

PLAYERS

Power Flight, Magic, Speed, Psionics, Gadgets, Strength, Acrobatics, Shapeshifting

Style Brawler, Leader, Healer, Controller, Thinker, Defender, Blaster, Sneaker

Origin Alien, Paranormal, Super-science, Mystical, Survivor, Construct, Mutant, Demigod

Motivation Freedom, Love, Revenge, Justice, Religion, Glory, Fortune, or create your own

Choose one from each of the categories below to create your character. Write them on a notecard or character sheet.

Number Choose a number, from 2 to 5. A high number means your character is a **cowl**, and good at: detective work, calm rationality, plots and plans (think Batman). A low number means your character is a **cape**, and good at: intuition, diplomacy, wild and passionate action (think Superman).

Name Choose an awesome name for your character.

Emblem Draw an emblem to fit your character's name and powers.

Create the Team Collaboratively, choose one item from each of the following categories to create the superhero team for your characters.

Boon Tight-knit, Well Funded, Good Press, Government-backed

Bane Outlawed, Underfunded, Infighting, Bad Reputation

Team Name Pick a name for your team so that evildoers know whom to curse when they are foiled.

SETUP

Create the Threat In secret, the GM should choose one (or roll randomly) from each of the categories below to create the threat. Don't tell the players yet, let it come out during play. While they establish their team, prepare an action-packed opening scene.

A threat... The Ancient Society of Um'tach, Berserk Robots, Alien Brain Worms, The Northern Bear Tamers, Electrometus; Mage of Magnetism, The Mole People

Wants to... Blow up, Bond with, Steal / Capture, Pacify / Occupy, Protect / Empower, Build / Synthesize

The... Doomsday Machine, President, Alien Artifact, World's Satellites, Ancient Ruin, Team's Base

Which will... Start a war, Reverse time, Make them rich, Enslave humanity, Destroy the world, Destroy the heroes

GM

Created By

Brian Shourd
brianshourd.com
brian.shourd@gmail.com

Based On

Lasers and Feelings
by John Harper
[onesevendesign.com/
lasers_and_feelings_rpg.pdf](http://onesevendesign.com/lasers_and_feelings_rpg.pdf)

Thanks

Graham Starfelt, Auden Reiter, and rednightmare

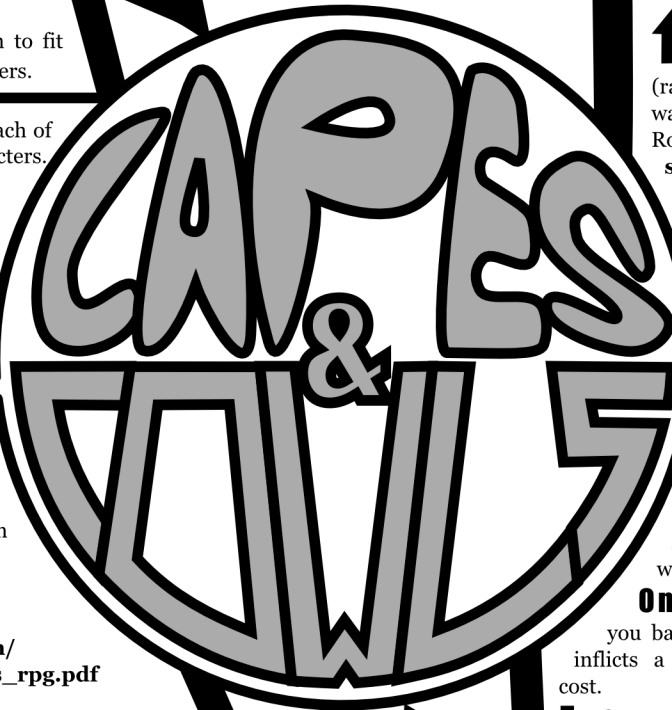
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Scan the code or visit brianshourd.com/capes for more exposition on the rules and to download character sheets.

THE WORLD IS IN PERIL WHO WILL SAVE IT?



RPG

ABOUT

ROLLING THE DICE

Whenever your character tries to do something risky, roll 1d6 to find out how it goes. Roll +1d if you're prepared and +1d if you're an expert. The GM tells you how many dice to roll, based on your character's power, style, origin, and the situation. The GM also has final say on whether you are acting as a **cape** or as a **cowl**. Roll your dice and compare each die result to your number.

