



Superhero LARP

Capes Superhero LARP – Rulebook

version Beta 3.0

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Introduction

This is the Beta ruleset for Capes, a superhero LARP.

LARP means that it's a live action role playing game, in which you may play different characters to act out non-scripted (or lightly scripted) scenarios which imitate comic books. Attacks will be simulated with a lightest touch of a foam weapon or foam dart. Certain other representations may be approved if safe.

Capes is meant to invoke the fun and light action of superhero comic books and cartoons. Capes is based in a world much like our world, except that a few dozen superheroes started appearing in the 1990s and stopped an alien invasion in 2003. In the aftermath of the invasion, heroes (and villains) increased in number to thousands.

Capes is meant as a cooperative game. Players cannot steal from other players and are discouraged from killing other PCs (player characters). If you are having friction with another player that you cannot solve, let a referee help defuse the situation or move someone to a non-interacting story arc. If you are not having fun at a game for any reason, please let a referee know so we can help.

Share the spotlight: all of the PCs are heroes, impressive and stalwart defenders of truth, justice and apple pie. Let everyone have a chance to shine, and a chance to be heroic. This includes spending an hour or two playing villains (or even bystanders) for story arcs other than your own. Let other heroes take part in your story arcs and be patient while you wait for your story arcs to become active again.

You may decide to NPC the entire event. Great! You can be the villains and bystanders that make up the world. If you're cast as a villain, expect to lose most fights and try to have fun even when you're "losing". If appropriate, ham up the role. A memorable villain will stick with players for

years.

Both sides, heroes and villains, should not expect to win every fight. In most cases, losing simply means that you were not able to accomplish your short term goals and that you will need to rest and recoup. Look at losing a fight as a new challenge or setback for your character to overcome.

The main currency of Heroes in CAPES is influence. Influence is earned by saving people, catching villains and becoming well known as a hero. If more than one person performs an heroic act, they all receive the full amount of influence for that action. In addition, if a group of heroes work together as a named group, the group also gains the same influence. Influence can be transferred, from hero to hero or from group to group (but not from hero to group or group to hero).

Influence can be spent to gain in game rewards, such as items, favors, better headquarters and so on. Purchasing with Influence may take some time.

An incomplete list of examples:

25 Influence: 5 SP worth of Beginner Items.

50 Influence: 5 SP worth of Expert Items.

50 Influence: A minor favor.

75 Influence: Having a small secret lair.

100 Influence: The mayor to give you the key to the city.

200 Influence: Encouraging a law to be passed in your town.

200 Influence: Having a prominent building in the town as your group's headquarters (can be more prominent if you spend more influence).

Such as a skyscraper in the shape of your symbol.

300 Influence: Have an expansive and difficult to access secret lair (can be more expansive and difficult to access if you spend more influence).

Such as a satellite.

Influence usually represents fame, "good publicity" and thankfulness by society as a whole

for your actions as a Hero. It could also represent secrets, favors or such from unspecified individuals. The Influence number represents how easily you can turn that fame and good will into some sort of concrete item or action.

As heroes continue to do heroics, the public focuses less on heroics of years past. To simulate this, at the start of every calendar year, all Influence totals will decrease by 1/3. As such, feel free to spend your influence early rather than trying to hoard it for later.

Heroes also have some expectations that they must uphold in the public eye. This, along with some of the laws that have been written since the public invasion of 2003, directly shape the heroic culture.

The most obvious of these cultural changes are the "Hero Protection" laws. Most states and countries have passed laws that will protect costumed heroes from liability for collateral damage if they are in the process of doing something heroic when the collateral damage happens. The easiest way for a hero to protect themselves is to wear a heroic costume (with a mask).

By wearing a costume and fighting against obviously powered villains, the justice system will assume that heroes took the most reasonable actions to prevent loss of life or injury, and will not hold the heroes responsible for "minor" collateral damage.

If the collateral damage keeps mounting, heroes may be required to attend classes on how to minimize destruction or seek help in controlling their powers.

The Golden Rules of Capes:

1st Rule: Safety is more important than the game. If something isn't safe, call a Hold and we can fix it. If there is unsafe ground in combat or if a police officer comes on to camp when we're yelling about robbing banks, call a hold until we can make things safe again. If someone is touching you without your explicit permission, that's unsafe and needs to stop. Or if it's a medical emergency, call Medic and someone will come to assist.

2nd Rule: Winners don't do drugs and you're all winners. Please don't drink alcohol, smoke or partake in anything illegal at our games. Most of our campsites don't allow smoking so please go to your car for a smoke break. Alcohol hinders our ability to keep our simulated combat safe.

3rd Rule: Share the Spotlight. The point of the game is that every player character is a hero. A protagonist. They should feel heroic every event. We'll work as plot to make everyone feel heroic, but we need your help. If your character has solved several problems and you see someone who hasn't had a chance to be heroic recently, let them attempt it. If you're strategizing and a new hero walks up, include them in the conversation. Let people experiment and maybe fail. Most times, failure just means you'll get up after five minutes of being knocked out with a new arch-nemesis. And that's ok.

4th Rule (PC Version): Ape Shall Not Kill Ape. We run a cooperative game and will provide villains for you. Don't be jerks to each other. Don't steal from each other, we'll give everyone a share of Influence. Don't plot to dump pig blood on the psychic teenager hero, that never turns out good for anyone.

4th Rule (NPC Version): "I'm bad, and that's good. I will never be good, and that's not bad. There's no one I'd rather be, than me." Thank you for NPCing. We may win some fights in Act

1 and Act 2, but typically the PCs should win the big fight in Act 3. Our job is to provide the color and content for the PCs to be heroes in.

Everything we do as NPCs and Plot should build toward the PCs being heroic. In a fight, the goal of NPCing at Capes is to imperil the PCs; not to destroy them. Our job isn't to beat them, but to allow them to earn their happy ending.

5th Rule: Have Fun. If the game isn't fun for

you, let us know so we can improve it. You can always opt out of any fight or encounter. If there are certain types of encounters that you want to see more of, let us know and we can try to work more in.

6th Rule: Noncombat areas: Some campsites will have areas that are noncombat. At check-in and game-on the referees will explain the rules for that specific site.

