

# CAPE & BUREAU

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**REQUIREMENTS:** 2-5 people, 2-3 hours, some dice  
**INSPIRATION:** John Harper's Lasers and Feelings: [onesevendesign.com/lasers\\_and\\_feelings\\_rpg.pdf](http://onesevendesign.com/lasers_and_feelings_rpg.pdf), Fraser Ronald's Nefertiti Overdrive: [swordsedge.ca](http://swordsedge.ca)  
**THANKS:** Graham Starfelt, Auden Reiter, and rednightmare  
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**MORE INFO:** For character sheets, examples, and more, visit [brianshourd.com/cape](http://brianshourd.com/cape)

**THE WORLD IS IN PERIL.** The Bureau of Civic Protection maintains an elite team of highly-trained metahumans for just such an event. All hope rests on this unit of overpowered federal goons in capes. Are they heroes, agents, or something else?

## SETUP

### PLAYERS: CREATE YOUR CHARACTERS

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**, and draw an **Emblem** for your character. Pro tip: it can be really fun to choose randomly.

**POWER:** Energy, Magic, Speed, Psionics, Gadgets, Strength, Acrobatics, Shapeshifting

**STYLE:** Controller, Berserker, Defender, Sneaker, Brawler, Thinker, Blaster, Leader

**ORIGIN:** Alien, Mutant, Demigod, Mystical, Survivor, Construct, Paranormal, Super-science

**MOTIVATION:** Freedom, Revenge, Religion, Fortune, Justice, Glory, Love, or create your own

### GM: CREATE AN ADVENTURE

Roll randomly or choose from the options below. Invent an opening scene and mission briefing to throw at the players. Don't reveal everything, just enough to get 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 THE GAME

### CONSEQUENCES

A **Consequence** is some kind of stress that happens to your character and makes life harder. Examples: running out of willpower, bleeding, tired, losing their sanity.

When your character gets a consequence, mark a consequence box on your character sheet, and write down a short description. **Max Dice is reduced by one for each consequence you take.**

Your character can only take five consequences before they are out of action. 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 or may not require a roll 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, the GM will ask for a roll.

Describe your action in a vivid, cinematic manner. For each **Attribute** (Power, Style, Origin, Motivation), if your description explains how the attribute helps to accomplish the action, you get to add a 6-sided **Action die** to your dice pool. In addition, if your description was exceptionally awe-inspiring, add another Action die to the pool.

You never roll more Action dice than your **Max Dice** number.

**CLASSIFIED INFORMATION:** In addition to the Action dice, you always get to roll the 10-sided **Insight die**. If the Insight die matches one or more Action dice, you learn

some classified information. Ask the GM a question and they'll answer you honestly. This may represent an insight you just had, or a transmission from HQ, etc.

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 Action die that rolls a 5 or a 6 succeeds.

**0:** If no dice succeed, badness ensues. 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, everything goes exactly as you wanted.

**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. A roll always moves the action forward, changing the situation in a big way - even when the roll fails. Encourage players to be vivid in their descriptions. If they are doing it right, they should get the description die on every roll.