

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

Whenever your hero does something dramatic and the outcome is uncertain, such as firing a power blast, scavenging an abandoned store, forcing open a barricade, or sweet-talking a survivor, you roll a d20 and add the appropriate modifiers against a Target Number (TN). The TN may be set by the Editor-in-Chief, come from a static value, a Defense, a Passive Power TN, or another roll.

Your modifiers usually come from an Ability Modifier or Aptitude Bonus, plus bonuses from Powers, Gear, Talents, or the scene. Your roll may also be modified by Edge or Setback.

A **natural 20** is a **Critical Success**. A **natural 1** is a **Critical Failure**. A Critical Success creates an added benefit, opportunity, or advantage. A Critical Failure creates a complication, danger, or other narrative consequence.

Challenges are used when your hero attempts a task with meaningful consequences for failure. Explain how your Skill Set applies and which Ability Score you are using. The Editor-in-Chief may approve it, ask for clarification, suggest a different Ability, or rule that the Skill Set does not apply.

If your Skill Set applies, roll d20 + the appropriate Aptitude Bonus. If no Skill Set applies, roll d20 + the appropriate Ability Modifier.

Power Checks use d20 + the Power's Primary Ability Aptitude Bonus. Attack Rolls are covered in Combat.

Saves are used to resist harmful effects, recover from conditions, or avoid ongoing danger. When you make a Save, roll d20 + the applicable Ability Aptitude Bonus, plus any bonuses or penalties from Powers, Talents, Gear, conditions, or the scene.

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

EDGE & SETBACK

When you are rolling with **EDGE** Roll two d20s, Keep the higher result.

When rolling with **SETBACK**: Roll two d20s, Keep the lower result.

You never roll more than 2d20 for Edge/Setback, If you have both Edge and Setback, 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**: Attack, Saves, or Damage roll.
- **SURVIVE DEATH**: Unconscious at 1 Wound.
- **AID**: them with your Plot Point, 1 per scene
- **GIVE THE EDITOR-IN-CHIEF SETBACK** 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.

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 Talent, 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 + Aptitude Bonus + any other modifiers (based talents or gear). 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 Edge
- **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 Saves (TN 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. *Talents and Powers may expand your options* (e.g., ranged Opportunity Attacks or forced movement triggers).

CRITICALS SUCCESS AND FAILURES

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 Edge 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 = Edge. Your attacks = Setback. *Tags:* Partial (+/- 2 instead), Flash:Light
- **CHARMED:** You can't target the charmer. They get Edge 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:** Setback 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 Edge on attacks. They get Setback 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. Setback on melee attacks. Melee vs. you = Edge. Spend half you Pace to stand.
- **RESTRAINED:** Pace = 0. Setback on Attacks & Dex saves. Attacks vs. you = Edge.
- **STUNNED:** *Lesser:* Setback on all rolls. No reactions. *Greater:* Drop held items. Attacks vs. you = Edge.
- **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 TARGET NUMBERS (TN)

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

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

TN	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 Talents 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 Setback 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.

BRACE

Action: Reaction, triggered when you would suffer a Wound from Massive Damage

Effect: As a Reaction, you brace yourself against the impact. Increase your Fortitude Defense by your Rank Bonus for the purpose of determining whether the triggering attack inflicts a Wound from Massive Damage. You must declare this after damage is rolled, but before the Wound is applied. Mindless creatures (such as Deadheads and similar zombies) cannot use this maneuver.

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 Save against a TN 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 Edge on their Strength Saves. Mindless creatures (such as Deadheads and similar zombies) cannot use this maneuver.

EVADE

Action: Reaction, triggered when you are targeted by a melee or ranged attack roll.

Effect: As a Reaction, you impose Setback on the triggering attack roll. Mindless creatures (such as Deadheads and similar zombies) cannot use this maneuver.

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 *restrained* and cannot move out of your Area; it can only attempt to escape, reverse, or attack you.

If your attack is a critical success or you surpass the target's Avoidance by 5 or more, the target is *Immobilized* instead (see below)

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

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

- **Attack:** A grabbed or grappling creature may only perform a melee attack.
- **Escape:** As either an Action or Reaction, you may attempt to break free of an opponent's grab; both you and your opponent must perform a face-off. Your opponent performs a strength challenge, which is opposed by your dexterity or strength challenge, with both able to apply a Skill Set if applicable. If successful, you are no longer *restrained*.
- **Pin:** As an Action, you may attempt to pin an opponent you or an ally have restrained. Both of you must perform a face-off. You perform a strength challenge, which is opposed by your opponents' Dexterity or Strength, with both 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 disengage automatically, ending the grab, leaving your opponent no longer *immobilized*.
- **Reverse:** You can attempt to reverse the grabbed or pinned. Both you and your opponent must perform a face-off as if you were attempting to break free of the grab, but you perform your challenge with Setback. If successful, you can reverse the grab, or if pinned, you escape the pin and have now grabbed your opponent.
- **Moving a Grabbed Opponent:** When you move, you can drag or carry the grabbed creature, but your space is halved (minimum of 1 area) as long as you can drag or lift their weight.

INTERPOSE

Action: Reaction, When an attack targets a creature within your Area, and you are aware of it, before the attack roll is resolved.

Range: Same Area

Effect: You throw yourself into harm's way. You become the target of the triggering attack. The attack is resolved against your defenses instead of the original target's. If the attack

hits, you suffer its effects as normal. You must be able to physically reach the target and not be prevented from moving or acting.

Special: If you have a Pace of 10 or more, you may Interpose for a creature within 1 Area of you. When you do so, you leave yourself exposed; the attack against you is made with Edge.

Note: A creature must possess the awareness and willingness to sacrifice itself for another to use this maneuver. Mindless creatures (such as Deadheads and similar zombies) cannot use this maneuver.

OPPORTUNITY ATTACK

Action: Reaction, when a creature within your reach leaves your Area without Disengaging.

Range: Melee

Effect: You make a melee attack against the triggering creature.

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 Saves against a TN equal to your attack roll to move to another adjacent area of their choice or fall prone instead.

TEAM ATTACK

Teamwork makes the dream work

Attack: Avoidance

Action: Reaction, triggered when an attack targets a creature within your Area, and you are aware of it, before the attack roll is resolved.

Range: Melee or Ranged (3 Areas)

Effect: *Base*; Once your ally completes their attack and deals damage against a target, you use your Reaction to "set up" your next attack on the same target. On your turn, if you successfully attack and damage the same target, you combine your damage with that from your ally to determine if your attack deals *Massive Damage* (see massive damage pg xx), even if you rolled a natural 20, roll damage normally to see if your combined damage deals *Massive Damage*. This is the only exception to dealing two wounds on a critical strike. (one for the nat 20, and another for the combined damage from the attack)

Weapons: You may perform this maneuver with any melee weapon, unarmed attack, or attack powers. Mindless creatures (such as Deadheads and similar zombies) cannot use this maneuver.