

# SUN BURN

*Survivor's guilt*





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## Game mechanics

### Combat and injuries

*In the dystopian future, injuries and death are a constant threat for humans and other beings that inhabit the wasteland. Only the strongest survived and passed their resilience to the few offsprings that survived infancy*

### Injuries

- Each character has five hit zones: Left arm, right arm, left leg, right leg and the vital area that includes the whole torso and head. Each zone has two hit points.
- A character that is hit by a cold weapon or foam bullet loses a hit point from the hit location.
- Several other factors might make a character lose hit points, such as radiation and poisons. Unless stated otherwise in the appropriate note, these points are lost from the vital area.
- Players whose character was hit are expected to act it out. Being treated by a medic might alleviate the symptoms, but will not recover lost hit points. For example, a character with a bullet in the hip can be bandaged and stop limping as badly, but still needs to be tended by a physician in an infirmary.
- When a character's vital area reaches 0 hit points, it is knocked out and loses consciousness. The character is Injured and will regain consciousness at the end of the fight scene, or after ten minutes have passed.
- An injured character that is bandaged will regain consciousness immediately after being treated.
- If a character's limb zones reach 0 hit points, they lose all use of that limb (and suffer great pain). Further damage to that area is transferred to the vital area.
- A conscious character with 0 hit points can only crawl and use self-medication- taking drugs or medicine. And limp on her feet with the assistance of another character. It cannot fight or defend itself in any means.
- A character with 0 hit points that is further bandaged may walk independently, but may still not make any action other than self-medication.
- Once a character regains at least one hit point to her vital area, it may perform any action it usually can perform.
- A conscious character with 0 hit points that is hit again (or loses a hit point by any other way) is just knocked out again, but does not go into negative hit points.
- An unconscious character with 0 hit points that is hit again dies a final death. Try to avoid doing this ☺

### Death

In the culture after the cataclysm, causing a death is as much a taboo as wasting clean water. Everyone, even the wildest person knows that there are things one does not do/ killing another person is one of them. A person who has taken a life can be sentenced to outlawry by a judge. An outlawed character does not enjoy the protection of common law and can be killed at will by anyone. Any person may





refuse trade of water and fuel with an outlaw.

In this game, death is final. There is no resurrection, no "negotiation with death", and no limbus to go through. Having a back-up character is a wise and recommended thing. Preferably with distinctive looking alternative clothing set. Players whose character has died may have the option (depending on situational opportunities) join the NPC team for some time or up to the end of the game if she so chooses.

A player whose character has died (or suffered a severe injury of which he does not want her to recover from) will be carried to the recycling centre, where the character's body will be recycled into usable materials (YUM!). If your character has suffered a lonely death with no one to recycle it, just get there discreetly for processing.

### Combat

- This game uses soft foam weapon props and soft foam bullets blasters to simulate combat.
- Permitted strike areas for cold weapons (close combat, arrows and thrown projectiles) are any area other than the face, throat, head and groin
- Permitted strike zones with foam blaster are any area but the face.
- A strike in a permitted zone by a foam bullet or weapon will subtract one hit point from that location. Players are expected to act the injury the character suffers, and you are more than welcome to treat "good hits" as more damaging than the rules demand.

### Ammo types

In this game, ammo can't just be picked off the ground and reloaded into blasters. See Firearms chapter for further explanation.

In SunBurn there are two types of foam ammo- standard and heavy.

Standard ammo includes regular Nerf Elite darts, Vortex discs, Rival HIT (balls), boomco darts.

Heavy ammo consists of Nerf Mega darts, Buzzbee Blastzooka rockets, Nerf Demolisher missiles and Zing Arrows.

Heavy ammo is more expensive to reload and destroys shields in one hit. There are no other rule differences between ammo types.

If you want to suggest another type of ammo you would like to bring to the game, please get in contact with the game masters.

### Striking weapons

Cold weapons are meant to be used under stress and will not breakdown during normal use, but can break down if instructed by a game master sticking a "malfunction" sticker on it.

The only exceptions are bows and crossbows that will be wrecked if hit by another weapon and need repair.





In the rare occasion a cold weapon is hit by a foam bullet, you are encouraged to treat the weapon as broken until repaired.

Firearms aren't meant to be used in close combat, and as such delicate mechanical devices will cease to function if struck but any weapon. (This rule is put in place to discourage players from using blasters to block strikes)

## Armour

***"Building a suit of armour wasn't the first thing that came to mind to most people after the disaster has struck. Most people didn't make it either."***

Armour is any rigid wearable material that looks tough enough. For example, a glass bottle is very hard, but not at all resilient and cannot be used to make armour. Recommended materials are thick aluminium signs, the walls of barrels and Polypropylene pipes, steel sheet metal, dishwasher sides, bullet proof vests, protective riding gear, licence plates and so on.

Armour has one purpose- to protect the character's body. Strikes to armoured areas will subtract from the armours hit points before affecting the character's body. After the armour has lost all hit points in that area, the character will begin to lose hit points as usual. Armour hit points can be restores at workshops by an appropriate crafter.

Armour can add up to two points per limb zone, and up to four in the vital zone: 2 for head protection, 2 for torso protection.

- Armour made from thin, soft or perforated material will add one HP. For example: aluminium, bicycle tires, can tabs, plastic and riding helmets.
- Armour made from rigid, thick and massive materials will add two HP. For example: bullet proof vests, steel sheet metal, car tires, and ballistic helmets.

## Shields

Shields are hand-held rigid materials meant to stop strikes. Shields will stop ant standard ammo and all cold weapon strikes, but if a shield is struck by heavy ammo, it is wrecked and has to be dropped to the ground. Wrecked shields can be repaired by crafters in a workshop.

