

### Personality Flaws:

When triggered, cause you trouble but earn 1 Plot Point if you play them out. Once per scene max.

### Tagline:

Your signature phrase; if you drop it with perfect timing, earn a Plot Point.

### Ability Scores

Roll 1d20 + your Score Bonus when an action calls for that Ability. When making a Save, roll 1d20 + Save Bonus vs a target number set by your Editor-in-Chief. For description of each ability score see reverse side.

### Skill Sets and Edges

When the Editor-in-Chief issues you a challenge, check your Skill Sets. If you can justify how to apply it, propose pairing it with the appropriate Ability Score. If the Editor-in-Chief agrees, roll 1d20 + your Score Bonus + Rank Bonus (or Edge Bonus if you're using an Edge).

### Defenses, Stamina & Wounds

Attacks are rolled against your defenses.

**Avoidance** – Dodging and evasion.

**Fortitude** – Endurance and resisting harm.

**Discipline** – Mental strength and willpower.

**Damage Resistance** reduces Stamina Damage against the listed type of damage.

**Stamina** – Your ability to stay in the fight.

**Wounds** – How much many major injuries you can take.

### Attacks

**Attack Roll** – 1d20 + attack bonus vs one of the above defenses.

**On a Hit** – Roll damage, apply modifiers, subtract any Damage Resistance, then apply to Stamina, if you deal more damage than the targets Fortitude Defense you also deal a Wound of damage.

**Critical Hits** – On a natural 20, deal 1 Wound and roll damage dice twice and add modifiers once. Rolling a unmodified 1 is a automatic miss. The Editor-in-Chief may introduce a complication, fumble, or twist.

**Burnout:** Track each use if it costs Burnout; when your total reaches your Burnout Threshold, you risk losing access to the power until you recover. Your Burnout decreases by your Rank Bonus for every turn you don't use a Power.

Any time you start your turn with a total Burnout above your Burnout Threshold, you must make a Burnout check by rolling a d20. You must succeed or find that you can't use any of your power's burnout value for the remainder of the scene.

Burnout is reduced to zero at the end of a scene.

### Powers

These are your hero's Powers, if called to make a Power Check rolls: 1d20 + Power Score Bonus + the Power's keyed Ability Score.

See page 5 of these rules overview for a quick overview on how to read a Power. For full Power descriptions see your hero packet.

Want to try to use your powers in a different way? Check "Power Stunts" on page 5.

### Gear

List weapons, armor, gadgets, and survival gear. Note effects, bonuses, and any conditions for use.

**Super Hero Name & Identity** (If its secret its up to you)  
**Origin** (Source of your powers)  
**Archetype** (How you use them)  
**Level and Rank.**

### Plot Points

Lets you do some cool stuff, you can use them to alter a scene (adding useful details, add to the story) see page 2 of this packet

### Pace

How far your hero can move on their turn, depending on the method of movement you have access to, see page 2 of this packet.

### Feats / Features

- **Feats** - chosen mechanical boosts.
- **Features** - benefits from Origin

### Weakness / Notes

Not every hero has one but weaknesses are special vulnerabilities, Playing into them can also earn you Plot Points.

## WHAT DICE DO I NEED?

A standard set of polyhedral dice, d4, d6, d8, d10, d12, and d20. We suggest that you have at least two d20 and a few of each of the others die.

## THE CORE MECHANIC

### d20 + Modifiers vs. DC.

Whenever your hero does something dramatic, firing a power blast, scavenging, sweet-talking a survivor: you roll a d20 and add modifiers. If the total meets or beats the Difficulty Class (DC), you succeed.

Modifiers come from Ability Scores, Skill Sets, Powers, gear, feats, or story conditions (like firing mid-fall).

The Editor-in-Chief sets a target number (referred to as a difficulty class or DC), either from a static value, a defense score, or another roll.

### Critical Success and Failure:

An unmodified 20 on a d20 is always a success; a unmodified 1 is always a failure, regardless of modifiers.

### Types of Rolls:

**Challenges (Ability Checks):** roll a d20 and add your Ability Modifier; if you have an applicable Skill Set, add your Rank Bonus; if you have an applicable Edge, add double your Rank Bonus.

