

Paradigm Concepts Presents

ROTTED CAPES SECOND BITE

THE WORLD OF ROTTED CAPES

The world of *Rotted Capes* takes place in a world of superheroes just a few years after **Z-Day** when everything changed. The A-Listers, the titans who once kept the world safe, were the first to fall. Some died defending humanity. Others became something worse: **Super-Zombies**, apex predators who hunger not only for the flesh of the living, but for power. Now the world is broken, with scattered enclaves of survivors clinging to life in the ruins of cities once guarded by these A-list legends.

Z-DAY: THE FALL OF HEROES

No one knows the true cause of Z-Day. Was it a virus, a magical ritual gone wrong, alien interference, a villain's doomsday weapon? The truth is hidden, but its effects are everywhere. The dead rise as the living fall. The greatest heroes the world ever knew are gone or worse, twisted into horrors that stalk the night.

A-LISTERS AND B-LISTERS

In the "Glory Days," the A-Listers were icons: paragons of hope, power, and justice. However, they died in the opening salvos of Z-Day leaving only the **B-Listers** behind. These were the sidekicks, the second-stringers, the underdogs. Now, the world looks to them. In *Rotted Capes: Second Bite*, you play one of these B-Listers, these imperfect heroes who survived when the gods fell. To survivors, you're the only heroes left.

PARADIGM CITY: THE DEFAULT SETTING

The default setting city is **Paradigm City**, a Midwestern metropolis once known as the "Hub of America." It had a rich history of heroes and villains, from the Sentinel and Lady Liberty to

Gearjack and Titan. Now it lies in ruins, overrun with zombies and haunted by corrupted legends. Players can use Paradigm City as their stage, or set their series anywhere: the crumbling skyscrapers of New York, the backroads of rural America, the silent city of Miami, or even the player's hometown.

SURVIVAL IN THE ENCLAVE

Heroes don't just fight zombies; they protect their people. Survivors gather in **Enclaves**, fragile communities that balance cohesion, resources, and security. Every decision the heroes make shapes these living settlements: will they thrive, or collapse under fear, hunger, and raids? Facilities like Radio Rooms, Medical Bays, or Workshops give your heroes new tools and story hooks, but only if you can scavenge, protect, and rebuild.

THREATS BEYOND THE DEAD

Zombies are only the beginning. The world teems with dangers:

- **Super-Zombies:** former A-Listers, now apex predators, intelligent and terrifying.
- **Abominations:** twisted mutations that grew monstrous instead of dying.
- **Survivors:** desperate, ruthless humans willing to kill for resources.
- **Tech & Weird Science:** corrupted AI, rogue robots, and failed experiments unleashed in the chaos.

In *Rotted Capes: Second Bite*, the apocalypse isn't just about zombies; it's about a **world filled with threats that never give you time to breathe.**

TONE: FOUR-COLOR HORROR

The game blends comic-book heroics with post-apocalyptic horror. It's equal parts splash-page action and desperate survival. In every Issue, heroes face not only hordes of undead but the human dramas of survival: rationing food, protecting their enclave, and deciding how much they're willing to sacrifice.

Rotted Capes: Second Bite asks the question:

What does it mean to be a hero when the world has already ended?