### Summery

- Each character has 2 HP, a hit to the body with a cold weapon or a hit to the body or head by a foam bullet will negate one HP.
- A strike to the limb does not affect the body, just that limb. First strike- the limb's function is impaired, on the second strike it losses all functionality.
- Armour can negate the first and sometimes second strike to the defended area.
- Shields are wrecked when struck with heavy ammo
- A character with 0 HO in the vital area loses consciousness.
- Medics can bandage characters in order to make them regain consciousness or restore functionality to limbs.



## **Injuries and treatment**

*"come and show me where it hurts."*

*"AHHH!!! Where's my leg?!?!"*

*"Don't worry, I've put it right up there on the shelf to the right. But please tell me, where does it hurt?"*

Injuries and other misfortunes are a common and unfortunate part of life in neuland. Characters are hurt in bar brawls, raids, monster attacks or plain bad luck.

### **How to act an injury**

in any instance a character is hurt and has lost a hit point, she will suffer some loss of function. If only lost one HP, Hands will be of limited use (weak grip), legs will cause limping. If reduced to 0 HP, the limb will be useless and immobile.

Hits to the vital area will leave a character coughing, hard to breathe, dazed o, with impaired vision any other such effects. When reaching 0 HP in the vital areas, the character will lose consciousness.

### **Bandaging**

a medic can bandage a characters limb or body/head and help her regain use of the bandaged area/regain consciousness, but this does not recovers lost HP. Bandaged characters may limp around when assisted but cannot perform any other complex actions.

Bandaging is a prerequisite of healing in an infirmary.

### **Infirmary treatment**

Proper treatment and real healing can only accrue when a character is hospitalised in an infirmary. Doctors can treat a character only after it is stabilised- that is, bandaged. When treating a bandaged injured character, the doctor draws a card from the infirmaries medicine deck. The card will detail the results of the treatment if there are any residual effects of the injury or treatment. These cards are a way to add randomness to the game and a sense of danger and mortality. Cards will list the time needed to treatment, post-op recovery time needed, how much HP is recovered (sometimes a second procedure will be needed).

Such a treatment cannot recover a characters HP to more then what she started the game with.

### **Long term effects**

these are the plethora of trauma, handicap and other afflictions a character can receive as the result of an injury. Some are only roleplaying restrictions, bur some have game mechanics and handicaps included.

Each medicine card will have all the details of how to play the effect for the player to carry on his person. Here are the conditions with one of the ways to treat it. There are at least two different ways to treat each ailment.

- Infection – the character is weak as long as the fever is burning her from the inside. If not treated with antibiotics within an hour she will lose consciousness.
- Coma – the character has fallen into a coma, smelling salts can help her regain consciousness. .





- Brain damage – the character isn't functioning at a high level, cannot concentrate or think clearly. A neuro-stimulator can restore her to full functionality.
- Amnesia – the character can remember only general details of the world, but will not remember itself or the people in her life. Going on a peyote induced spirit quest will help her regain her memory.
- Neural damage – the closest limb to the injury is paralyzed and has no sensation.
- Orthopaedic damage – the character has a limp. Can be mended with Stem-cell elixir.
- Mental damage – the character has anxiety triggered by loud noises and violence. Treatment with tea leaves will ease the situation.
- Paranoia – the character does not trust her friends and family anymore. Whether the cause is bitter experience or imagined grievances, the trauma keeps it always present. Can be treated with Euphoria.
- Stubborn wound – the characters body isn't able to coup with the injury and heal up. The injured area losses a permanent HP that cannot be recovered by a medical doctor. Can be treated with Stem-cell elixir.

## Radiation

Worldwide there are many pockets of radiation. Areas in which tiny particles of radioactive material are floating in the air, areas where the soil itself is saturated with these substances and releases them slowly to the environment. The most feared of all are pockets of portable radiation, which migrate from place to place in an unknown pattern. New settlements were established in areas which radiation pockets did not reached. No one is sure why, there are those who think that the iron deposits underground reject particles. There are those who think that it is only a matter of time until these safe havens are swept away as well in a deathly gust. To navigate the wilderness amongst humanities hideouts, many survivors were able to find or build their own portable radiation detectors. These allow small groups to evade the radiation pockets and get to safety. Anyone who exits the city without an escort of a radiation specialist is almost certain to encounter deadly radiation.

### Departure from town

Radiation experts with a functioning sensor can lead groups of up to five other people across the wilderness safely. Their walking route should be winding, and sometimes with running, but they can pass safely in any area that is not contaminated regularly.

Characters that have walked in the wilderness without a radiation expert with a sensor or as part of a group that is too large can be exposed to radiation level 1. On return to town, they will be examined by the appropriate radiation facility. Sometimes, they will be diagnosed as exposed to radiation.

### Radiation zones

There are contained areas where there is constant radiation at certain levels. Characters will be affected immediately upon entering such an area. Characters can protect themselves by using different types of protective clothing and equipment.





### Radiation levels

All radiation areas have a level- a numeric value that determines whether a character was affected or not, and at what severity. If a character is exposed to radiation with a higher level than its radiation resistance, the character gets radiation sickness. The radiation sickness follows a pattern: at the first half hour the character feels nauseated and has to cough as it is getting harder to breathe. the character loses the ability to move or perform any action on its own. Following the first half hour of sickness, the character starts to lose one HP (from its vital area) at a rate of one HP every half an hour.

