Sunrise

"No one can play God, Doctor. Not even you."

Introduction

Sunrise is a role-playing game. In role-playing games, the players control fictional characters, and describe how their characters react to a fictional setting provided by the Game Master (GM). Some role-playing games are completely freeform, and others are acted out. However, many games (including Sunrise) are played around the table, and the success or failure of a character's actions is determined by the roll of the dice or some other random method.

Sunrise is a 24 hour game. That means that every idea and piece of text here was scrounged together in a single day. I began work on Sunrise at 5:15 PM on April 12, 2003, and finished at 5:15 PM on April 13, 2003.

The Setting

In 1996, a little-known scientist named Doctor Julian Bergfischer Licht began to experiment in genetics. At the time, the science of genetics was far from perfect, so many mistakes were made along the way. Although his intentions of curing genetic diseases were admirable, the suffering caused was sometimes horrendous.

In the year 2003, the Doctor was prosecuted by a family who had lost a son to Licht's attempts at saving the boy from a genetic disorder. Licht lost the case, and received a heavy fine and long jail sentence. He died while imprisoned.

However, he left behind a frightening legacy: not all of his 'mistakes' had died. Many were sterile, but others married and had children normally--and the Risen were the result. The Risen are the children of Dr. Licht's failures, the enduring proof that men in fact *can* play God.

But what were the risks? The powers of Risen children started manifesting around the age of puberty, an age of raging hormones and strong emotions. Most Risen could control themselves, and others had nondestructive powers, but some were not so mild.

When the first Risen were spotted in 2025, they were wonders. By 2026, they were freaks. And in the year 2027, they became animals fit for nothing but hunting. The most dangerous beast has always made the most valuable prize.

The Risen

Now, in the year 2045, there are estimated to be approximately ten thousand Risen,

mostly in Europe and North America, the oldest of which is Sean Crawford, 29. Sean was the first known Risen, discovered at the age of nine in 2025. Most Risen are between the ages sixteen and twenty five.

For five years, the Risen were hunted like beasts. However, feral beasts have a way of killing their hunters, especially feral beasts that can run through solid walls or transmit a powerful electric jolt via touch.

Now, the Risen are entering back into society. They are coming out of hiding, making themselves known. Many have been offered prominent military and police positions. But there are always those who don't *want* to come home . . .

Characters

Characters in Sunrise will be the Risen, those genetically engineered men and women whose parents' genes served as the playground of Dr. Licht. They are not the same as 'normal' people: they are more powerful. But for what will they use this might?

Character Concept

Before you start assigning numerical values to a character, you need to know a few basic things about them. What do they do in life? Are they on the streets, do they work for a government agency, or what? When did their powers first manifest? What are they able to do with their powers?

You will also want to know a few more specific details about your character. Decide how they look, if they have any close friends or relatives, and what they have been doing up until now.

Power Level

Power Level (or PL) is the general overall strength of a character. Normal humans have a PL of four, although beginning characters will have a PL of six. In long lasting games, the PL of the characters may reach ten or higher.

PL, in conjunction with Priority, is used to determine the number of points that a player may spend on their character's Attributes, Skills, and Powers.

Priority

Characters have three sets of statistics: Attributes, Skills, and Powers. Risen may divide six Priority Points between these areas. (Normal humans receive only four Priority Points, since they do not have Powers.) Players must put at least one point into each area.

Attributes

Characters are defined by three basic Attributes: Brawn, Reflexes, and Mind. Brawn is how strong, tough, and endurable a character is. Reflexes determines how agile, fast, and coordinated a character is. Mind shows a character's willpower, intelligence, and strength of personality.

Characters have a number of points to

spend on Brawn, Reflexes, and Mind equal to the number of Priority Points put into Attributes plus the character's Power Level. The rating of no Attribute may exceed the character's Power Level, and each Attribute must have at least one point.

A rating of one in an Attribute is considered below average, while a two is average. A three is above average, a four is excellent, and ratings of five and above are almost superhuman.

Skills

Skills are knacks and talents that a character has picked up in life. Skills range from the ability to drive well, to knowing about the history of Russia.

Players may divide a number of points equal to triple the number of Priority Points put into Skills, plus their character's PL, among their characters Skills. No skill may have a rating higher than the character's PL plus two.

