

CAPE & CROOKS

A 5E SUPERHERO RPG

Mission: Don't Blow It!



This Capes & Crooks Mission is
your Gateway to Action-Packed
Heroic Stories

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PREVIEW

Thank you for previewing our Capes & Crooks: 5e Superhero RPG. This preview contains a 1st level starter mission and does not include the core 5e rules. You can get the free 5e rules [here](https://www.critacademy.com/capesandcrooks).

Follow us and get notified when the Kickstarter goes live on 6/29/21!
www.critacademy.com/capesandcrooks

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How do you Play?

A game of Capes & Crooks consists of a group of player characters taking on missions presented by the Overseer. The Overseer is one player who runs or designs the story and challenges the characters will face. This can take place in a single night, or over several sessions over a long period known as a campaign. Whichever way you play, below are some rules to get you started.

Your characters interact with the world using seven polyhedron dice. This usually consists of each having a special number of sides. A six-sided die for instance is known as a d6. A standard set includes a d4, d6, d8, d10, d12 and a d20. Your interactions are only limited by your imagination and your character's statistics and abilities. The core mechanics are simple. When a character wants to do something, the Overseer asks for them to make a check related to the specific ability that can be used to overcome that challenge. The player then rolls a twenty-sided die (d20). They then add any special abilities or modifiers. The Overseer sets a number to determine how hard the task is to complete. This is known as a difficulty class or DC. If the player's roll plus all the modifiers is equal to or higher than the DC, then the action is successful. The Overseer then narrates the results. It's that simple.

INTRODUCTION

Looking from the outside in. Life in Cobalt City seems pretty great. People of all shapes and sizes bustling about. Each with their own distractions to keep the focus away from the truth. More than half the world hates or fears us. A brand-new city of deviants may be great for those escaping persecution. But it certainly has its problems. Powered individuals being gathered in a single location is certainly asking for trouble. I'm sure VANE was well aware of the risks when they built the gem cities around the world. Whether it's through greed, anger or just loss of control, the city has its trials and tribulations.

Every day I strike out to help those in need. Trying my best to hide from the CCPD and the DRT hover ships. For if they learned of my vigilante acts, they would certainly pursue me. You see, being a hero to some, means being a menace to others. While the governments of the world figure out how to deal with superpowered humans and monstrous creature that now roam Terra. We do what we can to help. I mean, it's our responsibility, right? Though, being a vigilante is still technically against the law. But honestly, I don't really care. If I have the power to help someone, I'm going to use it. Those with power, have an obligation to use it to the betterment of humankind. And so, I will continue to use my gifts to help even those I hate, so long as it is right. Even if it is against the law.

BACKGROUND

This adventure takes place in the in the Cobalt Credit Union. A bank that is being robbed by an unknown villain. Eight years ago, Lylah Eneren gave birth to her beautiful young daughter Emilise. Emilise was born with an unknown disease. Lylah, a single parent spent all her resources and time trying to find a

cure for this disease that left her daughter in never-ending pain. Lylah decided to move to Cobalt City. She knew that VANE, the company that built it offered deviants job opportunities and free healthcare.

Upon arrival to Cobalt City, she learned the truth. The opportunity extended only to deviants. While Lylah was considered a genius deviant, her daughter was not. Thus, VANE wouldn't cover the cost for the research and medical bills. Shortly after her struggles began, she was able to get a job at AP Labs. A weapons research facility. There she thought she would make enough money to at least get her daughter in one of the VANE hospitals. But her struggles didn't end. Bills continued to push her further into debt. When Emilise was 3 years old Lylah was approached by a loan sharks' messenger. Not only did he offer to pay for the research and care for Emilise, but he also claimed to have special staff that could ensure she didn't suffer while they did so. All it would cost Lylah, is a trade. When he needed a favor or two from her, she would do it. No questions asked, no matter how big or how small. She agreed.