A difference of one level: the character starts coughing for half an hour and is unable to move and act independently. At the end of the initial half hour since exposure the character starts losing HP and continues to lose at a rate of one every half an hour. A normal human will die within an hour.

A difference of Two Levels: the character loses the ability to move and act independently, loses one and starts to lose HP at a rate of one every half an hour. A normal human will die within half an hour..

A difference of three Levels: the character loses the ability to move and act independently, 2 HP and starts to lose HP at a rate of one every half an hour. A normal human will die instantaneous.

A difference of four or more levels cause immediate death.

How to know if we were exposed to radiation ?!

A character can be exposed to radiation in three ways:

1. Entrance to the area that is marked as radiation zone automatically exposed any character with insufficient protection.
2. When a character is not accompanied by specialist radiation outside of town, it must be scanned upon return at a scanner located at the entrance to the town. If it is exposed to radiation, the scanner will alert you, and it will be considered as the initial moment of exposure.
3. There are special items such as toxins and devices that can cause radiation sickness, instructions for which will be provided with them. Protective clothing and masks do not protect against radiation that is ingested into the body in ways of eating, drinking or injection!

### Radiation protection

Each character is given a radiation protection value at registration, which shall be determined by its human classification and equipment that look of protective equipment that will be incorporated into the character's outfit.

articles that contribute to radiation resistance:

- Mutant of the Nukes strain receive radiation resistance +3.
- Other mutants receive radiation resistance +1.
- a simple gas masks Provides +1 radiation resistance.
- A radiation .





- Iodine boosts in advance your characters radiation resistance in the upcoming hour by 1 point. No stacking bonus by taking more iodine.
- Nanometric Iodine is able to neutralize the effects of radiation already suffered **in addition to** the form already been discussed in regular iodine.
- During the game the characters will be able to obtain additional means to defend themselves against radiation.
- Masters team reserves the right to resistance levels higher or lower depending on items of equipment investment and their visibility.





*"Sometimes you simply want to forget your Troubles, You take something To dull The pain ... "*

The following materials can come in the forms of syringes, ointments, powders, tablets or drinkable elixirs. Some substances can appear in different forms, but have the same influence. Different forms can effect who can use what substance. For example: elephants cannot be injected because of their thick skin. You can poison a characters drink with powder, but not with a pill. Full details will be on the substance card.

### **Drugs**

Drugs are a group of substances that have an impact in the short-term and in the long-term. A character must take the drug on its own. You can of course threaten a character to take drugs or lie to her and claim that the drug is actually a medicine or other substance than it actually is. After taking the drug, the player must read the label attached.

Most drugs have an immediate effect on the behaviour and / or other mental or physical effects.

All drugs are addictive. If the figure does not take an additional dose of the same drug within 4 hours of taking the last she gets nervous. After six hours without a dose character cannot perform normal operations (repair, production, treatment) and will try to get a dose in every way possible. After eight hours, the figure falls catatonic. After ten hours, the character overcomes the addiction but still craves for a hit. After 12 hours the character is free of the addiction. Addiction players are expected to play convincingly.

### **Medicines**

Medicines are a group of substances with beneficial effects for most of the character, designed to treat injuries and damage. Unconscious characters can be treated with medicines by other characters. After taking the medicine, the player will read the label and will be affected by the medicine.

Most medicines are ingested in some form and can be taken independently by a character, but there are some exceptions:

Disinfectants are used during medical treatment by a doctor, and you cannot take them independently.

Bandages - allow wounds to be bandaged by medics.

### **Toxins and poisons**

This is a group of very dangerous substances, which often have a negative impact on the character who takes them. You can take a toxin, outwit the characters to take it unwittingly or by poisoning someone's food or beverage. Poisoning is done by



talking with a game master/marshal and showing him that the poisoning character managed to obtain access to food or drink of the poisoned character. There can be only one character poisoned with each poison dose, and for the poison to effect the food or drinking vessel of a character, the dosing of the food/drink must accrue close to the time of eating / drinking. Larger instruments simply dilute the toxin to a level where it will not affect, and the poison loses its effectiveness after a while.



***"Always Judge a book by its cover, so my dad would tell me. I wish he had told me what is a book. "***

### **General visibility**

In SUNBURNS' post-apocalyptic world no more new things are made. Everything gets recycled and finds a new use after it is eroded enough. Tires become armour, bath curtains become cloaks, fire hoses make sandals. Nothing is thrown.

Players are expected to prepare clothes and costumes that are suitable for the world and their group. Medieval or fantastic clothing, weapons and armour are not suitable for the game world. Military clothing, modern, handmade, rags and so are a good choice. The more dusty and patched up, the better.

### **Recommended items:**

Long and ventilated clothing, so as not to get a real sunburn but not to get too hot.

Warm clothing, as the game is played in quite cool time of the year and there are significant temperature differences between day and night.

Any dust mask. If you are using a mask with filters, it is recommended to make sure that the filters are not inhibit breathing too much. Chemical filters are unnecessary for us to use.

Protective glasses. Great for keeping your eyes from the dust and being hit by Nerf darts.

Full and protective shoes or boots.

Kneepads, elbow and gloves. Recommended for fighters who want to roll on the ground to dodge the bullets.

Water Tanks. A number of water containers to carry with you at all times, looking worn and improvised.

### **Cold weapon**

Cold weapons are standard weapons made of soft foam. They must have an appearance fitting a post-apocalyptic setting. Medieval and fantastic looking weapons will not be permitted. Tools and improvised weapons are recommended- hammers, fire axes, post signs, bricks, baseball bats, iron bars, spears improvised with kitchen knife tied onto a broom and the like.

