — the extra 4 or 8 never triggers another. **The KO roll is on the damage taken.** At 26 HP or less, roll d100 under it or you are out cold.

HP

/ 52

At 26 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 42

Blast 3 · Telepathy 2 · Second action 5 · Second Wind +20. Refills between fights.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

CAPTURES

Who you brought in, and where they are being held.

COLLATERAL

What you went through, and who is going to bill the Standard for it.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

APPROVED BY THE CODE

BEDROCK

a.k.a. Teddy Nowak

CAPE

LEVEL 2 · REGISTERED



62

COMBAT

Roll under 62 to hit

47

BRAWN

Not immovable — needs 60

42

REFLEX

Initiative 2d10+42

47

WILL

Second wind: 20 back

REFLEX 42 IS ARMOR

Anyone attacking you whose Combat is under 42 rolls at disadvantage. Henchmen sit at 40. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 62

2d8 damage, a shoulder-carried pressure hose. ↑ +2 DAMAGE

INVULNERABILITY PASSIVE · ALWAYS ON

Reduce every hit by 2. ↑ SHRUG OFF 1 MORE

You can never Roll With the Punch. Ignore that rule on this character.

UTILITY BELT 1×/DAY

Once per day, produce exactly the tool this moment needs: rebreather, zip line, smoke bomb. ↑ +1 USE PER DAY

COSTUME

CAUSE

everyone still inside the building

STANDING WITH THE STANDARD

Firehouse 12

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

PHANTASM SKIPS ALL OF IT: 2D8 STRAIGHT TO HP, NO FLY BACK

1

SUBTRACT 2

Invulnerability, automatic. You do not get Roll With the Punch instead.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 2 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Straight to HP. If HP falls to 26 or less, roll d100 under the damage or you're out.

Fly back is checked once. One hit, one check — the extra 4 or 8 never triggers another. **The KO roll is on the damage taken.** At 26 HP or less, roll d100 under it or you are out cold.

HP

/ 52

At 26 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 52

Blast 3 · Second action 5 · Second Wind +20. Refills between fights.

BELT USES — PER DAY

☐

Tick one per tool. Resets tomorrow.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

CAPTURES

Who you brought in, and where they are being held.

COLLATERAL

What you went through, and who is going to bill the Standard for it.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

APPROVED BY THE CODE

NIGHTWIRE

a.k.a. Marco Vega

CLOAK

LEVEL 1 · UNREGISTERED



60

COMBAT

Roll under 60 to hit

45

BRAWN

Not immovable — needs 60

45

REFLEX

Initiative 2d10+45

40

WILL

Second wind: 20 back

REFLEX 45 IS ARMOR

Anyone attacking you whose Combat is under 45 rolls at disadvantage. Henchmen sit at 40. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 60

2d8 damage, shock-lines. ↑ +2 DAMAGE

BLINK 2 ENERGY · 30 FT

Vanish and reappear up to 30 ft away; walls, cages and grabs don't matter. ↑ +30 FT

TELEKINESIS 2 ENERGY · 30 FT

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

COSTUME

CAUSE

the dockworkers the syndicate bleeds

STANDING ON THE STREET

The dockworkers leave the lights on for him

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

1

ROLL WITH THE PUNCH

Spend up to 3 Energy and reduce the damage by that much. Your call, after you see it.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 1 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Straight to HP. If HP falls to 22 or less, roll d100 under the damage or you're out.

Fly back is checked once. One hit, one check — the extra 4 or 8 never triggers another.

The KO roll is on the damage taken. At 22 HP or less, roll d100 under it or you are out cold.

HP

/ 45

At 22 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 40

Blast 3 · Blink 2 · Telekinesis 2 · Second action 5 · Second Wind +20. Refills between fights.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

SCORES

What you took, who lost it, and what it cost them.