**Power Checks:** Roll with your Power modifier + Ability Modifier + Rank Bonus.

**Attack Rolls:** See Combat

**Saving Throws:** Used to resist effects. Roll and add your applicable Ability Modifier + Grit.

## ADVANTAGE & DISADVANTAGE

When you are rolling with **Advantage** Roll two d20s, Keep the higher result. When rolling with **Disadvantage**: Roll two d20s, Keep the lower result.

You never roll more than 2d20 for advantage/disadvantage, If you have both Advantage and Disadvantage, they cancel out.

## PLOT POINT

Plot Point are your meta-currency for pulling off cinematic heroics, influencing the scene, or just not dying when it matters most.

You start each Issue with 1 Plot Point, You can only spend one Plot Point per roll, so make it count.

### SPEND A PLOT POINT TO:

- **Re-roll a failed check**, saving throw, or damage roll.
- **Survive death:** Unconscious at 1 Wound.
- **Aid:** them with your Plot Point, 1 per scene)
- **Ignore a Personality Flaw** when triggered.
- **Give the Editor-in-Chief Disadvantage** on any roll.
- **Break the Rules** with Editor-in-Chief approval.
- **Alter the Scene:** Introduce a helpful item, route, or an alteration to the environment.

### EARN more PLOT POINTS:

- **Playing your Personality Flaw** in a way that complicates the story.
- **Delivering your Tagline** at the perfect moment.
- **Suggesting a twist or complication** that makes things worse.
- **Being awesome.** Roleplay hard, take risks, steal scenes.

## ABILITY SCORES

Every hero has six core Ability Scores; each rated from 1–50. For most heroes, 10 is average, and 20 is the maximum a human can reach without superpowers or enhancements.

Score	What it Governs...
Strength	Raw power, lifting, melee combat
Dexterity	Reflexes, dodging, ranged attacks
Constitution	Endurance, resistance to damage
Intelligence	Reasoning, knowledge, problem-solving
Wisdom	Awareness, instinct, perception
Charisma	Presence, leadership, social strength

## PACE

Rotted Capes uses Areas instead of grid squares.

- **Your Pace:** Areas you can move per turn.
- **Dash:** spend your Action to move again.

### SPECIAL MOVEMENT

- Moving through Difficult Terrain, Climbing, and Swimming costs 2 Areas of Pace to move through 1 Area unless your Hero possesses a Special Movement ability that allows them to bypass the movement penalty.
- You may use special movement mode as designated by your pace. See character sheet for special movements types of your hero possesses it.

## COMBAT

### INITIATIVE

At the start of combat, everyone rolls 1d20 + Dexterity modifier. This sets your Initiative Order: highest to lowest. Each round, characters take turns in that order.

### ON YOUR TURN You can take:

- 1 Action (Attack, use a Power, etc.)
- 1 Move (up to your Pace)
- 1 Bonus Action (granted by Feat, Power, or Feature)
- Any number of Free Actions
- 1 Reaction/round, usually triggered on someone else's turn.

### MAKING AN ATTACK

Choose a target in range, Roll 1d20 + Modifiers (based on Power or Ability). Compare one of the target's Defenses:

If your result equals or exceeds the Defense, it's a hit!

### ACTIONS IN COMBAT

On your turn, you can take one Action: here are the most common actions:

- **Attack:** Make a weapon or power attack
- **Use a Power:** Activate a power or ability
- **Dash:** Move a second time (equal to your Pace)
- **Disengage:** Move without provoking Opportunity Attacks.
- **Aid:** Help an ally, giving them Advantage
- **Use Gear / Object:** Activate a device, open a door, grab something.
- **Take a Demanding Action:** See below.

### DEMANDING ACTIONS

Some Actions take such time and focus that they are designated a Demanding Action. If you take a Demanding Action on your turn, the effect does not happen until the start of your next turn.

- **During a Demanding Action:** you may only move only 1 Area and can't take Reactions. You must take any Bonus Actions before you start your Demanding Action.
- **If the action is Interruptible** and you take damage you must make a Constitution Saving throw (DC 10 or half the damage taken) if you Fail your action is disrupted; no effect, no Burnout spent.