Five years passed until the loan shark, known as the Codfather, a half-man, half-shark deviant came to collect. The Codfather asked of her to do the unthinkable. She was to build bombs so his crew could place them into hideouts of some of the Codfather's enemies and those who refuse to answer his collect call. Of course, she did as she was told. It was her daughter's life on the line, and she would do anything to protect her little girl.

She soon began to see the results of her work. Explosions in warehouses where violent criminals were holding up or in restaurants that were a front for drug activity. She continued to make bombs, and her daughter continued to get the care she needed. However, after six months, the bombings became more frequent, and less criminal targets. The Codfather started using the bombs in CCPD stations, private business, and even VANE labs. Lylah wasn't ok with this. She approached the Codfather about the research, hoping it was close to being finished. It was then she found out the truth. His team had already found a cure. They just kept it from her because of the sheer amount of money it cost them. The Codfather claimed "You need to give me my return on investment."

Lylah realized she was trapped. So long as she was indebted to the Codfather, Emilise would stay in the sleep like hibernation they placed her in. It was there she decided she would stop making bombs for him and get him the money herself. Not only to save her girl, but to get her out from under his fins. Thus, was born her villain persona, Bright Bomber. Using her intelligence, she should rob from those who could afford it and pay off the debt she owed the loan shark and free her daughter.



OVERVIEW

The adventure begins with our heroes ready to head into action. The holocasts and news feeds are filled with news of a hostage situation at the Cobalt Credit Union. An unknown villain has forced the building into lockdown and is raiding the vault containing the customer's Credit Disks. The risk of loss of life has kept the CCPD outside. The heroes have chosen to get involved. While the CCPD are trying to reach the villain for negotiations, the heroes will sneak in and try to apprehend or otherwise incapacitate the villain. All while trying to ensure that all the hostages are safe.

The villain inside is known as the Bright Bomber. She is robbing the bank to payback a loan shark by the name of Codfather. A half-man, half-shark deviant. She has a genius level intelligence and is an expert in explosives. This encounter makes for a difficult situation for our heroes as the Bright Bomber has laid traps and has drones scouring the building and defending the Bright Bomber while she does her work.

This adventure assumes that the characters are actively looking to stop crime. If not, you can have them passing-by or gathering outside the bank while the robbery is in progress.

As the Overseer it's important to remember a few things when running adventures for Capes & Crooks. On Terra, the world is split on the vigilantes. Some support them and what they are doing, and others believe that vigilantes are dangerous and make the situation worse. When the characters take actions, keep this in mind. An aggressive move that causes a powerful explosion that causes property damage, or the injury or loss of life are huge talking points for those against the heroes to leverage. Keep a record of reckless actions, as well as specific heroic ones. After the events unfold, share with the players how the public perceives their actions. A short one or two sentence news title is often more than enough to twist or reveal the actions of the characters. This is a constant reminder of the consequences of their actions.

This adventure is broken down into the follow four key scenes:

- **Scene 1.** The characters must don their superhero personas and sneak passed the news and CCPD to enter into the bank undetected.
- **Scene 2.** Once inside, the characters must navigate the complex bank building and find the location of the hostages and vault with the villain.
- **Scene 3.** Upon locating the enemy and innocence. The heroes must battle the villain and rescue the hostages. All while disabling the bombs attached to the hostages.
- **Scene 4.** Lastly, as being a vigilante is against the law, the characters must escape from the scene without attracting attention from either the CCPD or the newly arrived DRT unites.