You can also use bows, crossbows and throwing spears, as long as they have adequate appearance, bullets standing safety restrictions and drawing force not exceeding 30 pounds.



## Firearms

Toy blasters firing foam projectiles.

**Blasters shooting gel pellets, plastic pellets, rubber bullets, BB pellets And the like will not be permitted.**

Blasters made by Buzzbee, NERF and the like are what the game encourages players to bring with them. Micro ammunition (elite), Mega, Vortex (disks), balls (HIR), ZING arrows or grenades (demolisher, Blastzooka) are recommended. There is a distinction between two categories of ammunition, as described in the Combat Chapter. Other types of foam ammunition that weren't discussed can get approval and classification – please contact the game masters for approval.

It is expected of players to paint their blasters to be seen as weapons used in a cruel world, not toys. But you may keep the gun nozzle orange for safety reasons.

## Improvements - MODING

Blasters may be improved in all the conventional methods, but you cannot use weighted ammunition, only supplied arrows. These arrows can be shortened by cutting, but cannot have weight added to them. Air pressure Blasters will be examined in detail and depth in order to get approval! Contact Game masters in advance If you are interested in Using Such blasters.

## Limitations of use

At the start of the game:

All blasters start the game malfunctioned.

Each player can start with up to three firearms, as long as the weapon is designed foam bullets, appropriate to the limitations of his team and has approved at registration

Each player starts with three bullets for each painted Elite (Micro dart) blaster.

A player that has a blaster with different ammunition may bring with him three projectiles compatible with that blaster, for each of those blasters.

Each player may start with all the cold weapons, shields and armour it can carry on and meet the team and character restrictions.

During the game:

All ammunition shot becomes available for collection by any player. There is no ownership on ammunition fired, so be prepared ready for this.

Blasters may be repaired in workshops.



The more sophisticated the firearm, so does the fixing become more complicated and require more resources.

Any ammunition of unknown origin is considered a spent casing. that is, only ammunition that the character started the game with, found in a sealed ammo cache or received from an ammo re-loader may be fired.

Ammunition must be stored in cartridges or designated bags and pouches. Ammo shoved into the general bag or falls to the floor is compromised and spent.

Highlights: all ammunition collected on the game-grounds that that isn't a marked cache of ammunition is wasted! You cannot pick up ammo from the floor and load it into blasters!

### Ores and Resources

Ores is a general term for a variety of materials, plants, left-overs and debris that can be collected in the wilderness.

Some of them can be used directly and some have to be refining to produce components for the manufacturing of special substances such as medicines, toxins, drugs and ammunition.

Game ores and resources will be marked as such by a tag or a sticker.

Junk / SCRAP - pieces of metal, plastic and other hard materials that can serve as weapons parts, structures, armour, shields and Machinery

Rags - old clothes, fabrics and blankets that can be given a new use.

Technojunk -old electrical appliances that can be saved or salvaged for parts.

Quartz - white stones, which can produce a white powder.

Weeds – used in making green powder

Sulphur - yellow stones, which can produce yellow powder.

Crystals - blue stones, which can produce a blue powder.

Saltpetre – brown stones, which can produce brown powder.

### Types of powders

White

Green

Yellow

Blue





Brown (powder)

Technojunk is a special Resource: a technician can break it for its basic ingredients to repair or build a device by using blueprints, or sometimes try and restore the appliance to its original purpose.

Codes.

Technojunk components will have a code attached to them. Some ancient blueprints require specific components identified by code OR the corresponding name.

*For example* : Herschel is a certified technician, and his drawings he knows that the item has a code 11-254- AS is actually a thermistor of about 5 um Ohm.

When Herschel finds a pole, one of the requirements may be listed as "Number 11-254- AS " Against Heat or about 5 um. "

In another case, Herschel will encounter demanding "induction coil Model B 2". Fortunately the evil of Herschel, records of a person does not have the part number of this item and Herschel will have to try and find another technician who is familiar with the Mac " T or dealer who holds such item.

All technicians will receive its own records when drawing the figure.



### *Blueprints*

***"This is what constitutes civilization. These nuts and bolts, are the nuts and bolts of culture. "***

In SunBurn there are many characters that are able to create items with game-mechanic significance, or fixing of such. Each such ability requires the crafter to have in his possession the respective blueprint. These blueprints are very valuable and rare and cannot be copied in any known method. They may be stolen, but only crafters with the correct set of skills may use them. Blueprints detail the resources and components needed to build an item, the time needed for the work to be completed and any other requirements. A character that adheres to these requirements can trade the resources for the item at the area marshal/game masters spot.

Regular blueprints are an item most crafters start the game with, and can be discovered during game play. These items are resilient and can be used again and again.

Ancient blueprints are very rare and fragile, and will fade or disintegrate to dust after a short exposure to light and air. These blueprints are usually for special items such as firearms, electronical devices and so on. These plans can only be used once, and it will be noted on the blueprint itself. They cannot be copied, used simultaneously by several crafters or any other cleaver idea- only one item per ancient blueprint.

### **Refining**

**Refining is the process of turning gathered ores into a clean and usable resource for use in substance production and other abilities. Refining has to be performed in an established refinery: a well-stocked laboratory. The ores that can be refined and the resources they produce are:**

**Quartz - white stones, which can produce a white powder.**

**Weeds – used in making green powder**

**Sulphur - yellow stones, which can produce yellow powder.**

**Crystals - blue stones, which can produce a blue powder.**

**Saltpetre – brown stones, which can produce brown powder.**

### **Substance production**

Substance production is the process of making drugs, medicines and toxins from resources. Substance manufacturing has to be performed in a well-stocked laboratory and according to a blueprint that will detail the resources needed and work time. Characters can start the game with first level blueprints, but can find better and more advanced blueprints during gameplay. (hint, there are at least a dozen more blueprints then noted here to be discovered)





Antibiotics – medicine neutralizes the effect of infection.