### OPPORTUNITY ATTACKS

When a creature leaves your area without Disengaging, you can use your Reaction to make a melee attack against them.

You only get 1 Reaction per round. Feats and Powers may expand your options (e.g., ranged Opportunity Attacks or forced movement triggers).

### CRITICALS

Rolling an unmodified 20 on any attack roll is a Critical Hit, regardless of Defense. You roll double the damage dice, and the target takes 1 Wound. Rolling an unmodified 1 on any attack roll is a Critical Failure. The Editor-in-Chief may introduce a complication, fumble, or twist.

## DAMAGE

All attacks deal Stamina Damage. Temporary Stamina adds a short-term buffer on top of your current stamina.

A target suffers a Wound if they suffer a Critical Hit, and gains the Wounded condition. Of if they suffer more stamina damage then there Fortitude defense which is refereed to as Massive Damage. If you suffer Massive Damage while being hit by a critical you suffer 2 wounds.

Zombies don't have Stamina only Wounds, so you must deal Massive Damage or score a Critical Hit to deal damage to zombies.

### DAMAGE RESISTANCE

Refereed to as DR, Damage Resistance protects you against a listed damage type. Subtract Stamina damage by the DR value when applicable. Example: If you suffer 12 points of fire damage and have DR 10 (Fire) you suffer only 2 Stamina damage.

### Reaching 0 STAMINA or 0 WOUNDS

- **0 Stamina:** You drop Unconscious, you're helpless but not dead. You can't act or defend, but you may survive if no one finishes the job.
- **0 Wounds:** If you still have Stamina you're Incapacitated, still conscious, but overwhelmed by pain.
- If you're at 0 Wounds and 0 Stamina, you're dead, unless you spend a Plot Point to survive at 1 Wound, you are unconscious, or Accept a permanent Physical Flaw (Reducing your max Wounds by 1) or you can choose to go out in a blaze of glory (see below)

### GOING OUT IN A BLAZE OF GLORY

Sometimes... you don't get back up. But you can make it count.

When your hero hits 0 Wounds and 0 Stamina, you may choose to go out in a Blaze of Glory.

As your final act, you get: 1 Action, taken immediately, you score an automatic Critical Hit on any attack, gain Advantage on any Power Check... But no Plot Point can save you, your hero dies...

Make it loud. Make it count. Go out like a legend.

### KNOCK BACK

If you Crit or deal Massive Damage with a Kinetic attack, and you have Str 20+ or Enhanced Strength: You knock them Prone in your Area or send them flying 1 Area/10 damage dealt (min 1) if they hit a wall along the way? They take 1d6 Stamina for Area traveled where they land Prone, if they don't hit an object they can make a Dexterity Save vs damage suffered to stay standing.

## TRACKING AMMO

Ammunition is not tracked in Rotted Capes, instead the scene after any hero uses a firearm or an archaic ranged weapon they are required to make an Ammo Stress Test, the player rolls a d6, on a roll of 1 they are out of the kind of ammo that weapon used. In Rotted Capes there are 5 kinds of ammunition archaic, light, medium, heavy, and shells.

The hero remains out of that kind of ammo until they use an ammunition restock or otherwise have a chance to acquire a new stash of ammo.

## CONDITIONS

Conditions apply ongoing effects that represent a character's state: physical, mental, or environmental.

