

CONSENT & SAFEGUARDING

Games in the school (and Orkn should consider players' wellbeing and personal development, whilst also being accepting of players of different ages, abilities, learning styles, learning needs, backgrounds, disability, religion, and gender identities and the diversity of experiences these real-world characteristics can bring into the game.

Many D&D and other RPG games may feature themes in a fantasy setting which may sometimes reflect real-world issues, and possibly personal concerns as well. The nature of roleplaying games means potentially difficult topics like racism, sexism, slavery, violence, conflict, fears and phobias, gender identity, suicide, mental health, moral and ethical issues, for example, may crop up depending on the adventure. These may challenge a player emotionally and their feelings must be considered.

We therefore need to establish boundaries which should allow participants to feel comfortable, safe, and included.

- Content should not be dissimilar to that which is equivalent to the following film and videogame ratings:
 - PG
 - PEGI 12
 - ESRB Teen

What follows is a general list of lines and veils that must be taken into consideration during games and will be discussed at the beginning of each term and in 'Session 0' of an adventure or campaign. Veils and lines are usually decided at the beginning of a campaign however, there are some lines that as a school we must not cross.

- **Lines** - an action, subject or theme which will not be included in a game. School games should not include:
 - Player or party-initiated violence or cruelty towards children or animal abuse
 - Gratuitous cruelty or violence
 - Graphic descriptions of violence
 - Graphic description of horror
 - Sexual themes or sexual contact - actual or implied
 - Player or party-initiated torture
 - Inter-party violence
 - Inter-party betrayal
 - Explicit language
 - Homophobia
 - Transphobia
 - Misogyny
 - Real world religious or political topics
 - Alcohol or drug abuse
 - Explicit story-based in-game racism, oppression, torture, slavery - see 'veils' below.

We will not tolerate bullying, verbal abuse, or discrimination of players or of their characters within the game. Real world interpersonal conflict between participants will also not be tolerated. These will be treated as a school discipline issue.

- **Veils** - an action, subject or theme which should only be described in vague terms or 'fade to black'.

The following is an example of things which could need to be 'veiled' or in some cases lines that shouldn't be crossed. DMs must discuss with players.

- Drinking or drugs - don't focus on them if they (drinking at an inn or being given a 'dodgy' potion) come up (Use Constitution saving throws and make consequences severe (treat as poisoning) - eg. Exhaustion, unconsciousness, disadvantage on ability checks and attacks)
- Phobias (eg. Claustrophobia, fear of heights, insects, snakes, spiders, etc.) which they can declare in private to the DM or librarian if they wish.
- Triggers (eg. Bereavement, suicide, mental health, illness; self-harm; etc.)
- Relationships
- Real-world tragedies reflected in the fantasy world
- Elements of horror (eg. bugs, blood, paranoia, etc.)
- Off-screen in-game events which may be happening in the background (eg. racism, slavery, oppression, cruelty, etc.) which are implied in the story of a published adventure may have some part in a story. It may be the characters are setting out to stop it.

If at any time you don't feel comfortable with the content or direction of the game, say "Pause for a moment". You don't need to say why if you don't want to. The DM should then move the game on from that particular point.

Emotional Bleed

Please let your DM or Mrs Sinclair know if there is anything a complete 'no' for you before your start an adventure, as well as if anything comes up during the game that you didn't realise was going to be an issue.

Remember, this is a fantasy game, but we can become really immersed in it. If there are any themes or content in them which have left you worried or emotional, please discuss them with Mrs Sinclair or other players or other trusted friend or adult if you feel able to do so.

Please be aware of 'bleed' where emotions within the game can overflow to real life, and vice versa.