There are a large number of Skills. They include Animal Handling, Alertness, Athletics, Close Combat, Deception, Dodge, Driving, Info, Persuade, Professional Skill, Ranged Combat, Socialize, Stealth, Toughness, and Willpower. Many other Skills are possible, but players should ask before selecting them for their character.

The Skills Info and Professional Skill are really a multitude of more narrow Skills, each of which must be taken individually. For instance, a character might have I/History, I/Business, or any other Info skill.

Note that Skills and Attributes are not added together when determining how well a character performs an action. Rather, the player chooses either a Skill *or* Attribute that relates to the situation. So, it is unwise to put fewer points in a Skill than you have in a related Attribute.

A rating of three or four in a skill means that the character possessing the skill has been trained well. Ratings of five and six indicate expertise. Ratings of seven or higher are extremely uncommon.

Powers

Powers are the rare or unique abilities possessed by Risen that set them apart from base line men. Powers come in many forms, from the ability to walk on air, to an uncannily accurate sixth sense.

Powers are detailed and explained in Section Four: Powers. However, you should decide upon a Portfolio, or common trait shared by all of your Powers, now.

The Balance

Characters have two more statistics: Strength and Restraint. The sum of these two ratings must always equal a character's PL. Aside from that limitation, a player may set their character's Power and Restraint however they so will.

Strength signifies how effective the Powers of a character are. The higher a character's Strength rating, the longer their Powers will

last, the more damage they'll deal, etc.

Restraint signifies how much self-control a character has when it comes to using their Powers. Amazing abilities can be corrupting, and so are Dr. Licht's modifications. If a character fails a Restraint roll, they may have to let control of their character fall into the GM's hands for part of a scene.

Since normal humans suffer from neither tampered genes nor the corrupting influence of superhuman powers, they do not have Strength or Restraint scores.

Character Points

When a player role-plays their character in an exemplary fashion, or does some really cool stuff that makes everyone go "neat!", the GM will reward them with a Character Point (or CP). CP can be used for two things: assisting actions, and going up in Power Level.

When a character takes an action, the player may declare that they are spending a number of CP. This number can not exceed the character's PL divided by four (round up). For each point spent, the character's relevant Attribute, Skill, or half of the Balance is increased by one for the purposes of that action only.

When a character has amassed a number of CP equal to double their current Power Level, they may trade in all of their Character Points. If they do, their PL immediately increases by one point. This has the effect of increasing one of the character's Attributes, Skills, Powers, *and* halves of the Balance by one point.

The Rules

Like most role-playing games, Risen uses a bit of randomization to determine the success or failure of a character's actions. However, in order to speed up game play and eliminate the chance of extremely unlikely failures, many actions do not require a roll of the dice.

The Basics

When a character attempts an action, choose an Attribute or Skill that relates to that action, and tell its value to your GM. (This value is known as the character's Action Value.)

The Game Master will have chosen a Difficulty Rating for the task. If the Action Value is higher than the Difficulty Rating, the task automatically succeeds. If the Difficulty Rating is equal to or greater than the Action Value, the player will roll a number of dice equal to the difference between the two numbers, plus one.

If every single die lands on an even number, the task succeeds. If one or more dice land on an odd number, the task fails.

Setting Difficulty Ratings

If you're going to run a game of Sunrise, you'll have to be able to set the Difficulty Rating of almost anything that a character

wants to try. Jumping off a bridge unscathed, losing a car that's following them in traffic, shooting a bullet through a dime--you've got to be ready for all of it.

In general, easy tasks don't even have a Difficulty Rating. Average tasks have a rating of two, while distinctly difficult tasks have a rating of four. Exceedingly difficult tasks have a rating of six, while practically impossible ones have a Difficulty Rating of eight or higher.

Man Against Man

Sometimes, a player will want their character to perform an action that is opposed by another character. This character may be controlled by another player, or by the GM.

If this is the case, the GM will not pick a

Difficulty Rating. Instead, the controller of the other character involved in the conflict will pick one of their relevant Attributes or Skills.

Then, the controller of the character with the lower Action Value will make a roll, using the higher of the two values as the Difficulty Rating. Note that if the defender "succeeds" at the roll, this means that the initiator of the roll failed.

If both characters have the same Action Value, there is an equal chance that each character will win.

Tests

Sometimes, you will have to find out how well a character can perform, even though they are not attempting to succeed at a specific task. This is called a Test.