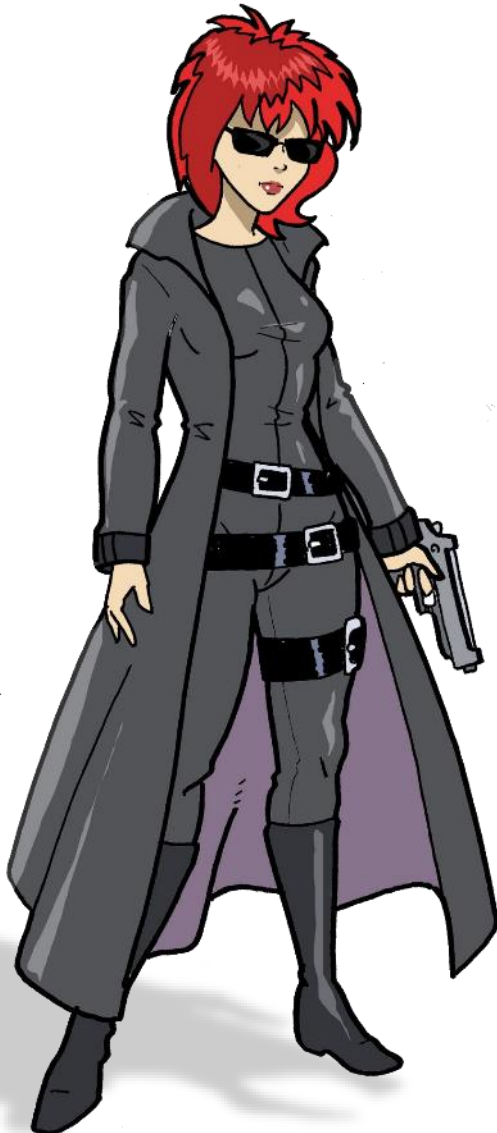
SCENE #1 — ASSESS AND INFILTRATE

“Assess and Infiltrate” is a short roleplay and exploration scene during which, the characters either learn more about what is going on in the bank and a short skill challenge to enter into the bank undetected.

When the characters arrive in town. Read or paraphrase the following:

The area around the massive ten story bank is chaotic. CCPD members in their blue uniforms are setting up a perimeter with caution holotape. A growing crowd murmurs and points to the billowing smoke from the main entrance. The smell of burnt rubber and hot metal fills the air. A stoic female with bright red hair stands at the head of the crowd’s cacophony giving orders. Recognizable as Commissioner Jordan of the CCPD.

A young female officer with silver skin approaches you. “You keep back. This is a serious situation. A dangerous deviant is inside with hostages and there has already been an explosion. Please return to your home for your own safety.”



The characters immediately notice the dangers and threat that looms. Another greedy and selfish deviant is utilizing their gifts to harm others and help themselves. The Deviant Response Team are always slow to respond, usually 15-20 minutes behind the CCPD. It makes sense, the DRT troopers are mostly autonomous robots and are expensive to maintain and operate. So, the CCPD handles basic issues and the DRT only get involved when deviants are involved.

GATHERING INFORMATION

If the characters decide to gather information before they enter the bank, they can learn the following. Keep in mind, feel free to give the information freely to characters who’s alter-ego or powers would allow them to easily acquire information, such as with the Reporter or Telepathy:

- **DC 13 Investigation Check.** The character attempts to interview the locals in the area. Many report a large explosion coming from the bank about 15 minutes ago. Another reports that the bank had just opened up. So luckily there wasn’t that many people inside.
- **DC 10 Perception Check.** Dust and debris filled the area, and the front is on fire. The main entrance collapsed preventing entry or escape.
- **DC 14 Technology Check.** The character attempts hacking or spying on police transmissions identifies the suspect as the Bright Bomber. A more recent, villain that’s been associated with half a dozen bombings. There is currently no motives or further information available.
- **DC 14 Insight Check.** The character attempts to glean information from the police mannerisms. The police are not going inside, judging from their concerned looks, it’s likely due to the risk to the hostages or the potential of another explosion.
- **DC 17 Persuasion/Deception Check.** The character attempts to convince one of the CCPD policemen to reveal that there are seven identified hostages inside the bank.
- **DC 19 Investigation/Technology/Perception Check.** A character attempts to gather information on wandering armed drones that have been scanned or identified within the building. The villain has filled the area with a medium sized contingent of sentry drones. Hovering orbs equipped with bio-scanners and blaster rifles.

