

# 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

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## 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

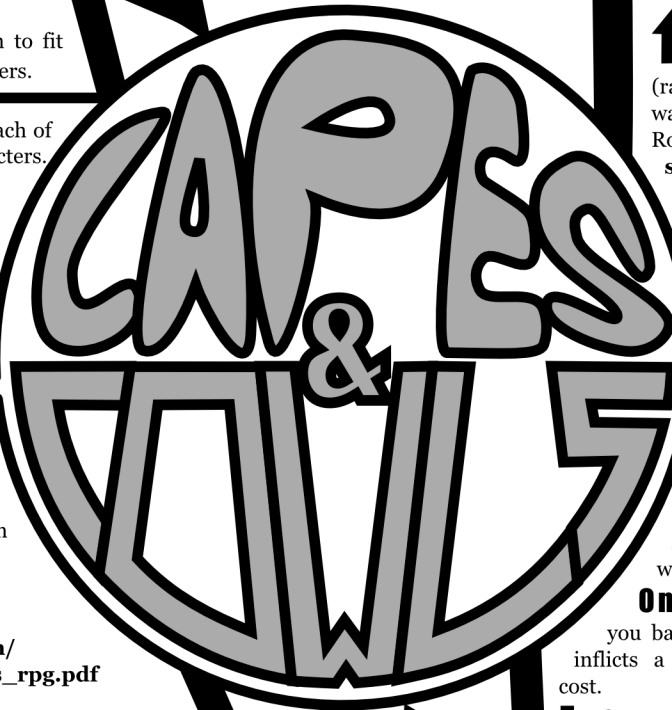
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# THE WORLD IS IN PERIL WHO WILL SAVE IT?



# 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