Character Creation

Introduction to Power Sources:

Heroes will be one of five source types, that roughly categorize the source of their powers, if any. The five types are: Normal (non-powered), Gizmo (powered by comic book science), Super (powered by their bodies), Magic (powered by tapping into something more powerful than themselves) or Psychic (powered by their minds).

The power source will influence which skills you can buy and forms a loose category of where your character falls within the world.

Also see Appendices A-E for a menu of skills for each power source.

Normal: Most of the characters in the world of Capes do not have powers, nor physics defying equipment. These characters are considered “Normal”. Normal characters can represent soldiers, police, firefighters and so on. As well, may represent typical criminals, such as muggers and bank robbers.

There are some heroes who do not have any powers and they tend to be some of the most determined heroes around. They can't hit very hard, but they often will continue fighting long after it would be wise to stop.

Conversely, normal characters may serve in a support role, readying equipment, keeping secrets and doing research. Sometimes a normal character can slip in areas that a winged alien or a hulking robot just can't.

Advantages: Normal Heroes can select the flaw “No powers (5 SP)” since they already qualify.

Limitations: All of their attacks must be Normal, which all power sources can defend against and Normal attacks cannot deal more than 2 damage. There are skills in which Normal characters cannot buy.

Gizmo: Technology typically follows a pattern. A device is invented pushing the boundaries of the understood, then it might become a prototype, then it might go into production becoming common and easier to obtain.

The world of Capes, some of these devices seem to break our understanding of physics, which might allow it to far exceed what a conventional device might do. These devices and their users are popularly called “Gizmo(s)”

Gizmo characters are characters whose powers derive mainly from the technological “cool toys” that they have. For example, a hero in a technological suit, a villain with a gun that can level a mountain or even an archer with trick arrows can be Gizmo characters.

A note, although Gizmo characters could use Item Crafting, they do not have to. If a Gizmo is something you use every day, rather than something you only use rarely, you are encouraged to buy the skill itself rather than constantly make and track “Skill items”. If your character is a mechanical, robotic or computer based being, you can choose to be a Gizmo being instead of human with Gizmo powers. This will affect how certain attacks work on you.

Advantages: Gizmos may choose to buy “Item Crafting (Gizmo)” and “Item Expert (Gizmo)”, which allows them to craft and use special items, such as prototypes, which need constant adjustment to keep working. Gizmos can be adept at defending from psychic attacks or attacking psychics (since much of their power comes from mindless machines).

Limitations: Gizmos may have difficulty defending against and attacking Super powered foes, since they can usually tear apart machines like tissue paper and weapons can bounce off of super tough skin.

Super: Super characters are characters whose powers are personal power, coming from their genetics or inner strength. For example, most aliens with superhuman strength, someone who gains powers from a freak lab accident or someone who was born physically different.

Super characters are often the most self-reliant, since they don't need to invoke outside forces like magic characters, don't need equipment like gizmo characters and don't require undivided concentration like psychic characters.

Advantages: Supers typically have great strength and can shrug off weapon blows. They may have an advantage over Gizmos since they can innately exceed the design limitation of many devices.

Limitations: Supers may have difficulty defending against and attacking Magic foes, since magic often bypasses the physical toughness of their skin and the force of strikes.

Magic: Magic characters are characters who tap into and use powers from sources greater than themselves. This may be faith in something bigger than themselves or tapping into the power of the natural world or summoning power from another dimension.

Magic Heroes could be mages who perform rituals and cast spells or warriors with magic weapons and powers. Some magic heroes use faith to channel their power and many religions in the Capes world exhibit powers of healing (GM approval might be required depending on how you want to implement a faith based character in order to try to be respectful to real world religions).

Note: If you want to play a character with a magic weapon or item, you are welcome to buy the skills that the weapon would grant you and not worry about constantly crafting and maintaining an item which is iconic to your character.

Advantages: Magic character may choose to buy “Item Crafting (Magic)” and “Item Expert (Magic)” which allows them to create and use magic items. Magic users typically have an advantage against Super-powered characters, since they can use magic to bypass the physical component of many super's defenses and attacks.

Limitations: Magic users may have difficulty defending against and attacking Psychic foes, since magic reacts based on will and intent and psychic can disrupt the magic users willpower.

Psychic: Psychic characters are characters who focus their willpower into a force capable of affecting the world around them. This can be connect to minds of those around them, influencing and reading emotions or even telekinetically moving objects around.

Unlike magic characters, both the direction and the energy from their attacks come from their mind, and their familiarity with this mind-energy connection may allow some psychics an edge in preventing others, especially magic characters, from drawing upon power for short periods.

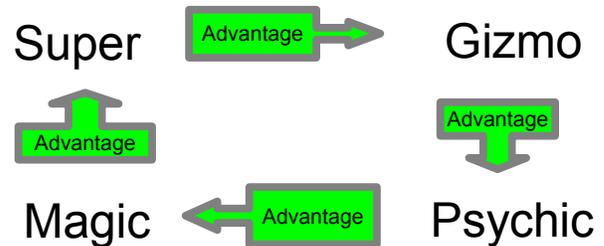
Psychic character may include intellectual powerhouses, with superb information gathering abilities and mind attacks. Some psychic individuals may be more instinctive, ignoring control and willpower and simply venting their emotions at foes in chaotic attacks, often charging their melee attacks with their emotive blasts. A third variation on psychics are those who can create mental constructs in the real world, which they can control to varying degrees.

Advantages: Psychic character can typically stun foes, often neutralizing the foes power for a short duration. Psychic characters typically have an advantage against magic characters, since they can use subtly influence the mage's mind to defend and attack them easier.

Limitations: Psychic characters may have difficulty defending against and attacking Gizmo foes, since machines often lack any sort of mind to influence or read.

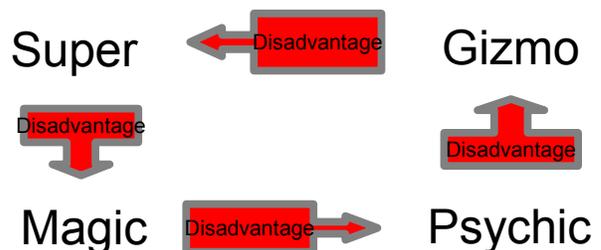
Power Source Defensive Advantages:

In four of the five power sources, there are some built in type advantages in order to encourage teamwork. Normal does not have a type advantage over any of the other power sources.