After the characters have finished or bypassed the investigation scene, they succeed on a skill challenge in order to enter the building.

SKILL CHALLENGE: INFILTRATION

Fundamentally a skill challenge is a kind of encounter, similar to a combat encounter. Part of playing the game finds our characters using skill checks to interact with the world around them. Part of the excitement of being a superhero is that success or failure is often uncertain. Skill challenges offer the Overseer a tool to introduce a complex series of changing conditions, keeping track of the results to determine the overall success or failure of a complex collection of challenging scenes over different lengths of time.

While the skill challenge offers an outline for running it, do not limit yourself, or your players, to just the options that are presented. Every encounter will be different, and thus you should absolutely allow the skill challenge to be malleable. **If a player offers a reasonable reason of how a skill, power or**

feature could be used and it's not listed, make sure to do your best to allow it! Thinking players are engaged players.

Read or paraphrase the following when the players are ready to proceed.

The CCPD surrounds the building from all sides. The hostages don't have much time. The police's inaction may be the death of innocence if someone doesn't do something. If "you", don't do something.

Setup. The characters have the power to help, they just have to get into the building. If they're spotted, they could be linked to their vigilante antics and be arrested, or worse. The DRT will arrive soon. The characters have approximately ten minutes to get in, rescue the hostages and escape unseen.

This skill challenge will be used as a guide to narrate the infiltration scene. The characters must gain 5 successes in this challenge before gaining 3 failures. The party must succeed a group **DC 13 Investigation/Perception check** before attempting to enter the building. If more than half the party fails, they lose precious time trying to identify possible entry points and one of the hostages has already been killed when the heroes arrive where the hostages are being held in the bank.

Primary Skills. Acrobatics, Athletics, Stealth

Acrobatics DC 14. The character vaults over an unoccupied police cruiser, a news vehicle or similar object to reach a streetlamp. They swing from it into a window on a higher floor.

Athletics DC 14. The character attempts to climbing up a side of the building, using ledges and converging angles of the building or leaps across the large gap from a nearby rooftop and tumbling through a window.

Perception DC 14. The character observes the patrolling of the police and spots a gap in their pattern to exploit. Acting as a spotter, the next check in this skill challenge has Advantage.

Deception/Persuasion DC 16. The character attempts to draw an officer into conversation. Either using deceptive lies or genuine questions to create an opening for an ally to enter the building. The next check in this skill challenge has Advantage.

Stealth DC 17. The character moves between police cruisers one by one, blends into the crowd using police and other individuals as cover or creates distractions and sneaks into a side access door.

Technology DC 16. The character attempts to use hacking, or quick research techniques to gain access to the buildings structure plan. They are able to quickly locate an entrance through a local sewage drain.

SUCCESS OR FAILURE

Total Success: If the characters pass the challenge without a single failure, they are able to enter the building without alerting the police. Additionally, the first time they encounter an enemy they have surprise.

Success: The characters are able to successfully enter the building. While the cops didn't spot them, a bystander who works for Cobalt Chronicle Blog was able to snap a holovid of one of the heroes just as they entered. This opens up the characters superhero identity to the events in the bank. For better or for worse.

Failure: If the characters fail the challenge, they successfully enter the building. A few of the police spotted them and has chatter about the situation over their coms. This alerts the Bright Bomber and her drones. The characters are ambushed by two **sentry drones** for each player character.



SCENE #2 — LOCATING THE HOSTAGES

SKILL CHALLENGE:

NAVIGATING THE BANK

Once the characters have entered the building, they must then locate the hostages. Read or paraphrase the following:

The area inside the bank is surprisingly empty. The police sirens muffled by the office walls and lights dancing around from the police cruisers. Likely the bank had just opened when the villain attacked. Most of the offices appear empty and quiet, with the exception of the humming sound echoing down the halls. The bank is a complex labyrinth of cubicles and office rooms.