When your character has to make a Test, choose a relevant Attribute or Skill to be your Action Value. Then, roll a die until it comes up odd. Add the number of times that you rolled even to your Action Value. This is your Test Result.

Tests are also used when many characters are competing against each other in a free for all. In this case, the character with the highest Test Result wins. If multiple characters end up with the same Test Result, the continue making Tests until there is a winner.

Combat

Everybody will get into a scrape some time. When you're a genetically altered super powerful Übermensch who is either hated, feared, or revered by almost everyone, you'll tend to notice that trouble finds you.

Rounds

When characters enter into combat, time will be broken down into Rounds. A Round is defined as a unit of time in which all characters involved in a combat have the chance to take one or more actions. A Round usually lasts between two and six seconds game time.

In a Round, each character may initiate one Action. Their player may declare that they are doing so at any time, but if two or more characters attempt an action at the same time, the GM will decide who goes first. A character may react to any number of Actions.

An Action may be almost anything, from shooting a gun to leaping over a barrier to running for your life. Reactions include dodging an attack, stopping an opponent from breaking a pin, and spotting a hiding character.

Character Points have a special use in combat: at any time, a player may spend a Character Point to grant one additional Action to their character this turn.

During a combat round, a character may move four meters while doing other things. A character may spend their Action to move an additional six plus Reflexes or Athletics in meters.

Attacking

Attacking another character in combat takes

an Action. This, of course, is an opposed roll.

The attacker may use Reflexes, Brawn, or Close Combat if attacking in melee, and Reflexes or Ranged Combat if attacking from a distance. The defender may use Reflexes or Dodge to avoid the attack. If they are avoiding a melee attack, they may instead use the Close Combat skill.

If the attacker wins the roll, the defender is struck by the attack. The defender will then take one or more Wound Points. To figure the number of Wound Points dealt, look up the Damage of the weapon on the adjacent table. The weapon deals one Wound Point, plus one Wound Point for every four full points of the weapon's Damage rating. So, a sword in the hands of a character with a Brawn of three would have a Damage of five. Therefore, it would deal two Wound Points.

Weapon Used	Damage
Punch, Kick, other unarmed attack	Brawn
Knife or Brass Knuckles	Brawn +1
Sword	Brawn +2
Pistol	5
Large Pistol or Small Rifle	7
Rifle	9

Pain and Wounds

At the beginning of each round, a character that has taken Wounds may need to make a Brawn or Toughness roll. The Difficulty Rating of this roll is equal to the number of Wound Points sustained.

If the character is successful in this roll, they are unhindered by their wound. However, if they fail, they are in pain this round. That means that, if the character takes any strenuous actions, their Action Value for that action will be treated as if it were one lower. If a character takes any strenuous actions during a round in which they are in pain, they will take one additional Wound Point at the end of the round.

If a player ever rolls at least three odd numbers when determining weather or not their character is in pain this round, their character is knocked unconscious by the pain. If they ever roll at least six odd numbers, not only are they unconscious, but they will soon expire (at the end of the scene) if attention is not given to their injuries.

Balance Rolls

When a character uses a Power wantonly, they have a chance to lose control of their character. If they do, the character begins to use that power uncontrollably, wreaking havoc until they can take a minute to regain their sense of self.

After a character has used a specific power a number of times equal to their Restraint in a single scene, it is unwise to use it again. If they do, they must make a Restraint roll. The Difficulty Rating of this roll is equal to the abused Power's Restraint Difficulty. If the character fails this roll, they must surrender

control of their character to the GM.

If they succeed at the roll, they do not lose control of their character. However, the next time that they use this power, they must make a Restraint roll again. The Difficulty Rating for this roll is one higher than it was for the last roll. This process repeats until the character fails a roll, or stops using the Power.

Recovering

Wounds don't stay open for ever. When characters take a bit of time to rest and relax, they will heal some of their injuries.

At the end of each day of rest, a character may make a Brawn or Toughness roll. If they are being treated, the character treating them may make a Mind or appropriate Professional Skill roll instead. The Difficulty Rating of this roll is equal to the number of Wound Points that the character has.

If this roll is successful, the character loses one Wound Point.

Powers

"Power" is a general term used to describe any item in the wide range of abilities that Risen possess. Powers, as stated before, can be almost anything, and they vary immensely from Risen to Risen. While one man might be able to run up walls and leap fifty feet, another may be able to cause a fiery explosion, and not be bothered by even extreme heat.