In order for a character to purchase certain defensive skills (Avoid and Reduce), it must be of a power source that they have a type advantage over, their own power source. Every defensive skill can include Normal.

For example, Gizmo has a type advantage over Psychic, so a Gizmo character could purchase “Avoid Psychic/Normal” as a skill. In addition, the Gizmo character could purchase “Avoid Gizmo/Normal” since characters can always buy a defensive skill against their own power source.



Each power source is at a type disadvantage at buying defensive skills against another power source. Normal is considered to have a type disadvantage against all other power sources. When a character buys a general defensive skill, it gains a weakness to the power source that the character has a type disadvantage to.

For example, Gizmo has a type disadvantage against Super. So if a Gizmo character purchases a general Reduce skill, it becomes “Reduce All but Super”.

Skill points:

New heroes characters start off with 10 Max HP and 10 SP to spend.

At check in, depending on your costume, you may be granted bonus SP for use during that event. The guiding principle is “Would someone seeing you think that you are a superhero?”

The costume bonus might be 1 SP for wearing a mask, to 5 SP for “wearing a spandex suit, mask, has clear color themes and an emblem”. This SP bonus is granted each game, but does not persist. You must keep coming in costume to keep getting the costume bonus.

In addition, if you submit a character backstory, you may be granted an additional amount of SP as a reward. The amount depends on the quality of the backstory. The guiding principle for backstories is “After reading the backstory, do I understand what motivates the character? Do I know what sort of nemesis they fight? How are they tied in to the setting of Capes?”

Capes also grants SP for attending games. The SP for attending a game is given by this chart:

SP before game	SP Gain for game
10 through 40	3
41 through 60	2
61 through 80	1
No SP gain past 80 SP	

Character Basics:

All heroic characters may attack for 1 point of damage. This can be with a weapon or with packets. This is called your base attack and it does not run out. The Strength skill can be used to increase the damage that your base attack does.

All heroic characters begin with a Max HP of 10, but this may be increase by 10 with each purchase of the skill HP

Any character who is not incapacitated or dying may preform first aid on a character (another character or themselves). This will be a 60 count action (feel free to roleplay preforming first aid), after which time the target character will heal up to half of their Max HP. If the target character was dying, their dying count is paused for the duration of first aid.

Rest Mechanics:

If a character rests for an hour, they can regain uses of expendable skills and heal up to their max HP. When an item crafter ends a rest period, they may clear item cards (to return it to blank) or reset the expendable skills on the item cards.

Resting would be interrupted by using movement skills (such as flight and teleport), item crafting or combat skills. Certain physical activities might prevent resting, such as marching or swimming distances.

The following activities are allowed and encouraged during resting: preparing food, sleeping, chatting, information gathering skills (information gathering skills are often in response to new information, so we want players to be able to use information gathering skills as they become available without having to worry about interrupting a rest).

In addition, if referees need players to act as NPCs for a fight, referees will grant the players' characters an instant skill reset and healing after they have completed their time as NPCs.

Flaws:

While some heroes are defined by their strengths, others are defined by their weaknesses. If you would like, you can give your character up to 5 SP in flaws, which will give your character equal amount of extra SP to spend on skills.

Some example flaws:

1 SP Flaws:

- Takes double damage from a damage flavor (such as Fire or Sound)
- Takes a Stun when hit with a specific damage flavor (such as Shock or Sound)
- Illiterate
- Mute
- Must make a pun before using powers
- Must say phrase before using powers
- Cannot use ranged attacks
- Cannot use melee weapons or block
- Cannot navigate well. Unable to drive, pilot or remember routes.
- Obvious non-human appearance. Or other flaws which represent an inability to peacefully interact with civilians, such as notoriety or being a wanted criminal.

2 SP Flaws:

- Phobia of Darkness: Must be in bright light to use powers/skills
- Must be in contact with soil to use powers (e.g.: Your powers involve plants growing up around the target's feet)
- Fey. Cannot use objects containing Iron and take double damage from metal.
- Can only use one arm. Other must be kept in sling/ect.

3 SP Flaws:

- Cannot use technology invented after 1700.
- Horrible luck (effects determined by GM)
- Noncombatant (see rules on page 10).
- Take a stun when hit with ANY damage.
- Take double damage from a power source (such as Magic)

4 SP Flaws:

- Powers may be neutralized for an hour by an common trigger (being in sunlight or if someone says your name backwards)
- Unable to enter certain areas (such as holy ground or

5 SP Flaws:

- Does not have any powers (Characters with the Normal power source qualify automatically)
- Cannot venture into daylight without bursting into flame and dying.
- Cannot interact with people or objects. Meant for things like Astral Projections or ghosts. However, they can still damage you unless you use the appropriate avoids.

Combat rules

Attack verbals:

Attack verbals in Capes use the format of “(from object) <modifiers> (damage flavors) <effect or number> (target)”. You must say the attack verbal before you attack, although if you and your opponent agree, you may use silent combat for base attacks once you've both acknowledged the base attack damage.

(From Object) is used to convey that an attack comes from being in contact with an object. An example would be when touching a bright green liquid representing a vat of acid and receiving a “From Liquid Gizmo Acid 4”.

<Modifiers> are words which provide useful information about the attack. All attacks must have one of the five “source” types as a modifier.

You may add one of your character's personal (damage flavors) which inform the target how the attack harms. All characters may have up to three damage flavors, that they may use interchangeably. See the section titled “More information on damage flavors”.

<Effect> will always be either a number to represent damage or healing, or the word “stun” to represent that the attack will stun the target for 10 seconds. Damage in this game represents anything which can make you unable to fight, such as physical wounds, low morale, or other effects.

(Target) will be words, which limit the attack to only affecting that target. For example, the target “foot” in an attack with the “stun” effect will tell you that the attack will prevent you from using your foot for 10 seconds. Or “Magic Stun Attack” will prevent you from attacking for 10 seconds.

