Tone and Relationships

This form is designed to help calibrate your game content and expectations. This is not a complete list of all potential tones and relationships; this is a tool to help *start* your conversation about your desires for the game. Some words/phrases will need to be discussed and defined by the group, so take time with each to explain each person's understanding of the tone/relationship. Use examples to help! Also, add any additional tones/relationships that you would like to engage with so that other players can evaluate their interest as well. And, as always:

- 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.

Definitions:

- **X** is a tone you need excluded from game play.
- **Low** means you are not opposed to that tone being present, but would rather it be brief, or infrequent.
- **Mid** means you would enjoy engaging with that tone with occasional, but regular frequency.
- **High** means you really like that tone and want to have it present as often as possible.
- **…?** Is a place to mark tones that elicit complicated responses. You need to talk with your group about that tone to make it safe and comfortable or excludes the necessary components to make it safe.
- **Examples** are useful for creating shorthand to encapsulate ephemeral concepts. Please use liberally to help people better establish expectations and boundaries!

Tone

NOTE TO GAME RUNNERS – if there are tones you are already planning on using, I recommend noting that on the form before giving it to players, that way folks know what is already built into the system/setting/plot.

Potential Tones	X	Low	Mid	High	…?	Example(s)
Comedic & Silly						
Dark & Gritty						
Dramatic & Emotional						
Fun & Fluffy						
Heroic! #savetheday						
Horrific & Terrifying						
Mysterious & Spooky						
Political						
Romantic						
Surreal & Unnerving						

Relationships

Potential Relationship Dynamics	X	Low	Mid	High	…?	Example(s)
Antagonistic/Adversarial						
Found Family						
Friendly/Genial						
Professional/Co-workers						
Romantic						
Witty & Bantering						