

### Player Information:

- Player Name:
- Player Contact:

Introduction: Thank you for your interest in participating in our Dungeons and Dragons (D&D) campaign. This consent form is designed to ensure that all players have a shared understanding of the game's expectations and boundaries. Please read this form carefully and sign it to indicate your consent to participate.

### Campaign Description:

- This D&D campaign is a collaborative storytelling and role-playing experience where players create and control fictional characters in a fantasy world.
- The campaign will involve various in-game situations, including combat, exploration, and interaction with other characters.
- The game will be conducted in accordance with the rules and guidelines outlined in the official Dungeons and Dragons 5th Edition rulebooks.

### Expectations:

- Players are expected to treat each other with respect and courtesy both in and out of character.
- The GM will act as the storyteller, referee, and guide for the campaign, making decisions regarding rules, story progression, and world-building.
- Players are encouraged to actively participate in the narrative, contribute to character development, and engage with the story.

### Consent and Boundaries:

- As a player, you have the right to establish personal boundaries regarding the content of the campaign. Please communicate any specific topics or themes that you are uncomfortable with, and the GM will make an effort to avoid or handle them sensitively.
- The GM and other players are also expected to respect your boundaries.
- If any issues or concerns arise during the campaign, please communicate them with the GM and other players for resolution.

## Rules and Guidelines Regarding Sensitive Topics

### 1. Respect and Inclusivity:

- Discrimination, hate speech, and derogatory language targeting race, ethnicity, gender, sexual orientation, religion, or any other protected characteristic will not be tolerated.
- All players are expected to create and role-play characters that promote a diverse and inclusive gaming experience.

### 2. Sensitivity to Themes:

- The campaign may explore complex themes related to discrimination, prejudice, or social injustice within the context of the fantasy world. However, these themes will be handled with care and sensitivity.
- Players are encouraged to communicate their comfort levels with such themes and provide input to ensure that these subjects are approached thoughtfully.

### 3. Consent to Sensitive Themes:

- Before introducing sensitive themes into the campaign, the GM will check with all players to ensure their consent.
- Players have the right to veto the inclusion of sensitive themes if they are uncomfortable with them.

### 4. In-Character vs. Out-of-Character:

- It is important to distinguish between in-character actions and beliefs and the views of the players themselves.
- In-character actions, including those influenced by character backgrounds, should not be taken as reflective of the player's real-world beliefs.

### 5. Reporting and Resolution:

- If any player feels that sensitive topics have been handled inappropriately or that the campaign environment has become uncomfortable, they should immediately inform the GM.
- The GM will address the concern promptly and work with the players involved to find a resolution.

### 6. Inclusivity and Representation:

- The campaign should strive to include diverse characters and backgrounds to create a more inclusive and representative game world.
- Players are encouraged to create characters that challenge stereotypes and promote inclusivity.

#### 7. Use of NPCs:

- Non-player characters (NPCs) introduced by the GM should also adhere to these guidelines and not perpetuate stereotypes or discrimination.

#### 8. Learning and Growth:

- In the event that sensitive topics are explored in the campaign, it should be done with the intention of fostering understanding and empathy, not perpetuating harm.

#### 9. Respect for Pronouns:

- Players should respect each other's chosen pronouns both in and out of character.

#### 10. Safe Space:

- The gaming environment should be a safe and welcoming space for all participants, and no one should feel targeted or marginalized.
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#### Confidentiality:

- Players are expected to respect the privacy of fellow players and not share personal information or experiences discussed during the campaign without explicit consent.
- Screenshots, recordings, or other forms of content created during the campaign should be shared only with the consent of all involved parties.

#### Safety Tools:

- We will use safety tools such as the X-card or Lines and Veils (or other mutually agreed-upon methods) to ensure the comfort and safety of all players.
- If you need to use a safety tool, please do so without hesitation. Your comfort and well-being are our top priorities.

Signature:

I, [Player Name], have read and understood the contents of this D&D Campaign Consent Form. I consent to participate in the campaign and agree to abide by the expectations and guidelines outlined herein.

Player's Signature: \_\_\_\_\_ Date: \_\_\_\_\_

GM's Signature:

Game Master (GM) Signature: \_\_\_\_\_ Date: \_\_\_\_\_

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Please note that this consent form can be customised further to suit your specific campaign's needs and any additional safety measures you wish to include. It's important to ensure that all players feel safe and comfortable while participating in the campaign.