Euphoria - Drug, counteracts the effects of paranoia and mental damage, characters who consume euphoria experience joy for twenty minutes.

Smelling Salts – Medicine. Wakes up a character from a coma and eliminates the influence of drugs, but not addictions.

STIM-Pack - an injected drug, will revive an unconscious character due to injury, the character is considered to be bandaged.

Peyote - a drug, eliminates the influence of amnesia and brain damage, the character who consumes it experiences psychedelic visions, detachment from nearby surrounding and connection to the cosmos for twenty minutes.

Disinfectant – medicine. To be used during treatment of wounds. Allows the doctor to pull out two medical cards and choose which of them will be in effect.

Stem cells elixir - a medicine. Injected, medicinal effects of nerve damage, orthopaedic and wound not healed.

Neurostimulator -Medicine, injected, cures the effects of nerve damage, brain damage and wakes from a coma.

A blend of tea leaves - medicine, cures the effects of amnesia and mental damage with the side effect of causing paranoia for an hour.

Datura - poison, the victim begins to hallucinate and vomit starting five minutes after tasting poison. Lasts for an hour.

"Forever Flower" - poison, the victim is under the influence of amnesia until the poison is neutralized, the characters is cured from amnesia or 12 hours have passed.

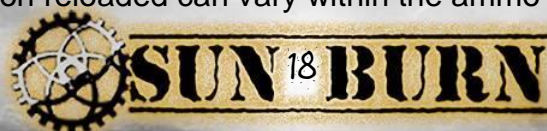
NOID - poison, the victim is under the influence of paranoia until the venom neutralized, paranoia will be cured or 12 hours have passed.

Bandages - Medicine, used for bandaging wounds.

### **Ammo reloading**

The game grounds will be littered with foam bullets. Ammo shot by players' NPC's or scattered by the game masters. Any ammo found out of a sealed ammo cache is to be regarded as a spent bullet casing. They can be reloaded by a skilled crafter in a workshop.

A starting ammo realoder can reload a batch of ten standard rounds or five heavy rounds in a work period of 30 minutes, costing him one brown powder and one piece of junk. The ammunition reloaded can vary within the ammo set: the standard rounds





can be split among different standards ammo such as 5 elite darts, 3 vortex discs and 2 Rival rounds.

### Fixing and building

Fixing is the process of bringing broken down items back to a functional state. The items that can be fixed are: cold weapons, firearms, armour, shields and electronical devices. Each category requires a distinct skill set as formalized in the following section- skills. Electronical devices will have specific requirements on fixing them. The other items have fixed requirements. These requirements refer only to the basic skills. More advanced crafters will receive a bonus according to their progression during the game. A crafter will require tools to roleplay the work and a workshop to work in.

Requirements for fixing:

Armour and shields: 10 minutes of work and one piece of junk per armour point alternatively, two pieces of junk and a rag can be used to repair three points of armour in 30 minutes.

cold weapons:

a close combat weapon will require 20 minutes of work and one piece of junk if it is short of 80 cm, two pieces of junk if between 80 and 150 cm and three pieces of junk if longer than 150 cm

.a bow will require 20 minutes of work, one piece of junk and one piece of rag.

*Firearms:*

*repairing a firearm will take 20 minutes. Due to the different complicities (and game efficiently) the material cost for fixing firearms depends on their function.*

*A salvo shot in a single trigger pull (not automatic fire) will be considered as a single shot.*

- Basic firearm – single shot, needs to be loaded and primed after each shot : 1 Junk
- Internal magazine (including revolvers) up to and including 6 shots: +1 junk
- Internal magazine (including revolvers) of more than 6 shots: +2 junk
- External magazine fed: +1 junk, +1 yellow powder
- Semi-automatic- each trigger pull shoots one dart, no need to reload or prime after each shot: +1 Junk
- Fully-automatic- each trigger pull shoots darts until released, no need to reload or prime after each shot: +1 Junk, +1 blue powder.

Examples for material costs of common blasters:

- Jolt, bigshock, proton, glowshot, nitefinder, firestrike: 1 Junk
- Strongarm, doublestrike. Hammershot, magnus, cyclonshock, vagabond: 2 Junk
- Stryfe, modulus, rayven, rapid red: 1 yellow powder, 1 technojunk, 2 junk.
- Roughcut 2X4, flipfury, rotofury, : 3 Junk
- Retaliator, alpha-trooper, recon 2.0, longshot, longstrike, centurion, pyragon:, 2 Junk, 1 yellow powder
- Stockade, barricade: 3 Junk, 1 TechnJunk



- Rapidstrike, nitron, hyperfire: 2 Junk, 1 Technojunk, 1 yellow powder, 1 blue powder.
- Swarmfire: 1 technojunk, 1 blue powder, 3 junk



## Character creation

"He asked me who I am. And then the Peyote kicked in. I asked myself – who am I?"

Creating a character in SunBurn isn't a complicated matter: each character has small number of attributes:

- Game group affiliation
- Humanity affiliation
- Skills.

Anything beyond these are purely based on players' creativity and investment.

### Game group affiliation

The game has five main game groups. In order to join them a player must speak to the group captain(s) and adhere to the groups restrictions. Some groups are very limited in number of participants and have severe restrictions and demand due to their subject matter and playing experience planned.

