

Safety, Consent, and Wellbeing Brief

Welcome to the Hollow World Chronicles where our aim is to create an immersive, collaborative, and emotionally safe environment for all participants. Because we are exploring a setting inspired by the Edwardian period, we want to be explicit about our community standards, boundaries, and how we handle sensitive themes.

Core Inclusivity and Social Policy

Our game is **LGBTQ+ friendly and fully inclusive**. We believe that collaborative storytelling is at its best when all players feel safe, welcomed, and represented.

While the Edwardian era historically carried discriminatory social structures regarding gender, sexuality, and race, our fictional setting explicitly does not feature racial, sexual, or gender-based discrimination. Queerness, diverse gender identities, and people of all racial backgrounds exist naturally within this world without institutional or social prejudice. Bigotry, racism, homophobia, and transphobia do not exist in our game world and will not be tolerated as roleplay or out-of-character behavior.

Because this is a world featuring fantasy elements, societal structures have evolved differently from our actual history. Magic and diverse cultures shape our world, rendering real-world historical prejudices entirely irrelevant to our narrative.

Consent and Player Agency

LARP is a shared canvas, and every participant's physical and emotional well-being takes absolute precedence over the game or plot.

All physical contact, romantic roleplay, and interpersonal conflict require clear, enthusiastic out-of-character (OOC) consent before the scene begins. "Ask before you touch," whether for a handshake, a dramatic embrace, or a duel.

If someone looks uncomfortable, pause the scene. It is always acceptable to drop character to check in on another player's comfort level.

Player-versus-player conflict, sabotage, or intense emotional hostility must be explicitly opted into by all parties involved. Unsolicited antagonism ruins the collaborative experience.

Safety Mechanics and Tools

We use standard safety tools to ensure everyone can manage their own boundaries and physical well-being in real-time. Please familiarize yourself with these mechanics before play begins.

The Gestures (Thumbs Up, Wavering Hand, Thumbs Down):

Thumbs Up: "I am fine, let's keep going, or I am comfortable with where this is heading."

Wavering Hand: "I am feeling cautious, slow down, or check in with me soon."

Thumbs Down: "Stop, this is too much, or I want to alter the direction of this scene immediately."

"First Aid": If someone is experiencing a sudden medical emergency, a severe panic attack, or a real-world injury, anyone can shout **"First Aid!"** at top volume.

Immediate Action: Freeze all roleplay instantly, drop character, and point to where you heard the shout, if possible kneel or sit down so first aid can easily identify where the person needing assistance is. If close to the affected person, step back to clear space for the safety team and first aiders to respond.

Enforcement and Support

Our game team is here to protect the community.

- If anyone crosses your personal boundaries, makes you feel unsafe, or violates the zero-tolerance policy on discrimination, please approach a member of the game team or mental health first aider immediately.
- Violations of these safety and inclusivity guidelines might result in immediate removal from the event without refund, and banning from future productions.

We are all here to tell a compelling, beautiful story together. Thank you for helping us keep this space safe, respectful, and magical for everyone.