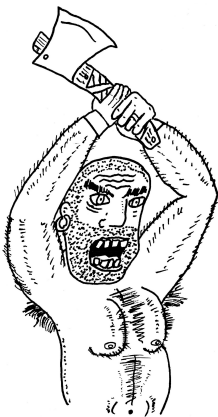


BUMP RPG

THE WIZARD'S DECREE OF CONDUCT

Hear ye, hear ye. Let it be known! By order of the Wizard, it is hereby and henceforth decreed that all subjects shall obey the following orders whilst questing, dungeon crawling, or otherwise exploring.

- I. **ALL ARE WELCOME:** Players and characters of all ancestries, archetypes, experience levels, identities, and backgrounds are welcome at this table and in this adventuring party.
- II. **ALL MAY CONTRIBUTE:** All players and characters bring useful skills, abilities, and ideas. All shall be allowed to actively participate in actions and decisions. Tyrants and despots who wish to rule over or silence others will be swiftly and mercilessly deposed!
- III. **NONE SHALL HARASS:** Harassment, intimidation, bigotry, and offensive behavior shall not be tolerated. An irrevocable spell of permanent banishment shall be cast upon all offenders!
- IV. **NONE SHALL DEBATE ENDLESSLY:** We have gathered to adventure and have fun. Arguing over rules and scouring through thick tomes wastes limited gaming time. The Mentor shall serve as an arbiter and efficiently make rulings with final, undisputed authority.
- V. **NONE SHALL WHINE:** Adventuring is deadly! Players shall not whine nor mope when characters are killed, murdered, massacred, maimed, mangled, mutilated, mutated, dismembered, disfigured, destroyed, decimated, shredded, ripped, slashed, smashed, thrashed, bashed, sliced, diced, chopped, crushed, bludgeoned, hacked, impaled, slaughtered, slain, exterminated, burned, melted, immolated, consumed, swallowed, slurped, devoured, broken, razed, demolished, eradicated, liquidated, slimed, obliterated, disintegrated, neutralized, atomized, pulverized, vaporized, zapped, snuffed out, wasted, warped, wiped from existence, banished to another time or plane, or otherwise incapacitated. The Mentor shall ensure all players remain engaged for the duration of the game. Characters may perish, but players play on!



Now let us journey forth!