HEAT

Who is looking for you, and how close they got.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

APPROVED BY THE CODE

MADAME WRAITH

a.k.a. Dr. Elodie Marsh

CLOAK

LEVEL 1 · UNREGISTERED



55

COMBAT

Roll under 55 to hit

40

BRAWN

Not immovable — needs 60

35

REFLEX

Initiative 2d10+35

60

WILL

Second wind: all 60 back

REFLEX 35 IS ARMOR

Anyone attacking you whose Combat is under 35 rolls at disadvantage. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 55

2d8 damage, spectral shear. ↑ +2 DAMAGE

MIND PUSH 5 ENERGY · 10 FT

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. ↑ +10 FT

PHANTASM 3 ENERGY · 60 FT

Conjure their worst fear at 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. ↑ +2 DAMAGE

COSTUME

GRUDGE

everyone who called her mad

STANDING ON THE STREET

Formerly of the Ashgrove Institute

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

1

ROLL WITH THE PUNCH

Spend up to 3 Energy and reduce the damage by that much. Your call, after you see it.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 1 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Straight to HP. If HP falls to 20 or less, roll d100 under the damage or you're out.

Fly back is checked once. One hit, one check — the extra 4 or 8 never triggers another.

The KO roll is on the damage taken. At 20 HP or less, roll d100 under it or you are out cold.

HP

/ 40

At 20 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 60

Blast 3 · Mind Push 5 · Phantasm 3 · Second action 5 · Second Wind refills all 60. Refills between fights.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

SCORES

What you took, who lost it, and what it cost them.

HEAT

Who is looking for you, and how close they got.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

APPROVED BY THE CODE

RIPTIDE

a.k.a. Tomas Ferro

CLOAK

LEVEL 1 · UNREGISTERED



60

COMBAT

Roll under 60 to hit

55

BRAWN

Not immovable — needs 60

40

REFLEX

Initiative 2d10+40

35

WILL

Second wind: 20 back

REFLEX 40 IS ARMOR

Anyone attacking you whose Combat is under 40 rolls at disadvantage. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · ARM'S REACH · ROLL UNDER 60

2d8 damage, crushing water-hammer fists. ↑ +2 DAMAGE

BLINK 2 ENERGY · 30 FT

Vanish and reappear up to 30 ft away; walls, cages and grabs don't matter. ↑ +30 FT

INVULNERABILITY PASSIVE · ALWAYS ON

Reduce every hit by 2. ↑ SHRUG OFF 1 MORE

You can never Roll With the Punch. Ignore that rule on this character.

COSTUME

GRUDGE
obvious

STANDING ON THE STREET
The Harbor (self-appointed)

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

PHANTASM SKIPS ALL OF IT: 2D8 STRAIGHT TO HP, NO FLY BACK

1

SUBTRACT 2

Invulnerability, automatic. You do not get Roll With the Punch instead.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 1 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Straight to HP. If HP falls to 27 or less, roll d100 under the damage or you're out.

Fly back is checked once. One hit, one check — the extra 4 or 8 never triggers another.

The KO roll is on the damage taken. At 27 HP or less, roll d100 under it or you are out cold.

HP

/ 55

At 27 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 35

Blast 3 · Blink 2 · Second action 5 · Second Wind +20. Refills between fights.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

SCORES

What you took, who lost it, and what it cost them.

HEAT

Who is looking for you, and how close they got.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

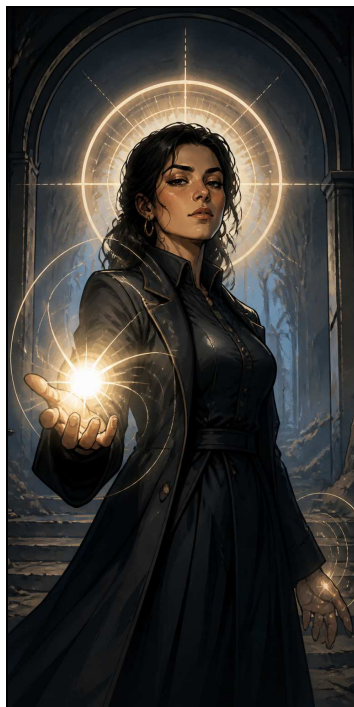
APPROVED BY THE CODE

HALO

a.k.a. Avelina Cruz

CLOAK

LEVEL 1 · UNREGISTERED



50

COMBAT

Roll under 50 to hit

45

BRAWN

Not immovable — needs 60

35

REFLEX

Initiative 2d10+35

60

WILL

Second wind: all 60 back

REFLEX 35 IS ARMOR

Anyone attacking you whose Combat is under 35 rolls at disadvantage. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 50

