

No Justification Needed

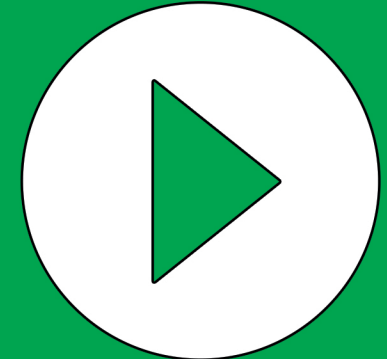
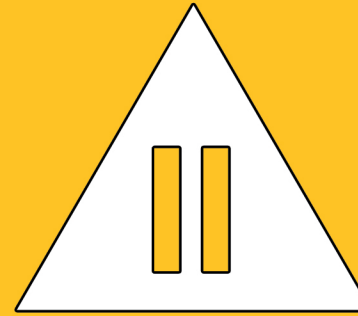
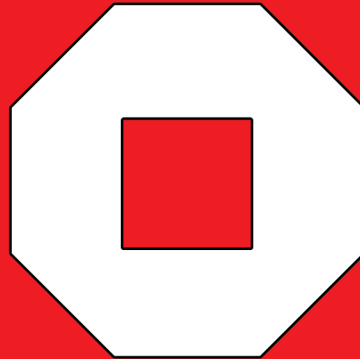
Never pressure someone to justify their use of a card. Using these cards is an indication of **how you feel**. Your emotions aren't up for debate.

Err on the Side of Caution

When it comes to safety, be proactive. Someone in distress but not using a card may still need your help. **Ask** if you're not sure.

Go Over the Cards

If the cards feel unfamiliar, they'll be difficult to use in a moment of crisis. **Take 30 seconds** at the start of each game to hold the cards and go over their use.



Play

I feel **safe to continue**, even if I don't seem that way. (This card does not interrupt play.)

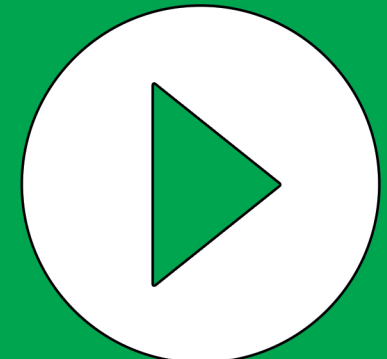
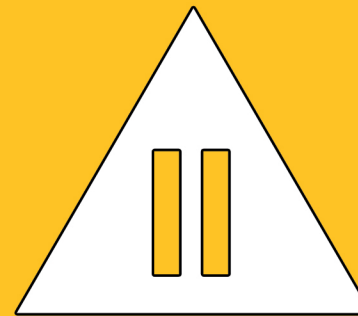
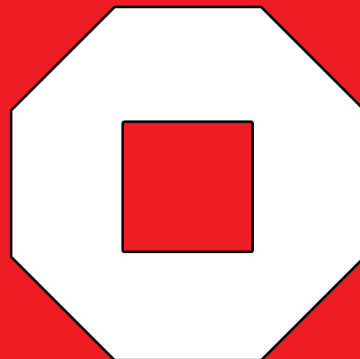
Pause