A convenient shortcut is to ask "Is this something that Batman (resp. Superman) would do?" Ex: A villain has hostages and has demanded that the heroes come to the abandoned courthouse at 9:00. If you cowl that it is a trap and prepare an elaborate counter-trap, that's a cowl action. Is there an alternative action that is more cape-y?

↑ Cape (Roll High)

If you're using your **cape** (rapport, passion, intuition), you want to roll **over** your number. Rolling over your number is a **success**.

↓ Cowl (Roll Low)

If you're using your **cowl** (plans, reason, detecting), you want to roll **under** your number. Rolling under your number is a **success**.

Helping If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them +1d.

PLAY

Zero If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.

One If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.

Two If two dice succeed, you do it well. Good job!

Three If three dice succeed, you get a critical success! The GM tells you some extra effect you get.

Flash of Insight If you roll your number exactly, you have a **flash of insight**. You get to ask the GM a question and they'll answer you honestly. Examples: What are they really feeling? Who's behind this? What should I be looking out for? What's the best way to do Y? What's really going on?

Play to find out how the heroes defeat the threat. Introduce the threat by showing evidence of its recent badness. Before someone does something to the characters, show signs that it's about to happen, then ask them what they do. "Electrometus raises his hands, crackling with electricity. What do you do?" "Daneela pours you some Um'tach whiskey and slips her arm around your waist. What do you do?"

Let the heroes use their team's boon to their advantage, and introduce complications because of their bane.

Call for a roll when the situation is uncertain. Failures push the action forward. The situation always changes after a roll, for good or ill.

Ask players questions and build on the answers. "Has anyone encountered a Bear Tamer before? Where? What happened?"

DICE RESULTS

GM

POWER

STYLE

ORIGIN

EMBLEM

NAME

POWER

STYLE

ORIGIN

EMBLEM

NAME

CHEAT SHEET

Rolling the Dice: When you try something risky, roll 1d6 to find out how it goes. Roll +1d if you're prepared and +1d if you're an expert. The GM tells you how many dice to roll based on your character traits, your action, and the situation. Roll and compare each die result to your number.

Cape (roll high): If you're using your cape (rapport, passion, intuition), every roll **over** your number is a **success**.

Cowl (roll low): If you're using your cowl (reason, plans, detecting), every roll **under** your number is a **success**.

Flash of Insight: If you roll your number exactly, you have a flash of insight. Ask the GM a question and they'll answer honestly. Examples: What are they really feeling? Who's behind this? You may change your action and reroll the die.

Results: How many successes did you get? The GM will introduce complications or extra effects.

0: Fail. Things get worse. **1:** Succeed at a cost. **2:** Succeed. **3:** Succeed with extra effects.

Helping: If you want to help someone else with their roll, say how you try to help and make a roll. If you succeed, give them +1d.

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ORIGIN

EMBLEM

TEAM NAME

NUMBER

MOTIVATION

BANE

NOTES

BOON

TEAM

BACKGROUND

NAME

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BOON

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BACKGROUND

Instructions

The complete PDF is a three page PDF that contains

1. The single sheet of rules
2. Special bifold character sheets
3. These instructions

You'll probably want to print out one copy of the first page, 2-3 copies of the second page, and you probably won't want to print the fourth page at all.

For convenience, you can just download the rules and/or the character sheets as single-page-pdfs at brianshourd.com/capes.

Special Bifold Character Sheets

A couple of things that I find difficult in one-shot games (games like this one are best played as a single session or two, as opposed to a long-running campaign) are

1. Understanding the other players' characters
2. Remembering the essential rules

This character sheet is designed to help with that. There are two character sheets on a page, so first cut the page in half. Now each character sheet has some dotted lines. Fold on these dotted lines to get something that looks like this:



A picture of the folded character sheet

Hooray! This acts kind of like a mini GM screen for all the players. It displays relevant information to the other players (like your name, emblem, and powers), but keeps personal information to yourself (like your number, motivation, and other notes). It also has a handy-dandy cheat sheet of rules on the back of the fold, so you can remember how many dice to roll and how to interpret them.