2d8 damage, searing light. † +2 DAMAGE

FORCE FIELD 4 ENERGY · ACTION

Raise a 10-point buffer that soaks damage before your HP. It collapses at 0, it absorbs the 2-point minimum, and it does not stop Fly Back. † +1 SOAK

TELEPATHY 2 ENERGY · 60 FT

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. † +60 FT

COSTUME

CAUSE

the lost souls the choir gave up on

STANDING ON THE STREET

The Choir (cast out)

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

PHANTASM SKIPS ALL OF IT: 2D8 STRAIGHT TO HP, NO FLY BACK

1

ROLL WITH THE PUNCH

Spend up to 3 Energy and reduce the damage by that much. Your call, after you see it.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 1 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Field first, then HP. If HP falls to 22 or less, roll d100 under the damage or you're out.

Fly back happens even at full field. You take nothing and still go through the wall. **The KO roll doesn't.** If the field ate it, your HP never moved.

HP

/ 45

At 22 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 60

Blast 3 · Force Field 4 · Telepathy 2 · Second action 5 · Second Wind refills all 60. Refills between fights.

FORCE FIELD — 10 SOAK



Pencil. Erase and re-raise for 4 Energy.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

SCORES

What you took, who lost it, and what it cost them.

HEAT

Who is looking for you, and how close they got.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

APPROVED BY THE CODE

THE HUSH

a.k.a. Sable Ibarra

CLOAK

LEVEL 2 · UNREGISTERED



52

COMBAT

Roll under 52 to hit

52

BRAWN

Not immovable — needs 60

57

REFLEX

Initiative 2d10+57

37

WILL

Second wind: 20 back

REFLEX 57 IS ARMOR

Anyone attacking you whose Combat is under 57 rolls at disadvantage. Henchmen sit at 40. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 52

2d8 damage, a dry, sourceless crack of pressure. † +2 DAMAGE

PHANTASM 3 ENERGY · 60 FT

Conjure their worst fear at 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. † +2 DAMAGE

UTILITY BELT 1×/DAY

Once per day, produce exactly the tool this moment needs: rebreather, zip line, smoke bomb. † +1 USE PER DAY

COSTUME

GRUDGE

the people who taught her what fear was for

STANDING ON THE STREET

No known associates

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

1

ROLL WITH THE PUNCH

Spend up to 3 Energy and reduce the damage by that much. Your call, after you see it.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 2 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Straight to HP. If HP falls to 28 or less, roll d100 under the damage or you're out.

Fly back is checked once. One hit, one check — the extra 4 or 8 never triggers another. **The KO roll is on the damage taken.** At 28 HP or less, roll d100 under it or you are out cold.

HP

/ 57

At 28 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 42

Blast 3 · Phantasm 3 · Second action 5 · Second Wind +20. Refills between fights.

BELT USES — PER DAY

Tick one per tool. Resets tomorrow.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

SCORES

What you took, who lost it, and what it cost them.

HEAT

Who is looking for you, and how close they got.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

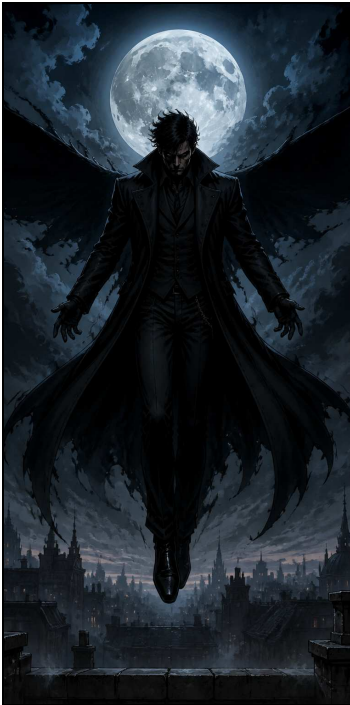
APPROVED BY THE CODE

NOCTURNE

a.k.a. Yusuf Demir

CLOAK

LEVEL 2 · UNREGISTERED



47

COMBAT

Roll under 47 to hit

42

BRAWN

Not immovable — needs 60

52

REFLEX

Initiative 2d10+52

57

WILL

Second wind: 20 back

REFLEX 52 IS ARMOR

Anyone attacking you whose Combat is under 52 rolls at disadvantage. Henchmen sit at 40. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 47