Choosing Powers

Every character will need a Portfolio, or uniting element that ties all their Powers together. In the above examples, the Portfolio of the first character might be Speed, while that of the second might be Fire. Portfolios can be almost anything, although they should be distinct and not amazingly broad.

Closely related characters, suchas siblings, should have the same or very similar Portfolios, although they may have different Powers.

Now that you know your Portfolio, you may choose your Powers. You have a number of picks with which to purchase Powers equal to your PL plus the number of Priority Points that you put into Powers.

Reading a Power

The Powers are presented below. They have a Name, a Minimum Strength, a Restraint Difficulty, a Max Picks, and a Description.

The Name of a power should be pretty self-explanatory. Note, however, that the name does not describe what the power does in real world terms. Instead, it uses game terms, and lets the player choose how it looks in the game world. For instance, one character's Improved Unarmed Damage might represent long, bladed finger nails, while the next guy's Improved Unarmed Damage represents an empathic shock transmitted via touch.

The Minimum Strength of a Power is just that: if a character wishes to select that Power, their Strength must be at least that high. Most Powers have a Minimum Strength that increases 'per pick.' For instance, Improved Unarmed Damage has a Minimum Strength of '1 per pick.' So, if you wanted to take Improved Unarmed Damage twice, you would

need a Strength of at least two.

The Restraint Difficulty of a Power represents how corrupting that Power is to a Risen that uses it. See Balance Rolls in Section Three: The Rules for more information. Some Powers that can not be used offensively or are always active do not have a Restraint Difficulty.

The Max Picks of a Power is the maximum number of times that you may select that Power at normal cost. Each additional selection of that Power costs two picks. If a Power's Max Picks rating is S, that Power may only be selected once, no matter what. If a Power's Max Picks is X, that Power may be taken an infinite number of times without becoming more expensive.

The Description of a Power provides all the rules that you need to use it.

The Powers

Air Walk
Minimum Strength: 2 plus 1 per pick
Restraint Difficulty: --
Max Picks: X
Description: You may effectively fly. If you spend one pick on Air Walk, you may do so at half your normal speed. If you spend two picks, you may do so at full speed. For each additional pick spent on Air Walk, you may move an extra two meters per turn while doing other things, and an extra four meters per turn when you spend an Action to run flat out.

Attraction
Minimum Strength: 1 plus 1 per pick
Restraint Difficulty: 2
Max Picks: 3
Description: Choose a material, such as wood or metal. By taking an Action, you may force all objects composed of that material within five meters plus one meter per point of your Strength to fly towards you.

If another character is holding one such object, they must make a Brawn or Reflex roll opposed by your Strength. If they succeed, they hold onto the object. If they fail, it flies out of their hands.

By spending extra picks, you may increase the range of Attraction by ten meters per pick.

Bind
Minimum Strength: 2 per pick
Restraint Difficulty: 3
Max Picks: X
Description: A target within five meters plus one meter per point of your Strength must make a Reflexes roll opposed by your Strength. If they fail this roll, the only Action that they can take for a number of turns equal to your Strength is to attempt to break free of the binding (which is a Brawn roll opposed by your Strength). If they break free, they can take other actions normally.

You may spend extra picks to increase the range of Bind by five meters per pick. You may also spend a pick to increase the duration of Bind until the end of the scene. If you spend one more pick on duration, Bind lasts until the target is manually freed.

Blast

Minimum Strength: 1 per pick

Restraint Difficulty: 4

Max Picks: X

Description: You have a natural attack that you may use at a distance. The Damage of this attack is equal to your Strength rating plus three. Use Reflexes, Ranged Combat, or the total number of picks that you have in Blast as your Action Value when attacking with Blast. The maximum range for Blast is 30 meters plus five meters times your Strength.

If you spend one extra pick on Blast, you may effect everything within a radius equal to your Strength in meters of your target. You may also spend picks to increase your Blast damage on a one for one basis, or to increase your Blast's maximum range by 30 meters per pick.

Disappear

Minimum Strength: 2

Restraint Difficulty: --

Max Picks: 0 (this Power costs 2 picks)

Description: You may take an Action to effectively turn invisible. No one can see you, but they can hear you with a successful opposed roll. While invisible, you must treat all your Action Values that relate to physical tasks as if they were one point lower, or appear as an incongruousness in space (Mind or Awareness Difficulty Rating two to notice). While invisible, your Action Values to avoid being struck in combat gain a plus two bonus (for a total of plus one when including the penalty to physical actions).