Each group has a few advantages and disadvantages built into the system in order to give the groups a special character. The main game groups are:

- New Tel Aviv residents – the largest group in the game
- Tzahal (the Tel Haim Military council) – a harsh and militaristic group
- Kassit – an elitist and educated group
- Magog- a bunch of wild bikers
- The Judges – a small and respected group of the only sort of authority that is widely accepted in the wasteland.

A player must be a part of one of these groups.

### Humanity affiliation

In the wasteland not all babies are born healthy, some are born with something a bit beyond that.

A player may add a, mutation to his character, as long as he adheres to his group restrictions. Mutants have several identifiable strains that have special abilities and restrictions. If such a mutation is selected, the player must have is kit and appearance up to the standard described later in this chapter. Player may choose to play a wild mutant which has no costuming standards and no special abilities or restrictions other than game group restrictions.

The strains are:

- Nukes. Pale and sickly, these mutants show a high resistance to radiation .
- Elephants. Named after the legendary beasts, these mutants are known to be tough and stocky and have grey and rough skin.
- Defibrilators. These mutants have electricity running through their bodies, some of them can even use it for protection or to power (and destroy)





electrical devices. Such creatures usually suffer greatly from the power that course through their veins. בגופם

- Wilds. These are the mutants that don't fall into one of the above-mentioned categories. They have no common physical appearance. They might have tails, insect wings, extra eyes or limbs, scales, horns and so on. They have no special abilities.

## Skills

Each character in the game must choose two skills from the following list. They represent the knowledge and proficiency the character has learned over the years. Rarely does an unskilled person survive for long in the wasteland. Those who don't share the burden are cast aside.

The skills include various medical abilities and crafting skills. Most skills require tool props, and some require game resources in order to function. Players are expected to bring these props along with their kit. Game group affiliation may affect how some of the skills work, but all are available in all game groups. Some skills require a workspace such as an infirmary or workshop, these are available at the start of the game only to residents of New Tel Aviv, but can be built during the game.

Some of the skills allow a character to create game items such as resources and substances. Each selection of such a skill awards the character one such blueprint. A player may choose the same skill twice in order to receive two blueprints at the beginning of the game. The number of copies for each blueprint is limited, and will be awarded in order of character submission.

### Skill progression

In most skills, characters can progress during the game. Progression is achieved usually by using the skill and logging the use in a registry of the suitable nature: batch production logs, medical reports and the like. These will be issued to players at registration. When the character has filled up her quota, she may approach a marshal or game master, have him sign her sheet and be awarded an advanced skill or blueprint. The game masters reserve the right to present to characters other methods of skill advancement.

Skill advancement can be expressed in one or several of the following: reduced work time needed, change of materials needed for use of skill, access to advance blueprints and so on.

### Character submission

After selecting game group affiliation, humanity affiliation and skills, you must submit your character at the following link:

<https://goo.gl/forms/VyzyonHggWcP8fSG3>

if you are requesting to play a mutant, or have any equipment in need of inspection please send detailed photographs to the game's E-mail address:

[sunburn.larp@gmail.com](mailto:sunburn.larp@gmail.com)

unless there is a problem, characters are automatically approved and layers will be contacted later on to choose their initial blueprints. The blueprints material requirements will be kept secret until the game to avoid metagaming and abuse.



### Game groups advantages and disadvantages

**Group Advantage:** Can start the game with automatic firearms (non-functional at the start of the game). Any repair or manufacturing process for firearms that costs more than 1 Scrap of material costs 1 Scrap less. When loading a batch of empty shells, members of the IDF can load up to 12 standard bullets & 6 heavy bullets for the same cost.

**Group disadvantage:** Can't start the game with a functioning building (clinic, workshop etc.)

**Treatment of mutants:** as equals, and are given a position that suits their abilities.

### Kasit

**Group Advantage:** Crafters can start the game with 1 extra blueprint for the substance production or ore refining. (The maximum a character start with is three blueprints: if the players select two different crafting skills, or twice the same skill.)

**Group disadvantage:** Can't start the game with an automatic weapon. Can't start the game with a functioning building (clinic, workshop etc.)

**Treatment of mutants:** used as chained slaves. Such characters are the property of other Kasit human characters.

### Magog

**Group Advantage:** When producing **Drugs, Toxins or Poisons** they can spend double the materials and time to produce 3 doses.

**Group disadvantage:** Can't start the game with an automatic weapon. Can't start the game with a functioning building (clinic, workshop etc.)

**Treatment of mutants:** used as worthless slaves.

### New Tel Aviv

**Group Advantage:** Can start the game with a functioning building (clinic, workshop etc.)

**Group disadvantage:** Can't start the game with automatic or semi-automatic weapons.

**Treatment of mutants:** nothing mandatory. Some residents might consider mutants to be equal to normal human beings; some people might consider them a foul thing that should never have been born. Mutants are free to set up a hut in NTA.

### Judges

**Group Advantage:** Can start the game with automatic firearms. Can outlaw a character.

**Group disadvantage:** Must act as arbiter when approached by a character. Must witness contracts if asked to.

**Treatment of mutants:** no special treatment. Mutants can even try and become judges, even though that might make their work incredibly hard.

### A note about firearms restrictions

It is possible to build weapons during gameplay. This is possible by finding an ancient firearm blueprint, and having a gunsmith build it. The gunsmith can then receive a loaner blaster from the game masters to be used in the game. Another



option is depositing ahead of the game your own blaster your character cannot begin the game with, and have your character receive it after completing a firearm build. Each deposited blaster will be tagged and the depositing player will receive a unique voucher for his/hers blaster/s.



