

## No Justification Needed

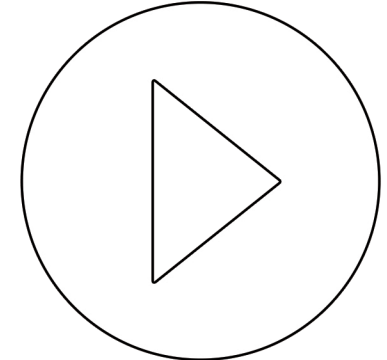
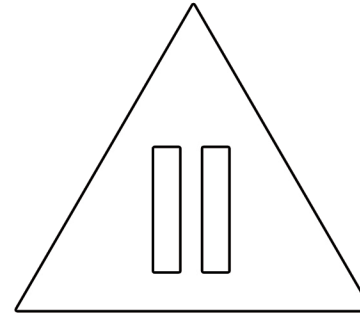
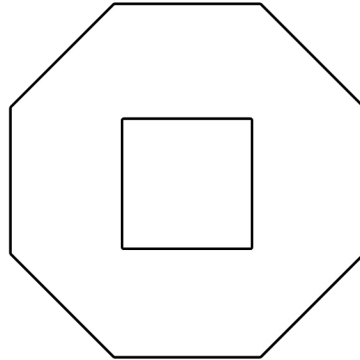
Never pressure someone to justify their use of a card. Using these cards is an indication of **how you feel**. Your emotions aren't up for debate.

## 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.)

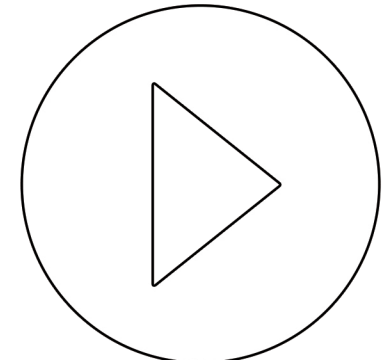
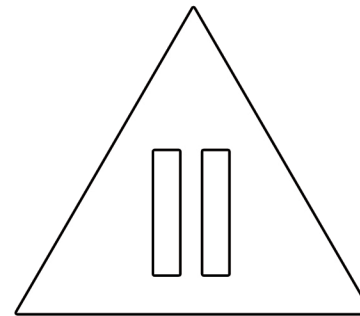
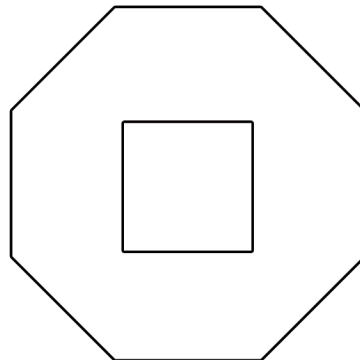
## Pause