Damage Resistance

Minimum Strength: 1 per pick

Restraint Difficulty: --

Max Picks: 3

Description: Choose a form of being hurt, such as from impact, cutting, lightning, or bullets. Each time that you would be hurt by that form, you ignore one Wound per pick that you have in Damage Resistance.

Endure

Minimum Strength: 2

Restraint Difficulty: --

Max Picks: S

Description: You can go for hours at a time without taking a breath, and it takes twice the normal amount of time for you to feel the effects of hunger or thirst.

Improved Unarmed Damage

Minimum Strength: 1 per pick

Restraint Difficulty: --

Max Picks: 3

Description: Increase the Damage of your unarmed attacks by two for each pick that you have in Improved Unarmed Damage. You may use the number of picks that you have in Improved Unarmed Damage as your Action Value when making unarmed attacks.

Light Step

Minimum Strength: 2

Restraint Difficulty: --

Max Picks: S

Description: You may walk on water and other

liquids as if they were solid ground. If you wish, you may instead be able to walk on very thin, weak objects (such as twigs) without breaking them or falling.

Mind Bender

Minimum Strength: 3
Restraint Difficulty: 4
Max Picks: 3
Description: Pick a target within sight. If they fail a Mind or Willpower roll opposed by your Strength, all their action values related to thinking are decreased by one until the end of the scene.

By spending extra picks, you may increase the amount by which the target's Action Values related to thinking are decreased by one per pick. If you spend an extra pick, you may implant a suggestion (nothing crazy, more like "I want to go home and sleep") in the target's mind if they fail their roll, *instead of* decreasing their Action Values.

Phase

Minimum Strength: 2
Restraint Difficulty: --
Max Picks: S
Description: You may walk through anything, even if it is completely solid. You may turn this power on and off at will. Choose one type of material, such as lead or diamond, that you can not walk through. Note that you can not breathe while inside of a solid object, so be quick about it!

Poison

Minimum Strength: 2 plus 1 per pick
Restraint Difficulty: 3
Max Picks: 3
Description: When you strike an opponent with an unarmed attack, you transmit a deadly poison. The target must immediately make a Brawn or Toughness roll, opposed by your Strength. If they fail, they are effected by an attack with a Damage rating equal to your Power. They must repeat this roll every five minutes until they succeed three times in a row or the poison is somehow removed.

You may spend extra picks to increase the Damage rating of your poison by two per pick.

Rapid Healing

Minimum Strength: 2 per pick
Restraint Difficulty: --
Max Picks: 3
Description: Instead of making a roll to heal a Wound Point once per day of rest, you may roll once per ten minutes. The second time that you pick Rapid Healing, you may roll once per five minutes. The third time, you may roll once per minute. The fourth time, you may roll once per round.

Spider Movement

Minimum Strength: 2
Restraint Difficulty: --
Max Picks: S
Description: You may move along vertical surfaces as if they were solid ground. On completely smooth surfaces, such as glass, you may not spend an Action to run.

Sprint

Minimum Strength: 1 plus 1 per two picks

Restraint Difficulty: --

Max Picks: X

Description: For each pick that you spend on Sprint, you may move an extra two meters per turn while doing other things, and an extra four meters when you spend on Action to run flat out. For each pick spent on Sprint, treat your Action Values related to movement as if they were one higher.

Telepathy

Minimum Strength: 1

Restraint Difficulty: --

Max Picks: S

Description: You may speak into the minds of anyone that you can see normally. (This doesn't work if you can only see them through the television, for instance.) Alternately, you may choose a single person that you can communicate with telepathically wherever you are. If you do this, both of you must spend a pick on Telepathy.

Altering Powers

Sometimes, a character may wish to have a power that is not described perfectly in the above section. For instance, let's suppose that a character wants to transmit a mental shock that freezes their target. The closest Power that they could find is Bind, but the rolls required for Bind do not make sense in this case.

So, the player confers with their GM. They decide that, instead of requiring a Reflexes roll to avoid being bound and Brawn roll to break the bindings, a Mind or Willpower roll will instead be required in each instance.

As shown by the example above, alterations to Powers should not make them 'better' or 'worse.' Instead, an alteration should merely make a Power better fit the character and their Portfolio.