Setup. The characters must now navigate the banking complex to find the hostages and the villain. Likely they are together so that that villain can keep an eye on what is happening. A successful DC 15 Perception check reveals the humming down the halls to be the sound of acclivity rods. A core device that allows objects to hover. This scene also uses a skill challenge. Each failure in this skill challenges means an encounter with 1d4 **sentry drones**. If the characters spend too much time locating the hostages, they run the risk of losing more of them and allowing the villain a chance to escape. The characters must gain 3 successes in this challenge before gaining 2 failures.

Primary Skills. Investigation, Perception, Technology

Athletics DC 13. The character dashes down hallways, leaps over desks and cubicles scouring the area for the hostages.

Investigation DC 13. The character attempts to look for information on desks or signs for information describing location of the vault or main storage areas where the villain may be.

Perception DC 17. The character attempts to listen for strange sounds such as screaming from hostages or any sort of noise that may indicate someone breaking into a vault.

Stealth DC 16. The character attempts to stalk and avoid the wandering drones. Using hiding tactics to track them so that the party can avoid them. The next failed check during this skill challenge does NOT lead to an encounter with **sentry drones**.

Technology DC 16. The character using hacking, or quick research techniques to gain access to the buildings blueprints and design layout. If the character had already done this in the *Infiltration* skill challenge, they have Advantage on this check.

SUCCESS OR FAILURE

Total Success: The characters are quickly able to navigate the bank complex and are able to avoid the **sentry drones** that patrol the building.

Success: The characters are able to navigate the bank complex and locate the vault room containing the hostages and villain.

Failure: While the characters able to eventually navigate the bank complex, the delay caused by the battles with the drones gives the villain ample time to prep and hide. The Bright Bomber has Advantage on all checks pertaining to hiding herself from discovery by the characters in the vault room.

TRAPPED!

The Bright Bomber has prepared for intruders. The entrances into the vault room are trapped with deadly gadgets hidden by holograms to render them nearly invisible. This trap is activated when an intruder steps on the device, releasing a barrage of laser beams in all directions.

The DC is 15 to spot the barely visible outline of the device's illusionary hologram. The trap activates when more than 20 pounds of weight is placed on it, causing the device to rise into the air 5 feet and release the omnidirectional laser blasts that extends out in a 20-foot-radius sphere. Each creature in the area must make a DC 14 Dexterity saving throw, taking 11 (2d10) radiant damage on a failed save, or half as much damage on a successful one.

A successful DC 14 check with hacking tools or thieves' tools can be used to disable the device and prevent the trap from activating.

Overseer Notes: Trap "Click"

When the characters spring the trap, as Overseer you can make it more of a tense moment by simple letting them know they hear a "click". Once you do this, you go to each player around the table, ending with the player whose character triggered the trap. Give the players an opportunity to decide how their character reacts.

Using this, you can grant bonuses to the characters and even offer opportunities beyond just letting the trap detonate immediately. While their decision can take a number of different forms. In general, they will fall into one of the following categories. This uses the character's reaction. The character attempts to "jump" for safety or cover. They attempt to go prone by "hitting the deck". The character attempts to "brace" for impact or they can attempt to *disarm* the trap. Call for appropriate skill checks. In three cases: *jump*, *hit the deck* and *brace*. A successful check will grant Advantage on the save. Should a character attempt to *disarm* the trap and fail? The device is triggered, and the character has disadvantage on the saving throw.



