

TOT Digital RPG Consent Checklist

ACKNOWLEDGEMENTS: This form was created for the TTRPG Safety Toolkit and is adapted from the RPG Consent Checklist that appears in the Consent in Gaming supplement by Sean K. Reynolds and Shanna Germain, published by Monte Cook Games. It can be found at <https://www.montecookgames.com/store/product/consent-in-gaming/>

The TTRPG Safety Toolkit is a resource created by Kienna Shaw and Lauren Bryant-Monk. The TTRPG Safety Toolkit is a compilation of safety tools that have been designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it at bit.ly/ttrpgsafetytoolkit.

Please do not remove these acknowledgements from the form in subsequent copies.

1. If this game were a movie, its movie rating would be

Mark only one oval.

☐ G

☐ PG

☐ PG-13

☐ R

☐ NC-17

☐ Other: _____

2. Horror

Mark only one oval per row.

	Green	Yellow	Red
Bugs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Blood	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Demons	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Eyeballs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Gore	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Harm to animals	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Harm to children	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Rats	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Spiders	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

3. Game Play Styles

Mark only one oval per row.

	Green	Yellow	Red
Combat Oriented	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Stealth	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Talking your way out of situations	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Serious Story	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Silly Story	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Classic Fantasy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Steampunk	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Science Fiction	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Animal World	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Fey and Fairies	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Gunpowder	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Betrayal	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Unexpected plot twists	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

4. Social and Cultural Issues

Mark only one oval per row.

	Green	Yellow	Red
Homophobia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Racism	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Real-World Religion	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Sexism	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Transphobia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Specific Cultural Issues	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

5. Mental and Physical Health

Mark only one oval per row.

	Green	Yellow	Red
Cancer	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Claustrophobia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Freezing to Death	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Gaslighting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Genocide	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Heatstroke	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Natural Disasters (earthquakes, forest fires)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Paralysis/physical restraint	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Police, police agression	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Pregnancy, Miscarriage, or Abortion	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Self-Harm	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Severe Weather (hurricanes, tornados)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Sexual Assault	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Starvation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Terrorism	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Torture	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Thirst	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

6. How Do You Feel About Permanent Death of Player Characters

Mark only one oval.

- ☐ I'm OK with it
- ☐ I might be OK with it, but we'd have to discuss it when it comes up
- ☐ I'm Not OK with it
- ☐ I'm not sure

7. How Do You Feel About Permanent Death of Significant NPCs?

Mark only one oval.

- ☐ I'm OK with it
- ☐ I might be OK with it, but we'd have to discuss it when it comes up
- ☐ I'm Not OK with it
- ☐ I'm not sure

8. Additional topics not covered

9. Stars and Wishes

Anything you would like to see happen in upcoming games. Is there content you definitely want to see in the game?

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