**They're built in two parts:**

**Core Condition:** The mechanical effect (below).

**Possible Tags:** Add flavor, source, severity, or special rules.

**Example:** Ongoing Damage (Engulfed – Acid, DR -2), Hidden (Undetectable – Visual)

### CONDITION LIST

- **Blinded:** You can't see. Auto-fail sight-based checks. Attacks vs. you = Advantage. Your attacks = Disadvantage. Tags: Partial (+/- 2 instead), Flash:Light
- **Charmed:** You can't target the charmer. They get Advantage on social rolls. Ends if they harm you or force a betrayal. Tags: Magical, Psionic, Emotional
- **Exhaustion:** Has 6 levels. Each level = penalty to Attack Rolls, Challenge Rolls, and Pace (min of 0, when you require a Dash to move 1 Area) equal to levels of Exhaustion, dead at the 6th level.
- **Frightened:** Disadvantage on checks/attacks while you see the source. Can't move toward it.
- **Grappled:** Pace = 0. No movement bonuses. Ends if grappler is Incapacitated or you break free.
- **Hidden:** Targets can't see you. You gain Advantage on attacks. They get Disadvantage to detect or target you. Ends if you attack or make noise.
- **Ongoing Damage:** Takes damage at start or end of your turn until ended. Use a save, power, or skill to stop it. Tags: Bleeding, Fire, Acid (DR -2), etc.
- **Prone:** On the ground. Disadvantage on melee attacks. Melee vs. you = Advantage. Spend half you Pace to stand.
- **Restrained:** Pace = 0. Disadvantage on Attacks & Dex saves. Attacks vs. you = Advantage.
- **Stunned:** Lesser: Disadvantage on all rolls. No reactions. Greater: Drop held items. Attacks vs. you = Advantage.
- **Unconscious:** Incapacitated. Drop everything. Auto-fail Avoidance & Willpower saves. Melee attacks = Crit.
- **Weakened:** -2 penalty to all rolls tied to a targeted stat (Ability, Power, or Defense). Negative modifiers apply as-is. Tags: Type (Poison, Psychic), Severity (-1 to -4 or halved stat).
- **Wounded:** penalty on Ability Checks, Challenging rolls, and Attack Rolls equal to the amount of Wound damage you have, you retain the Wounded condition until you regain all Wounds.

## HEALING & RECOVERY

Survival means knowing when to rest and when to push through.

**Scene:** Between scenes, Stamina is fully recovered, Burnout resets to 0, but Wounds remain until you receive care or take a Hiatus

**Hiatus:** Uninterrupted overnight rest, Recover all Stamina and reset Burnout to 0, Heal 1 Wound, or more with aid (Medicine, Powers, or Gear)

**Enclave Interludes:** These happen between adventures (called Issues), during an interlude you can recover Wounds, Stamina, work on improving the enclave, work on personal projects, build stuff.

## COMMON DIFFICULTY CLASSES (DCS)

When the Editor-in-Chief sets a Challenge, they assign a DC the number you need to hit or beat with your roll.

Here's a some assistance for setting (or recognizing) difficulty on the fly:

DC	Difficulty	Example
5	Trivial	Spotting a massive blood trail in daylight
10	Easy	Climbing a chain-link fence with no pressure
13	Routine	Convincing someone mildly unsure, leaping a gap
15	Challenging	Searching a room under stress, hitting a moving target
18	Difficult	Intimidating a gang leader, hacking a secured system
20+	Very Hard	Doing it fast, mid-combat, or while injured
25+	Extreme	Sniping in a hurricane, leaping a rooftop while on fire
30+	Legendary	Impossible for normal humans. Super-level feats only.



## HOW TO READ A POWER

If a power does not have a particular values listed it does not have that value

### <POWER NAME>

**Characteristics:** ⇐ Can be Continuous, Damaging, Interruptible, Melee, Ranged, Scene (see below)

**Primary Ability:** ⇐ Ability score your Power is keyed too

**Action:** ⇐ Type of Action required

**Attack:** ⇐ Attack type and Defense attacked

**Burnout:** ⇐ Burnout cost

**Effect:** ⇐ What your power does

#### Possible Characteristics:

- **Continuous:** This Power is continuous and does not require activation.
- **Damaging:** Powers with this characteristic deal your Power's base Power Die + the Power Score Modifier in damage as indicated by your power score.
- **Interruptible:** This use of this Power is considered an Interruptible action.
- **Ranged:** Any Power with this characteristic is utilize range. Unless a static number of areas is noted (with 0 being the same area), a ranged Power's range is equal to your Power Score Modifier (minimum of 2) in Areas. Also, unless otherwise noted, you must have a direct line of sight to your intended target.
- **Melee:** A Power with the Melee characteristic may only be used against targets in the same area.
- **Scene:** Once this Power is activated, it lasts until the end of the Scene. Powers with this duration may be shut off at the hero's discretion before the end of the scene as a Bonus Action on their turn.