SCENE #3 — AN EXPLOSIVE SITUATION

The characters are met with a situation much worse than they had expected. There are eight **commoner** hostages (minus any that have been lost due character failures) lined up against a far west wall. A successful **DC 12 Medicine/Investigation check** reveals they died of blaster wounds. Likely from the drones or a sidearm. They are each gagged, blind folded and have devices strapped to their chest. A successful **DC 14 Investigation/Technology check** reveals they are bomb. 2d4 **sentry drones** are in the area to defend the Bright Bomber and keep the hostages in check. The drones are programmed to keep at least 10 feet away from each other at all times to prevent any accidentally chain explosions. This program is overridden in combat scenarios. Additionally, they always keep at least 15 feet away from the Bright Bomber. A successful **DC 17 Insight check** reveals this fact. The area in front of the vault entrance has a laser gadget *alarm* trap set up to warn the bomber if anyone tried to enter who shouldn't.

One of the hostages is the Bright Bomber in disguise. A character who succeeds an **Insight check contested by the bomber's Deception/Performance check** can see through their charade. She has already stolen two Credit Disks from the vault that had the largest values in the bank. With her keen intellect she choose her targets and escape plan with the highest chance of success and the least casualties. The dead innocence was a result of the hostages getting courageous and her drones dealing with their outbursts.

Inside the vault the Bright Bomber has placed a *holocube*. The Bright Bomber has used this to create holographic illusion of her continuing her work inside the vault. Additionally, hidden within the image is a **sentry drone**. This allows the illusion to blast any threats as if it was real. A character must succeed a **DC 18 Investigation check** to determine that it is an illusion. Physical interaction with the image reveals it to be an illusion because things can pass through it. If the *alarm* is triggered, the holobomber immediately takes a defensive position and fires on any incoming intruders. If anyone gets in the vault close enough to touch the hologram the vault door immediately shuts. A character within 10 feet of the vault door when it closes must succeed a **DC 12 Strength Saving throw** to keep it open. Each round they must use their action to hold open the door and succeed the save again, gaining a level of exhaustion. The DC increase by 1 each round. Once closed the vault doors require a **DC 24 Athletics/Technology check** to open.

When the characters arrive in the vault chamber room read or paraphrase the following.

As you enter the vault chamber room the sound of whimpering comes from the west wall. There, a number of hostages are bound, gagged, and have strange devices attached to them. Across the room a large electronic vault door is ajar. The sound of someone frantically moving inside can be heard. The slamming of small drawers reverberates through the chamber. The villain inside appears to be occupied. It's unclear if they are aware of your presence. Several sentry drones hover in the main room. Likely keeping guard over the hostages. There is just minutes before the DRT arrive and capture all deviants involved.

The Bright Bomber's goal here is simple. To hold out until the police breakthrough and escape under the guise as a hostage. The Bright Bomber has set a small neurolink she can use to send an anonymous tip to the CCPD. The tip is "the Bright Bomber is battling some vigilante deviants and that they should charge in the front door to get the hostages while they villain is distracted." The police enter the building and rush to the vault chamber. The 3d6 police arrive in 1d4+1 rounds during the battle between the characters and the Bright Bomber hologram and the drones. Police try to assist the characters in anyway (use the **thug** statblock).

The bombs must be defused before the police will allow the hostages to leave. They fear by-standers may be injured or killed should the devices explode. When the characters arrive a countdown timer on the bombs starts at two minutes. A successful **DC 15 Technology check** reveals that if done correctly, the bombs can be disarmed. Based on the specs, the explosion shouldn't be more than a 20-foot radius. Should one go off, use the *explosion* power. It's likely a character will try and disarm the bombs. If this happens use the following minigame for the one disarming it. Both thieves' tools and hacking tools can be utilized here using the Technology skill. This can happen during combat but is not required. If the characters take no interest in defusing the bombs, the police attempt it. Roll a d20 on a 5 or higher at the top of each round, the police succeed. On a failure, a bomb explodes, likely killing everyone in the blast radius.

