CAPE & BUREAU RPG

THE WORLD IS IN PERIL. The Bureau of Civic Protection maintains an elite team of metahumans for just such an event. Can you save the world before it's too late?
REQUIREMENTS: 2-6 people, 2-3 hours, some d6s and a d10
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INSPIRATION: John Harper's Lasers and Feelings, onesevendesign.com/lasers_and_feelings_rpg.pdf
THANKS: Graham Starfelt, Auden Reiter, and rednightmare
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MORE INFO: For character sheets and more information, visit brianshourd.com/cape

SETUP

PLAYERS: CREATE YOUR SUPERHEROES

For each of the following **Attributes**, pick one from the list (or make one up) and mark it on your character sheet. Under **Max Dice**, write 5. Come up with a **Name** and **Backstory**. Lastly, draw an **Emblem** for your character on your sheet.
POWER: Flight, Magic, Speed, Psionics, Gadgets, Strength, Acrobatics, Shapeshifting
STYLE: Controller, Defender, Sneaker, Brawler, Thinker, Blaster, Leader, Healer
ORIGIN: Alien, Mutant, Demigod, Mystical, Survivor, Construct, Paranormal, Super-science
MOTIVATION: Freedom, Revenge, Religion, Fortune, Justice, Glory, Love, or create your own

GM: CREATE A SUPERHERO ADVENTURE

Roll randomly or choose from the options below. Come up with an opening scene and mission briefing to throw at the players. Don't tell them everything, just enough to get them started.
A THREAT... 1. Electrometus: Mage of Magnetism, 2. The Ancients of Um'tach, 3. Northern Bear Tamers, 4. Alien Brain Worms, 5. The Mole People, 6. Berserk Robots
WANTS TO... 1. Blow up, 2. Bond with, 3. Steal / Capture, 4. Pacify / Occupy, 5. Protect / Empower, 6. Build / Synthesize
THE... 1. World's Satellites, 2. Doomsday Machine, 3. Alien Artifact, 4. Ancient Ruin, 5. Bureau HQ, 6. President
WHICH WILL... 1. Start a war, 2. Reverse time, 3. Make them rich, 4. Enslave humanity, 5. Destroy the world, 6. Destroy the Bureau

PLAY

CONSEQUENCES

A **Consequence** is a thing that happens to your character that makes life harder. They could be running out of willpower, bleeding, tired, or losing their sanity.
When your character gets a consequence, mark a consequence box on your character sheet, and write down a short description of the consequence. **Your maximum dice pool size (Max Dice) is reduced by one for each consequence you have**.
Your character can only take five consequences before they are out of action. They might be dead, unconscious, or they may simply have given up. If every character reaches five consequences, the team is helpless, and they fail whatever their current objective was.
If it makes sense, characters can sometimes remove consequences. This may require a roll (if e.g. someone has the Healer style), or it may not, depending on the story and the consequence.

ROLLING THE DICE

Whenever your character tries to do something and there is both a reasonable and interesting chance of failure, roll some dice. Describe your action and your goals in a cinematic and vivid way.
For each **Attribute** (Power, Style, Origin, Motivation), if your description explains some way that attribute helps to accomplish the action, you get to add a six-sided die (d6) to your dice pool. In addition, if your description was exceptionally vivid, cinematic, or cool, you get to add another d6 to your dice pool. You never roll more d6s than than your **Max Dice** number.

CLASSIFIED INFORMATION

CLASSIFIED INFORMATION: In addition to the d6s in your dice pool, you always get to roll the **Insight die**, a 10-sided die. If the Insight die matches a d6 in your dice pool, you learn some classified information. Ask the GM a question and they'll answer you honestly. Examples: What are they really feeling? Who's behind this? How could I get them to do X? What's really going on here? This is the only thing that the Insight die is used for - it does not count towards the number of successes, nor does it count for **Max Dice**.
INTERPRETING RESULTS: Each d6 that rolls a 5 or 6 succeeds.
0: If none of your d6s succeed, it goes wrong. Explain what went wrong, and give your character a Consequence.
1: If one succeeds, the GM inflicts a complication or cost.
2: If two succeed, you do it well. Good job!
3+: If three or more succeed, the GM grants some extra effect.
HELPING: If you want to help someone else who's rolling, explain how and make a roll. If you succeed, give them an extra d6, but remember that they can never roll more than their **Max Dice**.

