

CAPE & BUREAU

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BASED ON: 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

THE WORLD IS IN PERIL. The Bureau of Civic Protection maintains an elite team of metahumans for just such an event. Your team. Can you save the world before it's too late?

SETUP

PLAYERS: CREATE YOUR SUPERHERO

For each of the following characteristics, pick one from the list and mark it on your character sheet. When you are done, fill in some details in order to have a complete character with a backstory, personality, goals, a theme, etc.

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

NAME: Pick a superhero name, your Bureau moniker.

NUMBER: Choose a number, from 2 to 5. A low number means you act like a cape, and are good at: intuition, diplomacy, wild and passionate action. A high number means you act like an agent, and are good at: detective work, calm rationality, plots and plans.

EMBLEM: Something that fits your name and powers. Draw it on your character sheet.

PLAYERS: CREATE THE TEAM

Once everyone has created their character, collaboratively create your superhero team. Choose a name, a bane, and a boon.

TEAM NAME: What name shall evildoers curse when their plans are foiled?

BANE: Outlawed, Infighting, Underfunded, Bad Reputation

BOON: Bureau Favorites, Good Press, Well Funded, Tight-knit

GM: CREATE A SUPERHERO ADVENTURE

Roll randomly or choose from the options below. While the players create the team, come up with an opening scene and mission briefing to throw at them. Remember, 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 THE GAME

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, your action, and the situation. The GM also has final say on whether you are acting like a cape or an agent. Roll your dice and compare each die result to your number.

 **AGENT (ROLL LOW):** If you're acting like an agent (plans, reason, detecting), you want to roll under your number. Rolling under your number is a success.

 **CAPE (ROLL HIGH):** If you're acting like a cape (intuition, rapport, passion), you want to roll over your number. Rolling over your number is a success.

CLASSIFIED INFORMATION: If one or more dice roll exactly your number, you learn some classified information. Ask the GM a question and they'll answer you honestly. Reroll those dice until they roll successes or failures. Examples: What are they really feeling? Who's behind this? How could I get them to do X? What's really going on here?

INTERPRETING RESULTS

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

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

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

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

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.

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. Before a threat 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?" "The brain worm is poised on Agent Ida's shoulder. What do you do?" Let the players use their team's boon to their advantage sometimes. Introduce complications because of their bane. Call for a roll when the situation is uncertain. Don't pre-plan outcomes, and use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. "Have any of you encountered a Bear Tamer before? Where? What happened?"