2d8 damage, a downdraft that hits like a thrown car door. ↑ +2 DAMAGE

FLIGHT 1 ENERGY/ROUND AIRBORNE

Fly 120 ft per move. You can carry one person per 40 Brawn; catching someone mid-fall is what the power is for. ↑ DOUBLE IT

PHANTASM 3 ENERGY · 60 FT

Conjure their worst fear at 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. ↑ +2 DAMAGE

COSTUME

GRUDGE

a verdict that went the wrong way and stayed there

STANDING ON THE STREET

The rooftops, mostly

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

1

ROLL WITH THE PUNCH

Spend up to 3 Energy and reduce the damage by that much. Your call, after you see it.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 2 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Straight to HP. If HP falls to 23 or less, roll d100 under the damage or you're out.

Fly back is checked once. One hit, one check — the extra 4 or 8 never triggers another.

The KO roll is on the damage taken. At 23 HP or less, roll d100 under it or you are out cold.

HP

/ 47

At 23 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 62

Blast 3 · Flight 1/round · Phantasm 3 · Second action 5 · Second Wind +20. Refills between fights.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

SCORES

What you took, who lost it, and what it cost them.

HEAT

Who is looking for you, and how close they got.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

APPROVED BY THE CODE

STRAY

a.k.a. Ines Duarte

CLOAK

LEVEL 2 · UNREGISTERED



52

COMBAT

Roll under 52 to hit

32

BRAWN

Not immovable — needs 60

52

REFLEX

Initiative 2d10+52

62

WILL

Second wind: all 67 back

REFLEX 52 IS ARMOR

Anyone attacking you whose Combat is under 52 rolls at disadvantage. Henchmen sit at 40. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 52

2d8 damage, a swarm that arrives a half-second before she does. † +2 DAMAGE

ANIMAL/PLANT CONTROL 2 ENERGY/MINUTE

Pick a species. Enlist one creature within 30 ft. It gives advantage on your attacks against foes it engages, and it has 1 HP — one swat erases it. † +1 CREATURE

TELEPATHY 2 ENERGY · 60 FT

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. † +60 FT

COSTUME

CAUSE

everything the city decided was disposable

STANDING ON THE STREET

The tunnels under the old market

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

1

ROLL WITH THE PUNCH

Spend up to 3 Energy and reduce the damage by that much. Your call, after you see it.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 2 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Straight to HP. If HP falls to 18 or less, roll d100 under the damage or you're out.

Fly back is checked once. One hit, one check — the extra 4 or 8 never triggers another. **The KO roll is on the damage taken.** At 18 HP or less, roll d100 under it or you are out cold.

HP

/ 37

At 18 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 67

Blast 3 · Animal/Plant 2/min · Telepathy 2 · Second action 5 · Second Wind refills all 67. Refills between fights.

CREATURES — 30 FT



One box per enlisted creature. 1 HP each — erase when swatted.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

SCORES

What you took, who lost it, and what it cost them.

=====

HEAT

Who is looking for you, and how close they got.

=====



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

APPROVED BY THE CODE

JUMPCUT

a.k.a. Milo Fenn

CLOAK

LEVEL 2 · UNREGISTERED



77

COMBAT

Roll under 77 to hit

37

BRAWN

Not immovable — needs 60

52

REFLEX

Initiative 2d10+52

42

WILL

Second wind: 20 back

REFLEX 52 IS ARMOR

Anyone attacking you whose Combat is under 52 rolls at disadvantage. Henchmen sit at 40. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 77

2d8 damage, a point-blank shot from wherever he just wasn't. ↑ +2 DAMAGE

BLINK 2 ENERGY · 30 FT

Vanish and reappear up to 30 ft away; walls, cages and grabs don't matter. ↑ +30 FT

SUPER-STAT PASSIVE

+10 Will, already counted in the box above. The bonus does not unlock Immovable or Bottomless. ↑ +5 TO THAT STAT

COSTUME

GRUDGE

a debt someone else signed his name to

STANDING ON THE STREET

Wanted in three districts

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

1

ROLL WITH THE PUNCH

Spend up to 3 Energy and reduce the damage by that much. Your call, after you see it.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 2 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

8+ knocked prone, add 4. 12+ through the wall, add 8. Check once — no escalating.