## HOW TO READ A MANEUVER

If a power does not have a particular values listed it does not have that value

### <MANEUVER NAME>

**Requirements:** ⇐ Necessary to learn to perform the maneuver.

**Primary Ability:** ⇐ Ability Score your Power is keyed to

**Action:** ⇐ Type of Action required

**Attack:** ⇐ The Defense you are targeting with any modifiers to the attack roll.

**Range:** ⇐ Range of attack (melee or ranged) and, if ranged, the number of areas the attack can reach and the possible number of targets; you can attack targets beyond a stated range with Disadvantage up to a maximum range of double the maneuver's base range.

**Effect:** ⇐ What the maneuver does

## BASIC MANEUVERS

The following are basic maneuvers everyone can use.

### CHARGE

**Attack:** Avoidance

**Action:** Action

**Range:** Melee

**Effect:** Base, add your Strength base die to the damage dealt upon a successful hit. Your Avoidance is reduced by 2 until the beginning of your next turn.

### DISARM

**Attack:** Avoidance

**Action:** Action

**Range:** Melee

**Effect:** If successful, your target must make a Strength saving throw against a DC equal to your attack roll. On a failure, the target drops the item you aim to disarm.

**Special:** If your target holds the item with two hands or possesses the Enhanced Strength origin feature, they gain Advantage on their strength saving throw.

### GRAB

**Attack:** Avoidance

**Action:** Action

**Range:** Melee

**Effect:** The target of your grab must be no more than one size larger than you and within your reach. Using at least one free hand, if successful, the target is grabbed and cannot move; it can only attempt an escape, reverse, or attack you.

If your attack surpasses the target's Avoidance by 5 or more, the target is grappled and pinned instead (see below)

Once grabbed or grappled, the target remains so until you release it, your target escapes, or external forces move them out of the grab or grapple.

Additionally, you can use this maneuver as a reaction and attempt to catch a friendly creature, stopping its movement.

### GRAPPLING

The following grappling maneuvers require the target or the defender to be grappled or grabbed.

- **Escape (Action or Reaction):** To escape a grapple or break out of an opponent's grab, both you and your opponent must perform a face off, with the grappler utilizing strength and the one attempting to escape being able to use either Strength or Dexterity, with both being able to apply a skill set if applicable.

- **Pin (Action):** To Pin your opponent, both of you must perform a face off, with the grappler utilizing Strength and the one attempting to resist being able to use either Strength or Dexterity, with both being able to apply a skill set if applicable. If you are successful, the target is Immobilized and may only attempt to escape, reverse, or attack you with a regular attack (including powers). If you have the target pinned, as a bonus action, you may choose to automatically succeed on a challenge to escape the grapple.

- **Punish (Action):** If an opponent is pinned, as an Action, you can punish them, automatically dealing damage as if they had been hit with your attack. You may only use an unarmed attack, power, or one-handed weapon.
- **Reverse (Action):** You can attempt to reverse the grapple when grabbed or pinned. Both you and your opponent must perform a face-off. You may use either Strength or Dexterity while applying a skill set if applicable but do so at a Disadvantage. Your opponent meets the challenge using their Strength, applying a skill set if applicable. If successful, you can reverse the grab, or if pinned, you escape the pin and are now grappling with your opponent.
- **Moving a Grappled Creature:** When you move, you can drag or carry the grappled creature, but your space is halved (minimum of 1 area) unless the creature is two or more sizes smaller than you.

## TEAM ATTACK

*Teamwork makes the dream work*

**Attack:** Avoidance

**Action:** Ready, triggered by an ally attacking a target you intend to attack.

**Range:** Melee or Ranged (3 Areas)

**Effect:** Base; Once your ally completes their attack, if the ally you chose successfully hit your intended target, you may then use your reaction to attack the same target, if you hit you combine your damage with that from your ally to determine if your attack deals Massive Damage (see massive damage pg xx)

**Weapons:** You may perform this maneuver with any melee weapon, unarmed attack, or attack powers.

## SHOVE

**Attack:** Fortitude

**Action:** Action

**Range:** Melee

**Effect:** If successful, you push the target back one area or knock them prone (your choice). Suppose this forced movement possesses the potential to deal damage to the target (such as pushing a zombie into a fire). In that case, your target must succeed in a Strength saving throw against a DC equal to your attack roll to move to another adjacent area of their choice or fall prone instead.