DEFUSING THE BOMBS

When running the bomb defusal, make sure to describe in great detail the fear and panic on the hostages faces. Choose one of the hostages in advance or at random to be the bomber. This hostage should be notably behind cover, such as a pillar or heavy desk to protect herself from any explosions. If her bomb is disarmed, success or failure have the character who disarmed it make a DC 19 Investigation/Technology check after the bomb defusal. On a success they learn that the bomb attached wasn't actually designed to go off. This may clue the characters in as they disarm bombs to the truth of this hostage's charade. To increase tension and difficulty, you can tie the destruction of sentry drones to the timers on the bombs. Once all drones are destroyed, it sets off the bombs. This can force the characters to find a way to deal with the last few without destroying them.

Step 1. First thing during this process is to roll five d6 dice on the table in front of the player doing the defusing. Inform them that each die represents a circuit or wire in the device. Inform the player that one of the following sequences is needed to defuse the bomb successfully.

- Only Odd. The player must remove all the even-numbered dice from the five d6s.
- Only Even. The player must remove all odd-numbered dice from the five d6s.
- Low to High. The player must arrange the five d6 dice from smallest to largest numbers.
- High to Low. The player must arrange the five d6 dice from largest to smallest numbers.

Step 2. The Overseer secretly writes down the correct option from the four above. Either by choosing or rolling a d4 and determining it randomly.

Step 3. On the characters turn, they can use their action to roll an Investigation/Technology check. The result determines what they know about the proper sequence to defuse the bomb.

- Roll of 6 or less. The character has no idea how these bombs were built or function.
- Roll of 7 to 11. The player may ask what rolled number belongs in the first position.
- Roll of 12 to 16. The player may ask about what rolled number belongs in the first two positions.
- Roll of 17 to 20. The player may ask about what rolled number belongs in the first three position.
- Roll of 21 or 25. The player may ask about what rolled number belongs in the first four positions.
- Roll of 26+. The player knows the correct order of all five dice.

Step 4. The player then may use a bonus action to attempt to disarm the bomb. If the guess correctly, the bomb is defused. If they guess wrong, it explodes.



CONCLUSION

After the battle with the drones and the tense bomb defusal the characters are in a tight spot. The DRT Troopers ship is about to land outside bank area. If the characters didn't discover the Bright Bomber's charade and identify her. She uses her *acclivity boots* to escape the scene. Launching herself into the air once outside and uses *optical camouflage* to disappear from sight and escape. The characters won't be able to give chase as they likely don't have the means yet. Additionally, the DRT Troopers are beginning to drop in.

If the characters manage to identify the Bright Bomber, she is captured and arrested when she tries to escape with her acclivity boots.

The characters are approached by Commissioner Jordan. She says to them "That was very reckless. You certainly could have made the situation much worse." At this point, if it is revealed that any loss of life was the result of the characters she sighs in exasperation and mentions it probably couldn't be helped. "You're lucky I don't arrest you right here and now. But I understand the need is great for those who want to help. Go, quickly!"

The DRT Troopers have surrounded and began entering the building. The characters must escape notice to the best of their ability. The best way to do this is to utilize their Alter-Ego personas. As Overseer, we recommend keeping track of how many times the DRT encounter the characters either in their hero suits, or outside them. The DRT have a hivemind database. As the characters start to be spotted, regularly, they become the targets of the DRT and their investigation into illegal deviant activity. If the characters are captured by the DRT Commissioner Jordan intervenes and claims they are to be interrogating by the CCPD before being turned over to the DRT. As Overseer, you can decide what all that entails. Leading to another grander adventure for our heroes.

Below is a list of potential outcomes that can arise depending on the actions and rolls of the characters.

OUTCOME #1

If the loss of life is three or more innocent during the mission, the news reports take on an aggressive stance against vigilante intervention. This pushes the political agenda of several factions within the city, and world. The belief that vigilantes are more of a hinderance than help. The news broadcasts try to push the narrative that they only make the situations worse. Vigilantes should join a certified policing force to ensure they are held accountable for their actions. If the characters have revealed their hero names to anyone during the encounters. Their name is published for the city and world to hear for their heinous and dangerous activities.