## Mutants

In the world after the grate war there are more then only humans roaming the wasteland. Radiation exposure and fallout have heralded the arrival of odd new-borns. First only rumoured, and then more widely seen were children which spark flowed out of their fingers or glow in the dark. As the years passed these rumours became reality with the widespread of mutants across neuland.

Sometimes called children of the atom, these creatures are broadly organised into four categories: Elephants, Nukes, Defibrillators and Wild mutants.

### Playing a mutant

A player may add one type of mutation to her character as long as she adheres to the visibility requirements and her groups restrictions. A full photo of the character kit/mask/makeup must be sent to the game masters E-mail in order to receive approval of such a character.

The number of mutants in the game is limited, so please apply as soon as possible.

### Types of mutation:

1) **Elephants** – Mutants who due to the harsh radiation are born with a grey and thick skin. The deformed skin is usually scattered with calluses and other deformities, and is very hard to penetrate, whether by bullet or knife. These mutants are considered tough and strong, and are named after the legendary beasts of old. Tales say their skin can be fashioned into armour that is strong as steel and soft as silk. Appearance requirements: any exposed skin must be grey, and additionally at least one growth, calluses or other skin deformity must be present (silicone prosthesis for example)

game advantage: Elephants have thick skin. The "shock" ability has no effect on them and they have three hit points per zone instead of two.

Game disadvantage: their thick skin prevents them from using any injected substances such as Stim Packs.

(2) **Nukes** – strange and disturbing looking creatures. Their sickly appearance and pale skin can send a shiver down most people's spine. Nukes are usually lacking in physical strength, but are extremely resilient to radiation. Radiation pockets that would make a normal person vomit blood and guts are just an itch for these children of the atom. Radiation is these mutants best friend.

Appearance requirements: skin coloured to pale green or white. Optional (recommended) additions: Brightly coloured contact lenses such as white, yellow or green. Sunken eyes makeup, thin or coloured hair in shades of white, silver, neon green or neon yellow.

Game advantage: Nukes have a+3 bonus to radiation resistance.

Game disadvantage: Nukes cannot wear heavy armour (anything that grants +2 HP), cannot use a cold weapon longer than 80 cm and cannot use a shield with an aspect



wider than 50 cm.

(3 **Defibrillators** - easily passed as humans at first glance, these mutants are sometimes almost indistinguishable from humans. Defibrillators are mutants whose body produces electricity like a battery. This charge can be drained through conductive materials, and be used in several interesting ways. A person can be bore a defibrillator or go through a mutation later in life. The level of mutation can also vary during a person's life. High level mutants ( B&C) experience sever pain if they don't discharge the accumulated charge in their bodies on a regular basis. A defibrillator who does not discharges for some reason might even faint or die.

This mutation can be in one of three levels:

A) this level of mutation creates a minute amount of charge that can mostly just sting another person to be used to light up a simple flashlight. In this level of mutation the mutant can go through a lifetime without discharging even once and not experience pain.

B) At this level the charge build-up is strong enough to operate an electrical appliance or actually cause harm to another person. Pain will not appear within six hours of discharge.

C) This level of mutation is so rare it is considered a myth. The power these mutants can provide equals to that of a diesel generator. A full discharge applied to another person by such a mutant can knock him unconscious, but can also re-start a heart. A mutant of this level is in constant pain and has to discharge often in order to maintain some sort of functionality.

Appearance requirements:

A- no requirements, but players may choose to present characteristics of higher levels.

B- One or more of the following characteristics:

- Contact lenses in an electrical colour or pattern: electric/bright blue, white, neon yellow or lighting pattern.
- Charred hands or fingers (for players without gloves).
- Electric blue hair (can have white accents).
- Skin marking: blue veins or lightning patterns.
- A light emitting from the body of the player or the appearance of.

C- Two or more of the following characteristics:

- Contact lenses in an electrical colour or pattern: electric/bright blue, white, neon yellow or lighting pattern.
- Charred hands or fingers (for players without gloves).
- Electric blue hair (can have white accents).
- Skin marking: blue veins or lightning patterns.



- A light emitting from the body of the player or the appearance of.

Game advantage: Defibrillators may perform a "full discharge" the charge their body builds up once in a while. Depending on the level of the mutants this might wreck a device or harm another character.

A- Can perform a full discharge as long as at least three hours have passed since the last full discharge. At this level the discharge can only operate small appliances such as flashlights. It will not damage people or equipment.

**B** - Can perform a full discharge as long as at least two hours have passed since the last time. Is goes six hours without discharging, the mutant will lose consciousness. This level of discharge. Can be used to activate or wreck any electrical appliance that isn't marked as special by the game masters. If used on another character will cause a stunning effect.

**C** - Can perform a full discharge as long as at least one hour has passed since the last time. Is goes two hours without discharging, the mutant will lose consciousness. This level of discharge. Can be used to activate or wreck any electrical appliance in the game. If used on another character will cause a stunning effect. If used on an unconscious character (0HP), it will regain consciousness with 1 HP in its vital area. Mutants with this level of mutation are in constant pain for their whole life and are known to lose their mind.

Game disadvantage: a mutant that doesn't discharge in a timely manner into an appliance (to operate or wreck), into a grounding rod or another character (to stun or resuscitate) will lose consciousness (0HP and needs to be bandaged).

A- No time limit.

B- Every six hours

C- Every two hours.

4) Wilds – these mutants have a visible mutation that differs from the three mentioned above. It could be horns' green scaly skin, tentacles, a tail, a carp head and so on. Wilds are called so since so many of them lose all signs of humanity or thought and live off their lives away from regular humans.