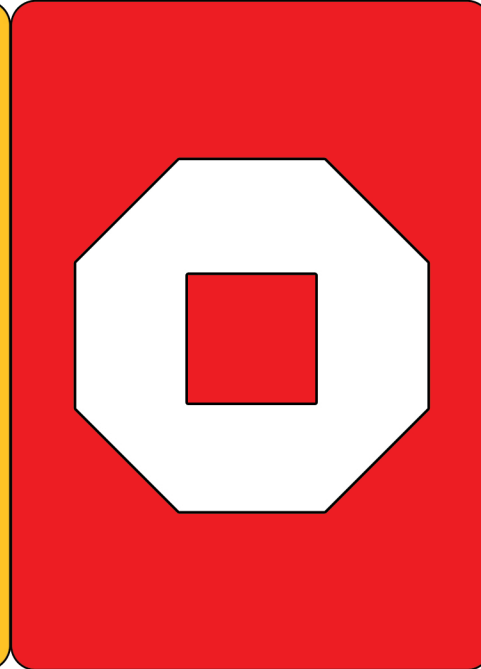
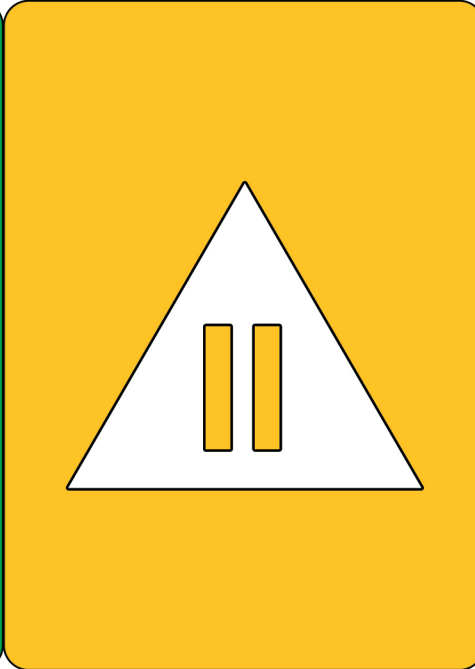
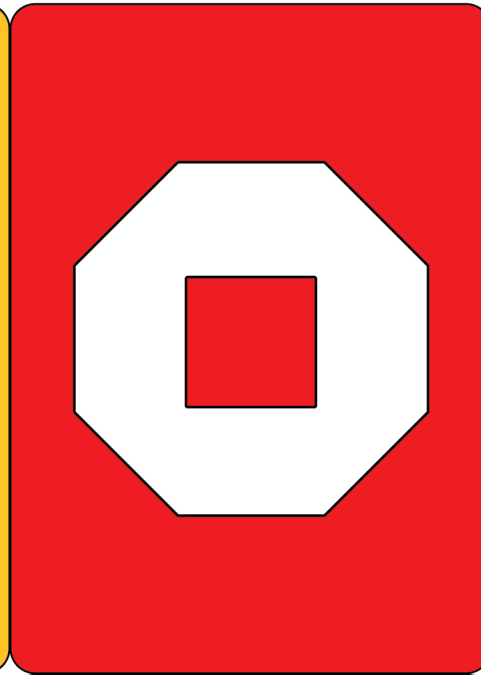
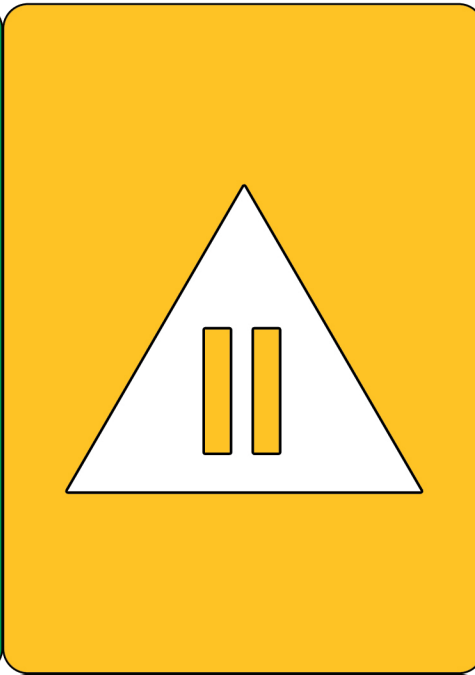
I **need to say something** before I feel safe to continue. (Interrupt play until this card is put down.)

Stop

I don't feel safe to continue. We need to **stop and discuss**. (Resume play only when **everyone** is ready to continue.)

For more information, visit rpgclinic.com/safety





 **Play**

I feel **safe to continue**, even if I don't seem that way.
(This card does **not** interrupt play.)

 **Pause**

I **need to say something** before I feel safe to continue.
(**Interrupt** play until this card is put down.)

 **Stop**

I don't feel safe to continue. We need to **stop and discuss**.
(Resume play only when **everyone** is ready to continue.)

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