

# The short version of the rules

**Rules of procedure:** Preserve the forest; watch out for each other and for yourself. Turn-off your mobile, clean up your own mess and remember to drink a lot of water.

**Kisses and caresses:** Are not allowed at "Første Søndag".

**Hitpoints (HP) and fighting:** As a human your base hitpoints (HP) are 3 HP, this dictates how much damage you can take, before you fall unconscious. If you are hit on the torso (including shoulders), you lose 3 HP. If you are hit on the arm or leg, you lose 1 HP.

If your total HP ever drops to zero you faint and drop to the ground. There you must wait until a doctor, cleric or alchemist heals you at least 1 HP. If such a person does not heal you within a reasonable time, you can go and find someone to heal you.

Until you have been healed, you are still on 0 HP and can't fight nor use any of your skills/abilities.

**Armor:** An armor provides armor points (RP). The number of RP the armor provides is decided just after briefing. RP works like HP, and adds to the amount of damage you can take before you faint. First, you lose your RP and then you lose your HP. RP are automatically regained after a combat. You need the skill "Bruge rustning" or "Bruge let rustning" to use an armor.

**Bonk:** Means to knock a person unconscious with a club or sab. The victim falls prone and is unconscious, but retains its entire HP. You are immune to "Bonk" if you wear a helm. You can only knock someone unconscious if you have the skill "Bonk" and a sab/club.

**Assassination:** The assassin places its dagger in the armpit of its victim, and draws the knife back. The victim falls silently prone and loses its entire HP. You can only assassinate someone if you have the skill "Snigmord".

**Unarmed combat:** As soon as a weapon is drawn, the unarmed combat is over. We do not use an unarmed-combat system with numbers, but the fight is decided from the following criteria: The most people wins > the person with a club/sab win > the largest person win.

**Black powder weapons:** The shooter points the gun at the intended target and pulls the trigger. If the gun says a loud "bang" the gun is successfully fired, and the target drops to 0 HP. If the gun fizzles and says "klik" or nothing at all, it takes 10 minutes to reload it. You can only fire or carry a black powder weapon if you have the skill "Specialevåben: Krudtvåben".

**To search a person for valuables:** Hold your hand over an unconscious person and count slowly to 30, after this the person has to show you all its "game objects" and you can take the ones you want. A "game object" is an object provided by the campaign "Første Søndag", it could be ingame money, a plot item or an emblem/purity seal. It is forbidden to steal anything but game objects. It is possible

to have a skill, which makes you hide one object from a search. Anybody can search a unconscious person for game objects.

**Magic:** The wizards/witches/priest mostly have the time to explain the effects of their magic. The exception is the magic used in combat. There are two types of battle magic the "magic missiles" and the "words of power".

Magic missiles: No matter the color, they do the same damage as a normal sword if they hit (3 HP in the torso, 1 HP in arm/leg). Furthermore, if a weapon or shield are hit, the person caring it is dealt 1 HP damage. Magic missiles penetrate armor and thus only HP, and not RP, can be used to soak the damage from a magic missile.

Power words: There are five words of power. After pronouncing the formula the wizards shouts the word of power and points at the target. The first power word is "Hvile" which turns undeads and does not affect ordinary people, the remaining four are:

**Frygt (Fear):** The victim flees as fast as its legs can run, and is not capable of returning before the fight is over.

**Destruktion (Destruction):** The victim's armor is destroyed (reducing the RP it provides to 0) and any protective magic on the victim is dispelled.

**Søvn (Sleep):** The victim falls asleep for 10 minutes or until someone uses a significant effort to wake up the person.

**Paralyse (Paralysis):** The victim touched is paralyzed and can't move until a) the mage no longer touch the victim or b) the victim takes damage.

**Alchemy:** The effect of the potions are written (in Danish) on a small label on the bottles. You are not allowed to read the label before you drink the liquid in the bottle. The potion takes effect immediately after consumption.

**Poison:** There are three types of poison in the game, that can be applied to food or drinks; they are sleep-poison (salt), knockout-poison (sweet) or deadly-poison (sour, your HP drop to 0, until you get an antidote). The effect begins two minutes after you have consumed the poison and you know right away, that you have been poisoned. Only a strong taste that is not supposed to be there is poison, and so a sweet soda is not poisonous...

**Starting skills:** You can choose a class called "basis karriere" for you character, and gain all the skills listed in the class. Furthermore, you get the first class-change free. If you do not want to bother with character sheets, you are very welcome to play without and use the following four skills: Førstehjælp (First aid), Brug rustning (Use armor), Handel 1 (Merchant 1) and Specialevåben: Bue (Use bow).

**The character:** Find a name for you character, which is easy to pronounce and is not used in a well-known fantasy book. Decide where your character is from, and why it has journeyed all the way to the town Weissburg.