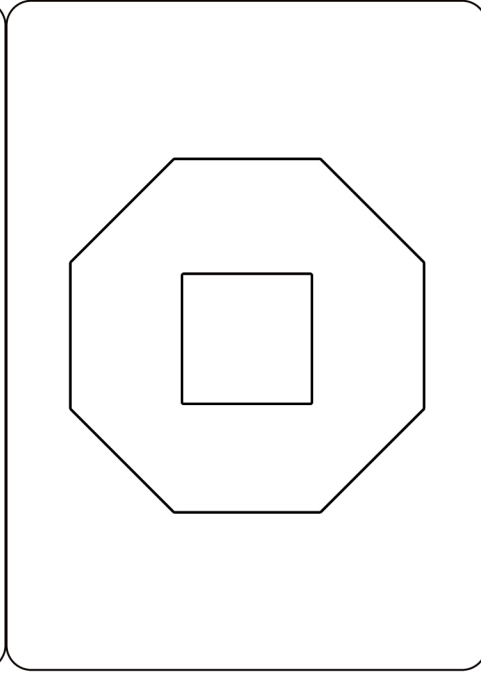
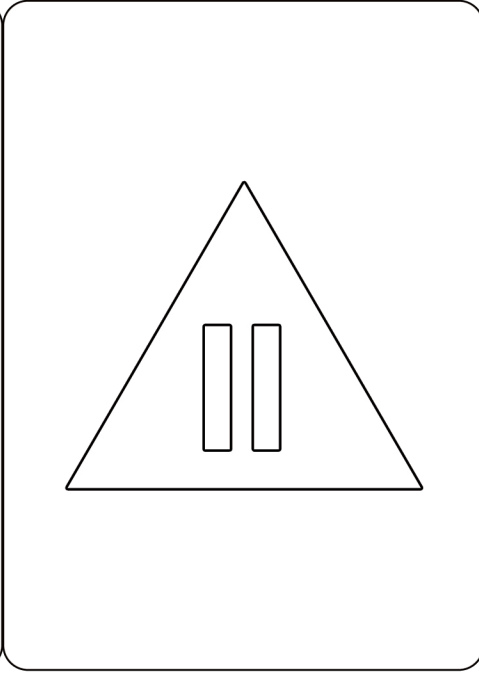
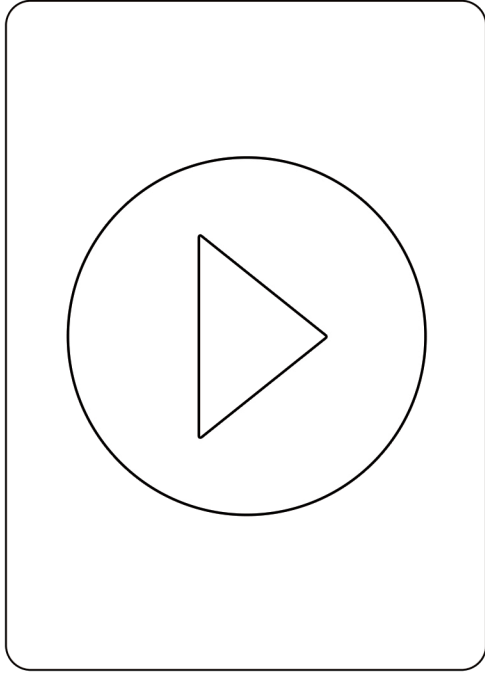
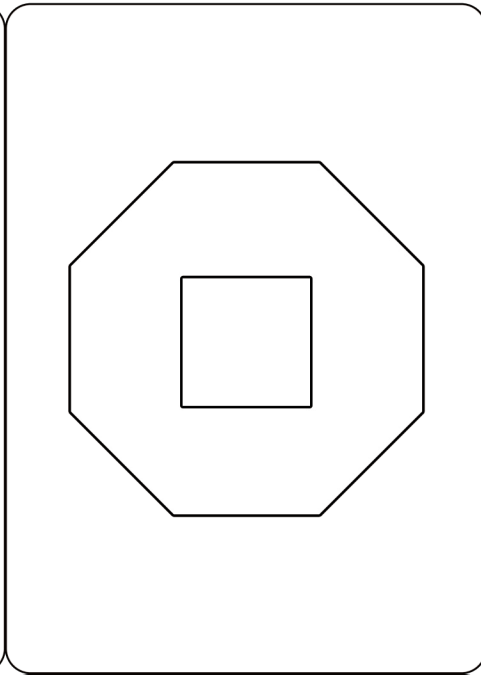
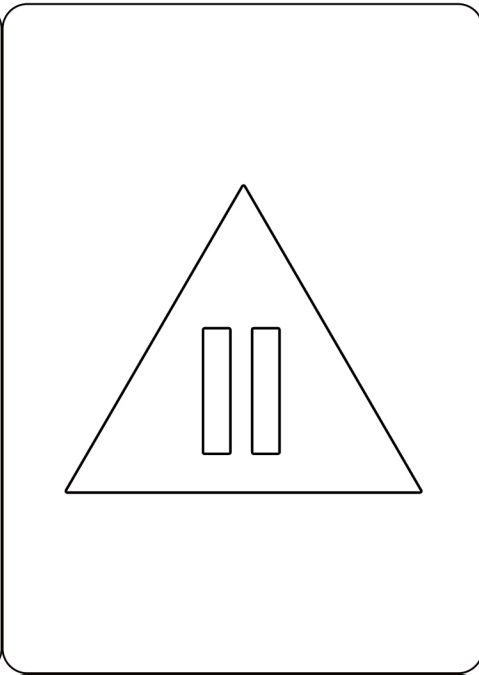
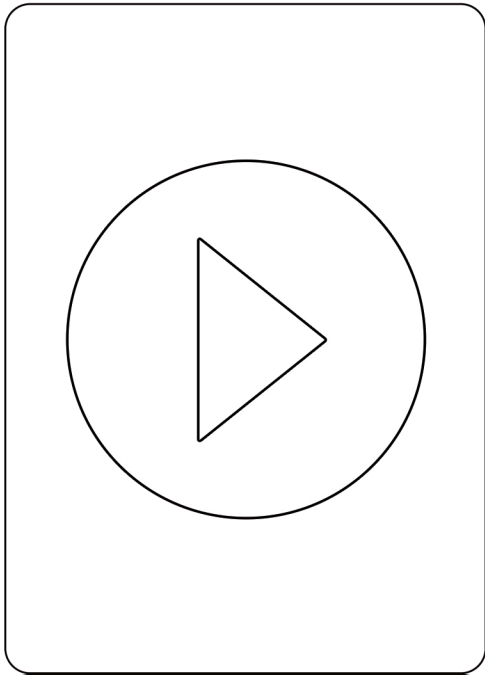
I **need to say something** before I feel safe to continue.  
(Interrupt play until this card is put down.)

## 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](http://rpgclinic.com/safety)





 **Play**

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(This card does **not** interrupt play.)

 **Pause**

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(**Interrupt** play until this card is put down.)

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