Taking Damage:

When an attack strikes you and deals a number of damage, you subtract that number from your HP total until you reach zero. No attack may reduce you below zero HP, any damage beyond zero is wasted. If you are at zero HP, you are incapacitated for five minutes. If you are healed by either the skill Healing or First Aid, you are no longer incapacitated. When you are incapacitated you cannot act in combat, move around, use skills (including heal) or preform first aid. You can choose to roleplay out your defeat based on the “damage flavor” or you could kneel quietly.

Capes defaults to a “nonlethal” damage. After five minutes of being non-lethally incapacitated, if you have not received further damage, healing or first aid, you recover 1 HP and may act again. If you are struck by further attacks while non-lethally incapacitated, your five minutes restarts. If your total time of being incapacitated has lasted five minutes and you wish to go OOG (Out of Game), please see a referee regarding leaving your character captured while you do something else.

Alternatively, certain attacks or characters may use lethal damage. Lethal damage will have the modifier of “lethal” in the verbal. If your character is incapacitated by lethal damage, you are dying for five minutes.

After five minutes of dying, your character is dead. There may be ways for living characters to bring a dead character back to life, but it may require one or more story arcs. Bringing a dead character back to life requires plot approval and may not always be possible.

In all cases, when you are incapacitated, you may chose to roleplay that incapacitation however you feel appropriately conveys the attack. For example, if you are knocked out by an attack with the modifier of “fear” you could whimper or scream while incapacitated. If you are knocked out by an attack with the modifier of “sleep” you could snore and/or toss and turn. Try to make an

attempt at roleplaying the appropriate response to an attack, as the modifiers were approved to fit the theme.

Alternatively, if you feel like you cannot roleplay a response for any reason, you always have the option to kneel silently with your head down turned to show that you are incapacitated.

If you are asked if you are stunned, incapacitated, knocked out, dying, or how long you have left in such a state, you should answer. As well, you may optionally answer questions regarding your HP, or questions about the damage flavor which has reduced your HP. While you remain incapacitated, you may not convey other information, such as who attacked you or if they are still there. While incapacitated you may not volunteer information, merely answer those valid questions that you have been asked.

If you are healed by either the skill Heal or First Aid while incapacitated or dying, you are no longer incapacitated or dying.

Combat Safety and Rate of Combat:

The goal of combat in Capes is to provide a fun and safe means of determining if an attack will strike, as well as loosely modeling some tactical situations.

When attacking, make contact with approved weapons or markers with the least amount of force necessary. You only need to make a light touch for the attack to strike. Do not strike or aim for the head. Weapon strikes to the head do not count, and repeated head shots may result in being removed from combat.

The tempo of combat is meant to be methodical, so as to maintain safe distances and strikes. As such, you may only land a strike once per two seconds if they are able to fight back or land a strike once per ten seconds if they are helpless (including stunned, incapacitated or unable to fight). Any strikes from the same attacker which lands faster than this rate, the second attack deal no damage or effect.

Medical non-combatants players will have “Non-Combat” written largely on a piece of clothing, and will be themselves unable to attack in any fashion. If your opponent is marked “Non-Combat”, you may point at them within ten feet and say “Point KO” or “Point Dying” (optionally with damage flavors), and they will take it. They should then leave the area of combat. Non-Combat characters cannot be healed back into the combat, but may be healed after combat has finished.

Holds and Going Out of Game:

If combat cannot be safely continued for any reason, shout “Hold”. Hold means to pause the game until something can be taken care of, such as a safety hazard, non-players crossing a battlefield or such. Everyone has the duty to stop combat and if necessary, repeat the “Hold” call. If someone is injured, follow “Hold” with “Medic”. If you have medical training, please make your best speed to the “Medic” call, even if you think another Medic may be there, as they may be the injured party. If you hear the call “Hold Police”, please lay down all weapons and props, and remain where you are.

Referees will be wearing a white baseball cap with the word “CAPES” on the front. You may ask questions and seek clarifications from them at almost any time. If you have any issues with the game, please bring it up to a referee. If the referees need to pause the event, such as to set up NPCs or change some scenery, a referee will call for “Hold Time Out”. During a Time Out, please close your eyes and remain where you are. If you have any questions, raise your hand during the Time Out and a referee will come by and answer it. Once they have completed their set up, they will ask if there are any questions or issues. If not, they will call “3, 2, 1, Game On”.

Players who are not in game (such as those who do not currently have characters, who are arriving or leaving the site, or need to ask a referee a question) can wear a white headband with “OOG” or “Out of Game” written on it.

Combat Definitions

Counted Actions: Some actions required a counted action, such as Activating an item, Crafting an item, First Aid or Movement. While performing a counted action (or having a counted action performed on you), you cannot attack or use other skills. Counted Actions are not interrupted by damage, unless that damage would render the user incapacitated.

Packets: Packets are small spongy objects thrown to represent ranged attacks. Packets are created by taking a small measure of birdseed (the kind without sunflower seeds works best), placing it in the middle of a square of fabric. Gather the corners and place a rubber band around the gathered birdseed. Approximately two tablespoons of birdseed and approximately 5 inch side square of fabric seems to work well. Overly large packets or hard packets may be rejected for safety reasons. Different sites may require different materials used.

Shield: A shield in Capes will block any attack which deals damage. Shields do NOT block attacks which have a stun effect. Shield should be created from foam or be covered in padding and not have any protrusions which could injure someone running into it. The person wielding the shield should remain in control of it: do not try to knock other people's shields out of position or throw shields.

Silent Combat: The verbals for Capes are meant to communicate. Once everyone involved has acknowledged the attacks and defenses, they may optionally shorten the verbal or go to completely silent combat. Everyone involved must agree.

Weapons: Weapons are split between melee weapons and ranged weapons.

There are several different ways to create a larp safe melee weapon (also known as a boffer). Boffers for Capes are usually made from PVC pipes as the core, 5/8 inch thick pipe closed cell

foam. Most boffers are required to have an open cell "thrusting tip" of 2 to 3 inches to be allowed to thrust. Regardless of construction, the core should not be able to be felt on any of the striking surfaces with moderate pressure. Boffers may also represent natural weapons, such as fists, claws, tails, etc. Boffers are usually covered with duct tape or cloth coverings and are the most common homemade weapon.