OUTCOME #2

If the loss of life is kept to a minimum of one innocent life, the news reports the benefit of vigilantes and the worlds need of

their help. They site that the slow response of the DRT and ineptitude of CCPD only makes situations worse. Especially when deviants and innocence are at stake. The self-sacrificing heroes using their gifts to aid the world should be explored and expanded upon. Not arrested and punished for wanting to help. If the characters have revealed their hero names to anyone during the encounters. Their name is published for the city and world to hear for their heroic activities.

REWARDS/XP

The characters each earn 300 XP. This is enough to take them to 2nd level. In addition to that, if they managed to capture the Bright Bomber, they gain her Acclivity Boots and Optical Camo Belt.

ACCLIVITY BOOTS

Equipment, uncommon (must be equipped)

These advance boots have built in acclivity bands that grants the user controlled antigravity flight. As an action you can activate the boots. The boots grant you a flying speed of 50 feet for 10 minutes. They can carry up to 400 pounds, but their flying speed becomes 30 feet while carrying over 200 pounds. This feature cannot be used again until the next dawn.

OPTICAL CAMO BELT

Equipment, uncommon (must be equipped)

The belt has built in nanoprisms. These small nanobots bend light around objects. As an action you activate the belt. You become invisible for up to 1 hour. Anything you are wearing or carrying is invisible as long as it is on your person. The power ends if you attack or use a power. This feature cannot be used again until the next dawn.



APPENDIX: A

CROOKS & MONSTERS

Crooks come in all shapes and sizes. In Capes and Crooks. In addition to traditional enemies, C&C has two special types of enemies: The Crony and Henchmen. These two special monsters don't have hit points. Instead, Cronies die after a single blow and henchmen are a bit more durable and die after two attacks. If they are subject to certain area effects, such as explosion or flamethrower that allow them to make a saving throw to take only half damage, they instead take no damage if they succeed on the saving throw. These monsters act as shocktroopers and can be tossed at heroes in large numbers.

SENTRY DRONE

Small construct, neutral

Armor Class 11

Hit Points Henchmen

Speed 10 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 7 (-2) | 13 (+1) | 10 (+0) | 9 (-1) | 16 (+3) | 12 (+1) |

Skills Perception +5

Damage Vulnerabilities lightning

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses bioscanner 30ft., darkvision 60 ft., passive Perception 15

Languages understands commands given in any language but can't speak

Challenge 1/2 (25 XP)

Death Burst. When the sentry drone dies, it explodes in a burst of fire. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area or ignited.

ACTIONS

Blaster. Ranged Weapon Attack: +4 to hit, range 60/120 ft., one target. Hit: 6 (2d4 +1) radiant damage.

BRIGHT BOMBER

Medium human, lawful evil

Armor Class 15

Hit Points 34 (4d8 + 8)

Speed 30 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 16 (+3) | 10 (+0) | 18 (+4) | 14 (+2) | 16 (+3) |

Skills Investigation +8, Insight +4, Technology +8

Damage Vulnerabilities lightning

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the bright bomber can use a bonus action to take the Dash, Disengage, or Hide action.

Optical Camo. As an action you activate **her optical camo belt**. The bomber becomes invisible for up to 1 hour. Anything she is wearing or carrying is invisible as long as it is on their person. The power ends if they attack or use a power. This feature cannot be used again until the next dawn.

ACTIONS

Blaster. Ranged Weapon Attack: +4 to hit, range 60/120 ft., one target. Hit: 6 (2d4 +1) radiant damage.

Homing Missiles (Recharge 6). The bright bomber releases a barrage of three small homing missiles. Each missile hits a creature of its choice that it can see within 120 feet. A missile deals 1d4+1 fire damage to its target. The missiles all strike simultaneously, and the bomber can direct them to hit one

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