GM: RUN THE GAME

Play to find out how the team defeats the threat. Uncover the truth as the game continues - keep the players guessing.
Each roll represents a large action or set of actions. Combats take only 1-2 rolls per player. Use failures to push the action forward. The situation always changes after a roll, for good or ill. Encourage players to be vivid in their descriptions - they should get the description d6 on every roll. This isn't cheating, this is by design.
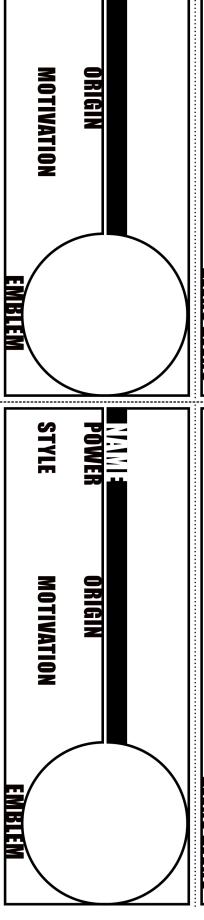
EXAMPLE

Bruce is playing Catboy (Power: Gadgets, Style: Sneaker, Origin: Survivor, Motivation: Justice), who has been sent by the Bureau on a mission to spy on a drug deal between two rival gangs. Bruce says:
"I try to stay up high in the rafters, sneaking about and staying in the dark. Like a shadow, I glide silently from beam to beam, so quickly that anyone glancing up would only see a glimmer of night. I know that this information is of paramount importance if the Bureau is to take down the Quinn gang, so I stay extra careful."
This description clarifies that Catboy is using his style as a Sneaker and his motivation for Justice for this action. In addition, the description was vivid and exciting, so Bruce gets to roll 3 d6s (plus the Insight die). Right now, Catboy has one consequence, and so his Max Dice is 4. This means that Bruce gets to roll all 3 dice. He rolls 4, 4, and 2 on the d6s, and a 5 on the Insight die. That means he failed in his action, and he also doesn't learn any classified information. Bruce describes the failure, and how it moves the action forward in the game:
"Just as I get close enough to hear the deal, I see Jonny Quinn reach into his coat. While I'm focusing on Jonny, I ignore the dust on the rafter, and some falls down onto the other men. One of them looks up. He shouts to his men that the Cat is here, and they start firing up into the rafters. I drop down behind the van, to keep out of their line of fire, but I can't help kicking myself for ruining this chance."
Bruce takes the consequence "Self-doubts and second-guesses" and reduces his max dice pool size by one to three. Which is bad, since now all of the bad guys are coming after him.

Character Card

NAME

POWER   **ORIGIN**

MOTIVATION

STYLE

EMBLEM

Character Card

NAME

POWER   **ORIGIN**

MOTIVATION

STYLE

EMBLEM

BACKGROUND

MAX DICE

CONSEQUENCES ☐ ☐ ☐ ☐ ☐

Character Card

NAME

POWER   **ORIGIN**

MOTIVATION

STYLE

EMBLEM

Character Card

NAME

POWER   **ORIGIN**

MOTIVATION

STYLE

EMBLEM

BACKGROUND

MAX DICE

CONSEQUENCES ☐ ☐ ☐ ☐ ☐

CHEAT SHEET

Rolling the Dice:
1. Describe the action, vividly and cinematically.
2. For each Attribute (Power, Style, Origin, and Motivation) that you are using, +1d6.
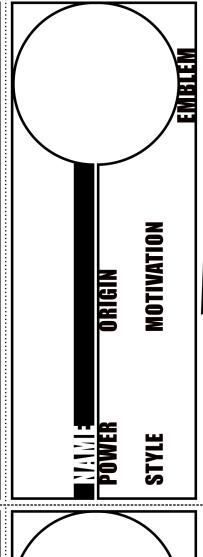3. If your description was vivid and cool, +1d6.
4. You can't roll more d6s than your Max Dice.
5. Roll your d6s and the Insight die, a d10.
6. If the Insight die matches one of your d6s, you learn some classified info.
7. For each d6 that rolled a 5 or 6, you get a success. Count your successes.
8. You and the GM describe the results.

Classified Info: Ask the GM a question and they'll answer honestly. Examples: What are they really feeling? Who's behind this? How could I get them to do X? What's the best way to do Y?
Results: How many successes?
0: Fail. Take a Consequence. **1:** Succeed at a cost.
2: Succeed. **3:** Succeed with extra effects.
Helping: Say how you try to help and make a roll. If you succeed, give them +1d6.
Consequences: Check a box, write a description, and reduce Max Dice by 1. If you have 5 Consequences then you are out of action.