Latex weapons are larp safe weapons constructed with foam and latex coating. Most commercial larp safe weapons are latex rather than boffer. Latex weapons do not have thrust tips and so are not allowed to thrust in Capes, but may still be used to swing. Some specially created latex weapons may have a thrust tip.

A melee weapon may be used to block attacks which deal damage, but can NOT block an attack which has a stun effect. Once a melee weapon has blocked an attack, that attack is negated, even if it bounces off to strike someone else. Do NOT baseball swing at ranged attacks to try to hit further targets, the attack is negated.

Ranged weapons fire small foam darts or disks. Alternately, they may be bows which fire "Larp Safe" arrows, arrows whose heads have been completely replaced with padded striking surface, usually of open cell foam. Larp safe bows should fire at about 25 lb draw in common combat ranges (25 feet to 100 foot ranges). Shorter draws (such as half drawing an arrow) are required for close range. Other arrows may be approved on a testing basis.

More information on damage flavors

All characters have up to three free “damage flavors” to apply to their attacks. These do not cost any SP to buy, you merely need to list them on your character sheet. Damage flavors are how you can describe what your attack is doing. For example, a weather themed hero might have the following damage flavors: “wind”, “lightning” and “ice”. Damage flavors give the other players information that they can use to decide how to react to an attack. Referees may reject “damage flavors” if they do not fit the game.

Damage flavors are the biggest way to personalize your heroes mechanically. The flavors you pick will directly influence which enemies you can damage better (typically double damage) and well as influence what happens to foes you defeat. Damage flavors may also be used in non-combat situations.

The exact term you choose for your damage flavor does not matter much. Fire, Flame or Heat will work the same. Avoid and weaknesses to one damage flavor will be triggered by synonyms.

Any attack with a power source (which is mandatory for any attack with damage greater than 2 or has a stun) MUST have a damage flavor. Power sources are optional for Normal attacks.

Using the skill Heal requires that you have Heal as a damage flavor, which can only be used with the skill Heal.

Some examples flavors. This is not an all inclusive list but is meant to get you thinking:

Fire would likely deal double damage to plant or wood foes. As well, Fire would deal double to any creature made of Ice. Fire can be used in some non-combat challenges (such as melting through a fence, providing light or burning

important papers).

Ice will deal double damage to cold blooded reptiles, creatures made of fire. Ice can be used in some non-combat challenges (such as dampening fires, keeping medical samples frozen). As well, you can roleplay using Ice to keep a defeated foe safely frozen while you are transporting them.

Shock will deal double damage to electronics, may deal double to foes wearing a lot of metal. It might also be used out of combat to weld items, to power devices, or to erase harddrives.

Rust or Acid will deal double damage to foes made of metal and may be used to bypass some metal obstacles. Each may have specific uses that the other may lack.

Light will deal double damage to foes made of shadow, may be used to illuminate, send messages or blind. Dark will deal double to foes made of light, may be used for stealth or blinding.

Cage damage flavor defeats foes by progressively restraining them (rather than by injuring) however is removed by healing the same as injuries. In this case, the healing may reflect giving the caged target enough strength to break out or releasing them. Cage damage is common to keeping a defeated foe captured, by dealing small amounts over time (such as a base 1 damage every three or four minutes). Some foes may not be easily caged.

Sleep would likely deal double damage to foes made up of conscious thought or foes especially tired. Sleep is also useful for keeping foes captured.

Charm, Calm or Fear damage is useful in manipulating defeated foes, but may find some foes more susceptible (and thus taking double damage) or resistant than other.

⇒ Offensive	
Smite	Gain a single attack which deals 20 damage
Strength	Increase damage of Base Attack by +1
Stun	Stuns your opponent for 10 seconds, one/day
♥ Defensive	
Avoid	Allows you to negate one attack per day.
HP	Increase your max HP by +10
Reduce	Increase the Reduction threshold by +1. Damage below threshold is halved
❖ Other	
Heal	Allows you to heal 10 damage once per reset
Info	Gives you a 20% chance to learn some useful information about a topic
Item Crafting	You can make 5 SP more worth of items for beginners or 10 SP more for experts
Item Expert	Allows you to use Expert Items.
Misc	Non-combat abilities not otherwise covered by the rules
Movement	Movement abilities, such as flight, phasing or teleport
Shapeshift	Allows you to shapeshift between different forms with differing skills.

Skills

Skills are the abilities that your character can do, in many cases representing intense training, unusual talents or powers. Skills are purchased with skill points. Typically a General skill costs 5 SP and a specialization costs 1 SP, but there are exceptions.

General skills are typically somewhat effective against many different targets, or in most circumstances. For example, dealing lightning damage may be a general skill (typically of the Strength or Smite skills).

Specialization skills are specific forms of a general skill which it has been determined should get a discount for either its limitations or for fitting the archetype of your source.

Specializations will typically include limitations on targets that the skill may be used against, but may include certain circumstances in which the skill is able to be used. For example, having an attack which deals lightning damage but only against robots would be a Specialization skill.

Unless stated otherwise, all skills reset during a limited reset or full reset.

Skill descriptions:

Avoid (♥ Defensive): Each purchase gives you an additional Avoid against attacks. Each Avoid will

negate one attack which struck you and will block all further attacks which that Avoid works again for ten seconds. Depending on your power source, some options for Avoid may be unavailable to you. Avoid is the preferred mechanic to simulate reactive toughness, such as a mother bear shrugging off large amounts of damage if their cub is in peril.

Heal (❖ Other): You may purchase Heal for 3 SP, allowing you to heal 10 once per reset per purchase. Alternatively, you may buy a restricted Heal Self for 2 SP, which allows you to heal 10 to yourself only, once per reset per purchase. Healing requires that one of your damage flavors be “Heal” which cannot be used with any attack. A use of Heal has the verbal of “<Power Source> Heal <number healed>”.

Healing represents anything that allows the target to return to combat faster. This could be actually healing of wounds, it could be supping them with extra energy, it could be exceptional moral effects.

