

# Game Calibration

This form is designed to help calibrate your game content and expectations. This is not a complete list of all potential content to be excluded/discussed; this is a tool to help *start* your conversation about safety.

- Listen with love and act with integrity.
- Do not question the validity of a boundary (for yourself or others).
- You do not need to know the reasons for a boundary to respect it.

## Boundaries

*NOTE TO GAME RUNNERS – if there is content you are already excluding, I recommend noting that on the form before giving it to players, that way folks do not need to out themselves for things you are already excluding.*

**X = X card** (excluded content that will not be part of the game without direct consent from the players in advance)

**y = Yes, but...** (content that can be included offscreen, or with warning)

Fill out this form with your other players, then update it as you share. If one person has an X or y, check it off on your sheet. This will give you a quick reference to use while playin. Alternatively, if there is a GM they can collect responses and generate a complete list, but it's generally better for the players to be engaged in the process.

Suffering	X	y	Bigotry	X	y	Common Fears	X	y
Abuse			Bigotry (in general)			Body Horror		
Animal cruelty or animal death			Homophobia			Clowns		
Child abuse			Polyphobia			Darkness		
Classism/Financial Struggles			Racism			Failure/Judgement		
Death/dying			Religious bigotry			Germs/Illness/Disease		
Descriptions of Violence			Sexism			Heights/Falling		
Eating disorders/body hatred/fat phobia			Transphobia			Medical Stuff		
Kidnapping/abduction			Sex	X	y	Needles		
Mental illness/ableism			Flirting/Romance			Small Spaces		
Miscarriages/Abortion			Pedophilia/Incest			Snakes		
Pregnancy/Childbirth			Pornographic content			Spiders		
Self-harm/suicide			Sexual Assault/Rape			Trypophobia		
Additional	X	y	Notes					

## Expectations

In the previous section there was no question or compromise. In this part you need to be flexible and respectful. This is a conversation about how you generally want things to go. Some topics will need to be discussed and defined by the group, so take time with each to explain each person's understanding of the **bolded** term/phrase.

Calibration Questions	Least - 1	2	3	4	Most - 5	Unsure
How <b>heroic</b> do you want your character to be?						
How <b>light/dark</b> do you want to game to be?						
How severe should <b>short term consequences</b> be?						
How severe should <b>long term consequences</b> be?						
How likely should player <b>success</b> be?						