5

APPLY IT

Straight to HP. If HP falls to 21 or less, roll d100 under the damage or you're out.

Fly back is checked once. One hit, one check — the extra 4 or 8 never triggers another. **The KO roll is on the damage taken.** At 21 HP or less, roll d100 under it or you are out cold.

HP

/ 42

At 21 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 47

Blast 3 · Blink 2 · Second action 5 · Second Wind +20. Refills between fights.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

SCORES

What you took, who lost it, and what it cost them.

HEAT

Who is looking for you, and how close they got.



CAPES VS CLOAKS LITE · ISSUE #1
SCAN TO BUILD YOUR OWN

APPROVED BY THE CODE

THE CHAIRMAN

a.k.a. Aurelio Vance

CLOAK

LEVEL 2 · UNREGISTERED

CHARACTER PORTRAIT

60

COMBAT

Roll under 60 to hit

60

BRAWN

Immovable — 8+ cannot hurl you

35

REFLEX

Initiative 2d10+35

35

WILL

Second wind: 20 back

REFLEX 35 IS ARMOR

Anyone attacking you whose Combat is under 35 rolls at disadvantage. Say so out loud when it applies — the GM won't always catch it.

BLAST 3 ENERGY · 50 FT · ROLL UNDER 60

2d8+2 damage, a shoulder-mounted demolition charge. † +2 DAMAGE · TAKEN ×1

FORCE FIELD 4 ENERGY · ACTION

Raise a 10-point buffer that soaks damage before your HP. It collapses at 0, it absorbs the 2-point minimum, and it does not stop Fly Back. † +1 SOAK

INVULNERABILITY PASSIVE · ALWAYS ON

Reduce every hit by 2. † SHRUG OFF 1 MORE

You can never Roll With the Punch. Ignore that rule on this character.

COSTUME

A charcoal suit over a field harness that costs more than the building

CAUSE

a skyline with his name on it, and a city that will thank him in thirty years

STANDING ON THE STREET

WHEN YOU'RE HIT — RESOLVE LEFT TO RIGHT

PHANTASM SKIPS ALL OF IT: 2D8 STRAIGHT TO HP, NO FLY BACK

1

SUBTRACT 2

Invulnerability, automatic. You do not get Roll With the Punch instead.

2

SUBTRACT TOUGHNESS

2 per Level the attacker is below you. You are Level 2 — ask the GM what they are.

3

FLOOR AT 2

A hit that lands never deals less than 2. This number is the damage.

4

FLY BACK?

Immovable: 8+ does nothing to you. Only 12+ hurls you — prone, add 4, and never through the wall.

5

APPLY IT

Field first, then HP. If HP falls to 32 or less, roll d100 under the damage or you're out.

Fly back happens even at full field. You take nothing and still go through the wall. The KO roll doesn't. If the field ate it, your HP never moved.

HP

/ 65

At 32 or less, every hit means a d100 knockout check. Back to full after a night's rest.

ENERGY

/ 40

Blast 3 · Force Field 4 · Second action 5 · Second Wind +20. Refills between fights.

FORCE FIELD — 10 SOAK



Pencil. Erase and re-raise for 4 Energy.

YOUR TURN

Move 30 ft and take one action: use a power, attack, or restrain a downed foe. A punch is 1d6 and free. Spend 5 Energy for a second action, once per round.

DODGING & GRABS

Dodge costs your whole action: every attack on you is at disadvantage until your next turn. Grabs roll under Combat; while you hold on, neither of you moves.

DOWN, NOT DEAD

At 0 HP you are incapacitated. Nobody dies unless you decide it. Restraining a downed foe is an action — that is the capture, and captures make the news.

SCORES

What you took, who lost it, and what it cost them.

HEAT

Who is looking for you, and how close they got.



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SCAN TO BUILD YOUR OWN

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