HP (♥ Defensive): This skill increases your Max HP by +10. HP can represent your character's toughness, their ability to roll with blows and/or their determination to keep fighting when injured or demoralized. Since HP is the main metric of how able a character is to continue combat, specializations require more referee guidance in

purchasing. Please see Avoid or Reduce if you want your character to be resilient against certain damage flavors. The only HP specialization allowed are those based on relatively static circumstances, such as lunar cycles (such as “only during a full moon”) or environment (such as “in the ocean”). Referees have final say on HP specializations.

Info (❖ Other): This skill represents your character's ability to gather difficult to find information. Each purchase gives you a 20% chance to find out difficult to find information about a topic. It may automatically succeed in finding easy to find information. Info will fail to find information which is impossible to find.

Information exclusively about Player Characters (such as their backstories) are as well hidden as their players desire it to be (easy, difficult or impossible to find). If they have not stated otherwise, this defaults to “impossible to find” if they haven't specified otherwise.

Item Crafting (❖ Other): Each purchase of Item Crafting will earn you one blank item card at check in for an event. By spending 60 seconds, you may fill in a blank item card with up to 5 SP of skills. The item crafting item card, used with an appropriate item phys rep, may be activated to use the skills on the card.

If an expendable skill is used on a card, the skill remains spend until the crafter rests, at which time the crafter may choice to regain the skills on the card or erase the card to turn it back into a blank item card.

Blank Item cards and items crafted on blank item cards expire at the end of the event in which they are created.

Item Expert (❖ Other): A character without the Item Expert skill may only have 5 SP of items active. Each purchase of Item Expert allows you to have an additional 5 SP worth of Items active at any given time. The Expert Item's power

source must match your “Item Expert” skill's power source. For example, with one purchase of Item Expert, you could have 10 SP of items activated.

Misc (❖ Other): This skill represents significant powers that are not represented by other skills and do NOT have direct in-combat uses.

Purchasing additional damage flavors beyond the three free flavors is a usage of the Misc skill. Additional damage flavors cost 5 SP each.

Being able to carrying an additional passenger with your Movement skills costs 5 SP.

Movement (❖ Other): Each purchase of a movement skills gives you a 20% chance to move to a "Difficult" location, after spending a ten count leaving your current location. You go OOG, determine the success or failure, then go to your destination location (which may not be the destination you were aiming for, if you fail). There you spend another ten count to arrive in that location.

Some locations will be Easy to get to and have a 100% chance of arriving at the right location. Some locations will be Impossible to get to and will have a 0% chance of arriving at the right location.

Failure or success, after attempting a Movement skill, you are unable to use any Movement again for five minutes.

By default, Movement can carry one passenger. Extra passengers can purchased for 5 SP as a Misc skill. Outside of combat, Movement may have additional uses.

Reduce (♥ Defensive): This skill increases your Reduce threshold by +1. Any incoming damage which does not beat your Reduce threshold is halved, with the verbal of “Reduce”. Once an attacker has acknowledged a Reduce for an attack, you do not need to keep repeating the

verbal for attacks which deal that number of damage or less of the same damage flavor. If they attack with a larger attack or of a new damage flavor, please repeat "Reduce" if that still does not beat the threshold. If you have multiple Reduce skill specializations (and/or a general Reduce skill), you may add the thresholds together for any attack that qualifies within the specializations.

For example, if you have three purchases of "Reduce Magic or Normal" and three purchases of "Reduce Flame" then you could reduce any attack which is Magic Flame 6 (since both Reduce skills apply) or Magic Lightning 3, Super Flame 3 (since one or the other skill apply) or lower.

Shapeshift (❖ Other): Shapeshifting is a variant skill that replaces any ability to use items crafting (or items with an SP value). Every power source except for Normal may buy Shapeshift.

Purchasing Shapeshift requires GM approval and the rules may be adjusted as we try to balance it with other options.

Shape-shifting takes 60 seconds, either to your normal form or to a shapeshift form. Your forms must be from a related family of creatures (such as "Animals" or "Undead") and role-played and costumed as such (like a mask for each form). While you are in a shapeshift form, you take all of the disadvantages of your new form, such as unable to speak if your new form cannot or taking stuns that you would normally be immune to (such as Stun Animal).

You start with three forms (of your own design, plot has veto power in case you find an infinite loop that we've missed). If you want to change or add new forms, this will likely require a quest.

Every time that you get a skill reset, you may select one of your forms to also gain a skill reset to recover expendable skills.

The first purchase of Shapeshift costs 5 SP and gives you 5 SP of shape-shifting forms. Each additional rank of Shapeshift costs 10 SP and increases the SP available to your forms by +5 SP

Smite (⇒ Offensive): Grants you a single attack which deals 20 points of damage, once per reset per purchase. The Smite MUST have your power source in the verbal and cannot be Normal. You can deal your smite damage with any attack delivery method, such as weapons or packets.

Strength (⇒ Offensive): Increases the damage of your base attack by +1. As a reminder, your base attack can be used with all delivery types: weapons, packets, darts, etc. If you deal 2 points of damage or less, you can choose to call Normal or your Power Source for the attack. If you deal 3 or more, you must call your power source. Normal characters cannot deal more than 2 points of damage. You may choose to deal less than your full base attack damage.

Stun (⇒ Offensive): This skill gives you one attack per purchase per reset, which will prevent the target from acting for ten seconds. All stuns must have a power source in the verbal, they are not repeated in the text of this skill description for clarity purposes. This skill is often seen with specializations limiting the stun to a specific type of target. The three main types of Stun targets are "Stun <creature>", "Stun <action>" or "Stun <body part>".

Stun (without any targets) or Stun <creature> will prevent the struck character from moving, acting or speaking for ten seconds. As a reminder, any helpless character may only be lightly struck and only struck one per ten seconds.

"Stun <action> will prevent the character from doing that action for the next ten seconds. For example, "Stun Attack" will prevent the character from attacking, but will let them defend and move. "Stun Walk" will prevent the character from walking, running or otherwise moving with

their legs. “Stun Healing” will prevent the use of healing skills. To qualify for the specialization discount, the character must retain some combat actions available to them. Stun <body part> is similar, except focusing on anatomy instead of action types. For example: “Stun arm” or “Stun foot”.

