Time Out

The Grand Edinburgh Adventuring Society

Gaming is a cooperative sport, however sometimes things go wrong.

If the way a game is run, any content, or if anyone's behaviour (player or GM) makes you uncomfortable or causes distress, point at this card to call for a time out.

For specic content or themes, everyone will talk about how to proceed, whether it is by removing the material or changing things in the game, whatever suits you best.

For someone's behaviour at the table, bring it up so that everyone is aware of it and can ask for it to stop, or raise it privately with your GM, or see the Equality and Wellbeing Ocer during a break, or afterwards.

For gameplay issues like cheating, player vs player conflict and/or, undermining story agency, raise it so everyone can discuss what is happening openly and out of character and can amend events as needed to maximise everyone's ability to contribute and enjoy the game, and negotiate the stakes of any direct character conflict.

Contact Us:
Geas.Committee@gmail.com

Keep up to date

Mailing List:
http://geas.org.uk/mailing-list/

Facebook:
GEASEdinburgh

Twitter:
@geasedinburgh

Discord:
discordapp.com/invite/3jBeqXu

Welfare & Conduct Issues

Email:
geas.welfare@gmail.com

Anonymous:
http://geas.org.uk/support

Anti-Harassment Policy:
http://geas.org.uk/harassment

Game Safety Policy:
http://geas.org.uk/safety

Complaints Procedure:
http://geas.org.uk/complaints

GM's Checklist

This is a tool that provides you with a set of accessibility considerations for the start of your games. It serves as a reminder for both experienced and new GMs alike of things to be mindful of. The consistent use of this checklist by everyone across Geas reinforces the welcoming atmosphere and culture of inclusivity that we hope to promote.

- **Introductions, Names and Pronouns**: Ask everyone for their names. It helps if you start by introducing yourself and give your preferred pronouns to set an example for the table. Also, ask people to give their preferred gender pronouns if they feel safe and able to do so to ensure they are not misgendered. While some people prefer having their pronouns asked, for others this puts them on the spot and makes them feel like they are outing themselves, so please be mindful of the needs at your table.

- **Accessibility Arrangements**: Ask if players are comfortable where they are sitting, and check if you need to adjust where players are around the table to suit mobility, sensory, or cognitive needs that they may have. Also check if everyone is comfortable with the format, language, and environment (whether on-line or in-person), and if you need to make any further accommodations.

- **Contact Details**: Exchange contact details with your players so everyone can correspond about organising future sessions.

- **Breaks and Pacing**: It can be hugely taxing on players and GMs alike to go for hours without breaks. Ask around the table if people would like to take scheduled breaks during the session, and check how best to adjust the pacing of the game to accommodate everyone's sensory or cognitive needs.

- **Setting Expectations**: Talk about the setting, themes, and the general style of how you will be running the game: how strictly will you keep to the rules as written, whether it will have a light or dark tone, whether good and evil will be clear-cut or have grey areas, etc. Ask your players if they have any feedback and/or concerns.

- **Content Advisories**: If there is material which might be difficult or distressing, flag it up so people can prepare accordingly. While one cannot predict exactly what will happen, you might be able to make an educated guess. Also ask your players if there are themes they want to avoid.

- **Create a Space to Talk About Issues**: Establish that raising a concern out of character is normal and encouraged behaviour. Not all players realise that it's fine to stop a game and talk about the issue out of character with the group, so explicitly stating this empowers them to discuss how to proceed should problems arise. Also give players a way to raise concerns with you privately and discreetly during the game.

- **Discuss T-Card/Safety Tools**: Explain what safety tools you are using. The T-Card is on the back of this checklist. Place it at the centre of the table, within everyone's reach. Check if everyone if has understood it.

- **Check-In and Check-Out Before and After Every Session**: Things can happen between games that can affect people's enjoyment of a game, and experiences of a game can stay with them afterwards. Talk openly before and after every session to see how everyone's feeling, and if there any changes you need to make.

- **Signpost the Equality and Wellbeing Officer**: The Equality and Wellbeing Officer is there to help the GMs and the players feel welcome at Geas, and to help resolve any issues that may arise. Feel free to get in touch with them via the contact details overleaf or speak to them in person.

Final few things to remember:
- **You (the GM) are a player as well**. Your preferences are just as important as any other player's. If there's anything you feel uncomfortable with, raise it with the players or bring it to the attention of the Equality and Wellbeing Officer.
- **You can politely decline**: if you don't feel right about something, if there's a player whom you feel doesn't suit the group, you can say no too.
- **Familiarise yourself with Geas' Game Safety Policy** available at http://geas.org.uk/safety

We acknowledge that it is impossible to predict exactly which issues will arise at different tables. Foresight is alas not a skill humans have leveled up enough to unlock yet. Even so, we have the power to be proactive and sensitive: read the room, and show that you are willing to listen to and work with each other, and that will make a world of difference.