

Paradigm Concepts Presents **ROTTED** **CAPIES** **SECOND BITE**

FEATURES AND HOOKS

- **The Uncanny System:** A streamlined d20 engine built for cinematic play. Familiar enough for 5E players to jump in, but rebuilt to focus on fast, reactive, and story-driven superhero action.
- **Stamina & Wounds, Not Hit Points:** Every fight feels dangerous. Armor reduces damage, defenses replace AC, and survival feels gritty without losing the heroic splash-page moments.
- **Skill Sets Replace Skills:** No more lists of +5 modifiers. Instead, broad narrative-driven Skill Sets (“Ex-Law Enforcement,” “Garage Engineer”) give players creative freedom while keeping rules quick and intuitive.
- **Power Tricks & Stunts:** Heroes push their powers in new, comic-book ways: freezing lakes, boiling pipes into geysers, or bending light into illusions. Pull it off once, and it’s a stunt. Master it, and it becomes part of your power suite.
- **Hero Creation Your Way:** Each step of creation is siloed for clarity, with multiple build paths. Use quick-start arrays for fast play, dive into modular Power Sets for flexibility, or go deep with detailed point buy. Get as nuts-and-bolts as you want, or jump straight into the action.
- **Hero Advancement that Tells a Story:** Every “Issue” (session) heroes grow, with feats, features, or boosts, guided by Rank Caps that keep power balanced while highlighting narrative tiers from plucky B-Listers to looming A-Listers.
- **The Living Enclave:** Survival isn’t just about you. Cohesion, Resources, and Security define your home base, and buildable Facilities (Radio Room, Medical Bay, Tactical Room) make your enclave part of the ongoing story.
- **Threats Beyond Zombies:** From rival survivor gangs and tech-gone-wrong to Abominations and Super-Zs, the world is filled with challenges that test more than combat stats.

These changes aren’t tweaks: they’re reinventions. In “**From the Desk of the StatMonkey**”, lead designer Pedro Barrenechea breaks down *why* these choices were made: cutting loose old mechanics, doubling down on cinematic play, and reimagining what superhero survival horror could be.