The same verbal may be a “Stun <creature>” for certain creatures or “Stun <action>” for others. For example, “Stun Fire” will count as a creature for a Fire Elemental but count as an action type if you strike a human fire mage.

Reserved Words:

The following are reserved words for Capes and cannot be otherwise used as damage flavors. Avoid, Dying, KO, Medic, Police, Reduce, Resist, Safety, Stun, Time Out.

The follow are special modifiers that have special meaning in Capes and can only be used as a modifier or damage flavor if those special meanings are meant.

From: Only used when the attack is coming from a specific object

Gizmo: Attack is from the Gizmo power source.

Heal: Healing will heal up to your max HP instead of subtracting damage.

Lethal: Attack will set the target to dying at 0 HP.

Magic: Attack is from the Magic power source.

Psychic: Attack is from the Psychic power source.

Super: Attack is from the Super power source.

Capes referees can check and/or veto any damage flavor.

Appendix A: Normal Character skill menu:

Skills	Cost	Description
Offensive		
Smite	N/A	Normal Characters cannot purchase this skill
Strength	5	Can purchase once, for a total increase of base attack damage of 2.
Stun	N/A	Normal Characters cannot purchase this skill
Defensive		
Avoid Normal	1	Can purchase "Avoid Normal"
Avoid XXX	1	Can purchase "Avoid XXX" where XXX is a damage flavor, such as "Poison".
HP	5	Can purchase, no limit.
Reduce Normal	1	Can purchase "Reduce Normal"
Out of Combat		
Heal	N.A	Normal Characters cannot purchase this skill
Info	5	As Info, on almost any topic.
Info (XXX)	1	As Info, but limited to a specific field, such as "Criminal Underworld"
Item Crafting	N/A	Normal Characters cannot purchase this skill
Item Expert	N/A	Normal Characters cannot purchase this skill
Misc (XXX)	Varies	Some Misc skills may be available
Movement	1	Have access to a limited form of transportation, such as "Grappling Hook" or "Jet"
Shapeshift	N/A	Normal Characters cannot purchase this skill

Example Normal Characters:

"The Rising Fist" (Martial Arts hero)

Normal Human

20 SP, Max HP: 30, Base Damage: 2

Damage Flavors: Blade, Fist, Rope

1x Strength (5 SP)

3x Avoid Poison (3 SP)

2x HP (10 SP)

2x Reduce Normal (2 SP)

"Firebug" (flamethrower and gun-toting vigilante)

Normal Human

10 SP, Max HP: 10, Base Damage: 2

Damage Flavors: Fire, Bullet, Punch

1x Strength (5 SP)

5x Resist Fire (5 SP)

Appendix B: Gizmo Character skill menu:

Skills	Cost	Description
Offensive		
Smite	5	Deals 20 points of damage.
Smite (XXX)	1	Targeting a creature, such as Gizmo (which includes robots)
Strength	5	
Stun	5	
Stun (XXX)	1	Targeting a creature, such as Animals or Gizmo. Or action. Or body part.
Defensive		
Avoid All but Super	5	Can purchase Avoid which can be used on anything except Super attacks.
Avoid Psychic or Normal	1	Can purchase "Avoid Psychic or Normal"
Avoid Gizmo or Normal	1	Can purchase "Avoid Gizmo or Normal"
Avoid XXX	1	Can purchase "Avoid XXX" where XXX is a damage flavor, such as "Poison".
HP	5	
Reduce All but Super	5	Reduce, on any attack other than Super
Reduce XXX	1	Valid: "Psychic or Normal", "Gizmo or Normal" or damage flavor.
Out of Combat		
Heal	3	Heal 10 points of damage
Heal (Self Only)	2	Heal yourself of 10 points of damage (cannot use while incapacitated)
Info	5	As Info, on almost any topic.
Info (XXX)	1	As Info, but limited to a specific field, such as "Hackers and Exploits"
Item Crafting	5	Can only create Gizmo items
Item Expert	5	Can only be expert at Gizmo items
Misc		Varies
Movement	5	Have access to exceptional transportation.
Shapeshift	5	Grants 5 SP of shapeshifting forms (3x forms). Further purchases cost 10 SP.

Example Heroes:

"Eagle Archer" (Gizmo Archer)

Human with Gizmo Powers

15 SP, Max HP: 10, Base Damage: 1

Damage Flavors: Blade, Flash, Shock

1x Smite (5 SP)

1x Item Crafting (Gizmo) (5 SP)

1x Item Expert (Gizmo) (5 SP)

Common Items:

Quiver of EMP Arrows: 5x Stun (Discount: Stun Target Electronics) (5 SP)

Quiver of Flashbang Arrows: 3x Stun (Discount: Stun Target Range Attacks) (3 SP)

"Icebox" (Robot with ice powers)

Gizmo Robot

19 SP, Max HP: 20, Base Damage: 3

Damage Flavors: Crush, Freeze, Heal

2x Strength (10 SP)

1x HP (5 SP)

2x Healing (Discount: Only Robots) (2 SP)

2x Info (Discount: Machine Interrogate) (2 SP)

Appendix C: Super Character skill menu:

Skills	Cost	Description
Offensive		
Smite	5	Deal 20 points of damage with one attack
Smite (XXX)	1	Targeting a creature, such as Animals, Aliens
Strength (Melee Only)	1	Special: Supers can purchase two ranks of Strength (Melee Only) for 1 SP each
Strength	5	Stacks with Strength (Melee Only) when using Melee weapons
Stun	5	
Stun (XXX)	1	Targeting a creature, such as Animals or Aliens. Or action. Or body part.
Defensive		
Avoid All but Magic	5	Can purchase Avoid which can be used on anything except Magic attacks.
Avoid Gizmo or Normal	1	Can purchase "Avoid Gizmo or Normal"
Avoid Super or Normal	1	Can purchase "Avoid Super or Normal"
Avoid XXX	1	Can purchase "Avoid XXX" where XXX is a damage flavor, such as "Poison".
HP	5	
Reduce All but Magic	5	Reduce, on any attack other than Magic
Reduce Nonmagic weapon	1	Special: Supers can purchase three ranks of Reduce Nonmagic Weapon
Reduce XXX	1	Valid: "Gizmo or Normal", "Super or Normal" or damage flavor.
Out of Combat		
Heal	3	Heal 10 points of damage
Heal (Self Only)	2	Heal yourself of 10 points of damage (cannot use while incapacitated)
Info	5	As Info, on almost any topic.
Info (XXX)	1	As Info, but limited to a specific field, such as "Galactic Politics"
Item Crafting	N/A	Cannot purchase
Item Expert	N/A	Cannot purchase
Misc		Varies
Movement	5	Have access to exceptional transportation.
Shapeshift	5	Grants 5 SP of shapeshifting forms (3x forms). Further purchases cost 10 SP.

