CAPER

A One Shot Role Playing Game

In Caper you play a lesser super powered villain, preparing to pull off a big score, while avoiding the watchful eye of the Capes: a team of nigh unstoppable super powered heroes.

Before Starting:

You will need to setup two JENGA towers, far away enough from each other that if one falls then the other is unaffected.

One JENGA tower is the ALARM tower. The other is the CAPES tower.

Character Creation:

To create your villain, you require:

1. A Superpower – You should pitch ideas to your Game Master
   a. Your superpower has one definite caveat: You need to activate it, and it can only last for a short period of time.
2. A Villainous Identity – This includes your signature name and appearance
3. A Disguise – This is the identity you will attempt to keep during the heist

Performing the Job

Whenever you perform an action that could alert security or the police to your thievery, you must pull a brick from the ALARM tower.
If the task you are attempting is particularly difficult, then the GM might ask you to pull multiple bricks from the ALARM tower.
You can at any time stop pulling a brick, which causes you to abandon your action.
If the tower falls, then security and police are alerted to your presence, and will attempt to foil you.

Using Your Super Power

Whenever you attempt to use your superpower, you must pull a brick from the CAPES tower.
If you are particularly ambitious in your Super Power usage, the GM might ask you to pull multiple bricks from the CAPES tower.
You can at any time stop pulling a brick, which causes you to abandon your action.
If the tower falls, then a member of the capes is alerted to the use of a super power and will investigate the area.

The Capes:

The Capes are the strongest Super Powered Individuals that have ever lived. Each member routinely stops bank robberies, foils super villains, and occasionally prevents the apocalypse.

Super Villains all over the world offer the same piece of advice when encountering one of the Capes.

RUN.