Appearance requirements: as the player wishes.

Game advantage: None. These mutants have no special abilities or restrictions.

They are meant to be a creative outlet for players who wish to have an impressive make-up or kit without having to deal with complex mechanics.

Game disadvantage: as all mutants, players have to keep their appearance during the whole game and adhere to their game groups restrictions.

TL;DR – makeup requirement for mutants:

Elephants – grey and callused skin.

Nukes- pale and sickly.

Defibrillators – none required on the basic level, electric blue hair and other motifs are possible.

Wild – anything not covered by the above.



## Selectable skills

**Medic** – a character with this skill must have a medic's symbol of some sort on her person and have a medic's bag. A medic starts the game with five bandages. In order to use this skill the medic must figure out what area is hurt and bandage it. After dressing the wound the patient can regain some function and be treated by a medical doctor.

Required equipment: a medic's arm-band or any other identifying mark. A medic's bag.

**Medical doctor** – a character with this skill can cure wounded characters as long as they are bandaged by a medic, and in a well-stocked infirmary. In order to treat a patient, the attending physician must draw a card from the infirmary deck and follow the instructions. After drawing the card, the deck will be shuffled. Curing wounds will usually allow the removal of the bandages, that are now used and cannot be reused.

Required equipment: a white (or once white) lab coat, medical(ish) equipment such as syringes, infusion bags, scalpels and so on.

**Toxins & addiction specialist** - a character with this skill is an expert of toxins and addictions. A character must have a treatment kit in order to use this skill. A treatment will take no less than 20 minutes thereafter receiving it, the patient will be free of the adverse effects of any drug, poison or toxin it was exposed to, but isn't restored to full health (does not regain HP). Each such treatment requires the use of a white, green and yellow powder.

Required equipment: means of cleaning the blood such as syringes, infusion bags, dialysis machines, a blood centrifuge.

**Radiation doctor** - this skill encompasses the knowledge of radiation sickness and the methods of cleansing the body from it. Treating radiation sickness will take 20 minutes and consume one blue powder for every excess radiation levels the patient has been exposed to. This treatment does not recover lost HP, but only stops the deterioration of the patient. Treatment must be performed in a well-stocked infirmary. Required equipment: a White (or used to be white) lab coat, some sort of blood purification device such as such as syringes, infusion bags, dialysis machines, a blood centrifuge.

**Radiation expert** – selecting this skill enables the character to use two special abilities

1) a radiation expert may use a radiation detection device to lead a group of up to five characters (including itself) out into the wilderness and find a safe path between radiation pockets. This is a prop of a Geiger counter or other such device that the players must supply himself, and is assumed to be functional at the beginning of the game. This is a very important piece of equipment that might get stolen or damaged by other characters during play.

2) A radiation expert may attempt to decontaminate a radiated zone. This action will require a lot of resources depending on the radiation level and the size of the contaminated area. Game masters will provide the needed details when such actions are possible.

Requires equipment: Radiation sensor of some sort.



**Ore refining** – a character with this skill can refine ores in order to produce powders. This process must be conducted in a refining workshop. Each batch requires 15 minutes of work. Each selection of this skill enables the character to refine one type of powder, so if selected twice the characters starts the game with two refining blueprints.

Required equipment: powder treatment and crushing tools such as mortar and pestle, sieves, tiny spoons, test tubes, erlenmeyers and other lab supplies.

**Substance production** – a character with this skill can turn powders into substances such as medicines, drugs and poisons. Using this skill is possible within a well-stocked lab. Selecting this skill allows the character to begin the game with one blueprint. Selecting it twice allows the character to start the game with another blueprint.

Required equipment: lab equipment such as mortar and pestle, sieves, tiny spoons, test tubes, erlenmeyers and other lab supplies.

**Ammunition reloading** – this skill enables the character to reload spent cartridges. This can be done only in a workshop. Reloading a batch ammo will require the spent cartridges (scavenged foam bullets), a dose of brown powder and one piece of junk. Each batch can be of up to ten standard (any mixture) ammo or five heavy (any mixture) ammo. Each batch will require 30 minutes of work.

Required equipment tools such as mortar and pestle, sieves, tiny spoons, bullet press, vice grips and so on.

**Armoursmithing** – this skill allows a character to fix and build armour and shields. Each armour point fixed will take the length of time and resources detailed in the fixing and building section (page 14). Work must be conducted in a workshop.

Armour cannot be “fixed” to have more points that it started the game with.

Required equipment: tools. For example- an angle grinder, vice-grip, bench vice, hammers, saws, files, grinding wheel, welder.

**Gunsmithing** – this skill allows a character to fix and build firearms. Firearm fix will take the length of time and resources detailed in the fixing and building section (page 14). Work must be conducted in a workshop.

Required equipment: tools. For example- an angle grinder, drill, lathe, vice-grip, bench vice, hammers, saws, files, grinding wheel, welder.

**Weaponsmithing** – this skill allows a character to fix and build cold weapons.

Weapon fix will take the length of time and resources detailed in the fixing and building section (page 14). Work must be conducted in a workshop.

Required equipment: tools. For example- an angle grinder, drill, lathe, vice-grip, bench vice, hammers, saws, files, grinding wheel, welder.

**Technician** – this skill allows a character to understand how electronical devices work, or how they can be fixed. If provided with Blueprints, the character can even build new devices. The character starts only with the knowledge of some technojunk codes, but can acquire more codes and blueprints during the game.



Required equipment: technician kit with items such as screw drivers, soldering iron, magnifying glasses and so on.