Example Heroes:

"Might" (Strongman)

Human with Super Powers

15 SP, Max HP: 10, Base Damage: 4

Damage Flavors: Fist, Heat

2x Strength (Melee Only) (2 SP)

1x Strength (5 SP)

3x Reduce (Nonmagic weapon) (3 SP)

1x Movement (Flight) (5 SP)

"Graniteman" (Takes a lot of punishment)

Human with Super Powers

17 SP, Max HP: 30, Base Damage: 1

Damage Flavors: Bash

2x HP (10 SP)

3x Reduce (Nonmagic weapon) (3 SP)

1x Reduce (Gizmo and Normal) (1 SP)

3x Healing (Self only) (3 SP)

Appendix D: Magic Character skill menu:

Skills	Cost	Description
Offensive		
Smite	5	Deals 20 points of damage, once per reset
Smite (XXX)	1	Targeting a creature, such as Elemental or Undead
Strength	5	
Stun	5	
Stun (XXX)	1	Targeting a creature, such as Elemental or Undead. Or action. Or body part.
Defensive		
Avoid All but Psychic	5	Can purchase Avoid which can be used on anything except Psychic attacks.
Avoid Super or Normal	1	Can purchase "Avoid Super or Normal"
Avoid Magic or Normal	1	Can purchase "Avoid Magic or Normal"
Avoid XXX	1	Can purchase "Avoid XXX" where XXX is a damage flavor, such as "Poison".
HP	5	
Reduce All but Psychic	5	Reduce, on any attack other than Psychic
Reduce XXX	1	Valid: "Super or Normal", "Magic or Normal" or damage flavor.
Out of Combat		
Heal	3	Heals 10 points of damage, once per reset
Heal (Self Only)	3	Heal yourself of 10 points of damage (cannot use while incapacitated)
Info	5	As Info, on almost any topic.
Info (XXX)	1	As Info, but limited to a specific field, such as "Undead Lore"
Item Crafting	5	Can only create Magic items
Item Expert	5	Can only be expert at Magic items
Misc		Varies
Movement	5	Have access to exceptional transportation.
Shapeshift	5	Grants 5 SP of shapeshifting forms (3x forms). Further purchases cost 10 SP.

Example Heroes:

"The Oracle" (Information Broker)
 Human with Magic Powers
 15 SP, Max HP: 10, Base Damage: 1
 Damage Flavors: Fire, Light, Holy

"Willow" (Plant Mage)
 Magic Plant
 14 SP, Max HP: 10, Base Damage: 1
 Damage Flavors: Branch, Heal, Root

1x Smite (5 SP)
 1x Avoid (All but Psychic) (5 SP)
 2x Info (10 SP)

3x Stun (Discount: Target Feet) (3 SP)
 1x Healing (5 SP)
 1x Healing (Discount: Plant Only) (1 SP)
 1x Item Crafting (Magic) (5 SP)

Common Items:

Seed of Oak's Strength (1x Smite, Melee
 "<Power> Branch 20" x10) (5 SP)
 Seed of Tangling Roots (5x Stun "<Power> Root
 Stun Feet") (5 SP)
 Seed of Pine's Health (1x Healing) (5 SP)

Appendix E: Psychic Character skill menu:

Skills	Cost	Description
Offensive		
Smite	5	Deals 20 damage, once per reset
Smite (XXX)	1	Targeting a creature, such as Animals, Aliens
Strength	5	Stacks with Strength (Packet Only) when using Packet base attacks
Stun	5	
Stun (XXX)	1	Targeting a creature, such as Animals or Aliens. Or action. Or body part.
Stun (Mind)	1	Special: Psychics can purchase two ranks of Stun (Mind) for 1 SP each
Defensive		
Avoid All but Gizmo	5	Can purchase Avoid which can be used on anything except Gizmo attacks.
Avoid Magic or Normal	1	Can purchase "Avoid Magic or Normal"
Avoid Psychic or Normal	1	Can purchase "Avoid Psychic or Normal"
Avoid All but Gizmo	1	Special: Psychics can purchases three ranks of Avoid (All but Gizmo) for 1 SP each
Avoid XXX	1	Can purchase "Avoid XXX" where XXX is a damage flavor, such as "Poison".
HP	5	
Reduce All but Gizmo	5	Reduce, on any attack other than Gizmo
Reduce XXX	1	Valid: "Magic or Normal", "Psychic or Normal" or damage flavor.
Out of Combat		
Heal	3	Heals 10 Points of damage, once per reset
Heal (Self Only)	2	Heal yourself of 10 points of damage (cannot use while incapacitated)
Info	5	As Info, on almost any topic.
Info (XXX)	1	As Info, but limited to a specific field, such as "Astral Lore"
Item Crafting	N/A	Cannot purchase
Item Expert	N/A	Cannot purchase
Misc		Varies
Movement	5	Have access to exceptional transportation.

Example Heroes:

"Frostburn" (Throws Fire and Ice. A lot.)

Human with Psychic Powers

14 SP, Max HP: 10, Base Damage: 5

Damage Flavors: Fire, Ice

2x Strength (Packet Only) (2 SP)

2x Strength (10 SP)

1x Resist Ice (1 SP)

1x Resist Fire (1 SP)

"Thought" (An Astral Projection)

Psychic Mind-being

10 SP, Max HP: 10, Base Damage: 1

Damage Flavors: Calm, Charm, Sleep

1x Stun (5 SP)

3x Reduce (Non-gizmo Packet) (3 SP)

1x Info (Psychometry, touch) (1 SP)

1x Movement (Phasing) (1 SP)