

Paradigm Concepts Presents

ROTTED CAPIES SECOND BITE

PRESS PITCH

When the world ended. The A-List heroes, the icons, the legends, the capes who filled splash pages and blockbuster battles, fell first. They're gone. All that is left are the forgotten: the street-level heroes, the sidekicks, the has-beens, the B-listers. They're now the only thing standing between the last enclaves of humanity and the endless hunger of the dead.

Rotted Capes, Second Bite is a tabletop RPG of superhero survival horror. Built on the new **Uncanny System**, it blends familiar d20 mechanics with cinematic, narrative-driven play. It's a game of desperate battles, hard choices, and unlikely heroes, where powers are flexible, combat is fast and dangerous, and survival means more than just smashing zombies. You'll fight for resources, protect your enclave, and wrestle with the same question every hero faces: *What do you stand for when the world has already fallen?*

This Second Edition is more than a rules update; it's a full rebuild. We have streamlined character creation and advancement, swapped skill lists for narrative Skill Sets, introduced Power Tricks to push creativity, and made the Enclave a living part of the story. Rotted Capes: Second Bite is slicker, meaner, and more cinematic, giving Editors and players the tools to tell bigger, bolder stories in a world that refuses to stay dead.