

GAME EXPECTATIONS



DM NAME: _____

PLAYER NAME: _____

GAME THEME AND FLAVOR

POTENTIALLY SENSITIVE ELEMENTS

EXAMPLES: SPIDERS, SNAKES, DEMONS, ROMANCE, MIND CONTROL

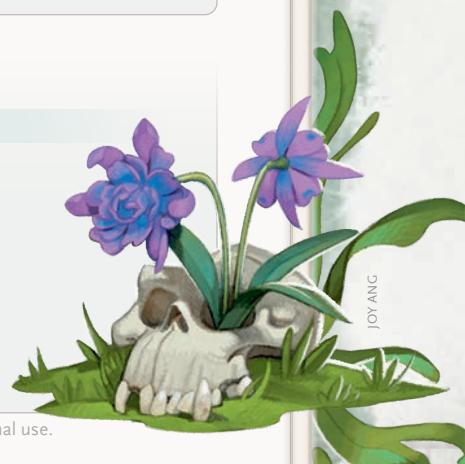
- HARD LIMIT: DON'T MENTION OR INCLUDE
- SOFT LIMIT: HANDLE WITH CARE OR OFF-CAMERA

PLAYER'S HOPES AND EXPECTATIONS

WHAT DO YOU WANT TO SEE IN THIS CAMPAIGN?

AT-THE-TABLE CONCERNS

EXAMPLES: SHOUTING, SWEARING, ALCOHOL, SHARING DICE



JOY ANG