

# Disability Questions for Players

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(This chart can be given to players before starting a campaign in Session Zero or when discussing implementing these mechanics mid-campaign.)

We will be using disabled characters in this RPG, just as you meet them in real life. We all experience this differently. Maybe you personally experience some. Maybe a loved one has or had a disability. Maybe some of these, as a result, will cause painful memories.

We want you to have fun.

What disabilities will take the fun out of the game for you? Think about what you're ok with in player characters (PCs) that you'll play with every time. Think about what you're ok with in non-player characters (NPCs) that you meet sometimes. Talk about specifics with the game master (GM). Ask if you don't understand a term. You can change your mind at any time in the future. This list is not exhaustive, just broad categories that are often difficult for people to encounter. Feel free to list others below.

Disability Type	OK for PC	OK for NPC
Atypical Movements		

Body Difference		
Confrontational Personalities		
Hallucinations		
Loss of Senses		
Loss of Control		
Emotional Disturbance		
Parasites		
Personality Changes		
Reality Disconnect		
Skin Disease		
Degenerative Diseases		
Fluid Discharge		
Memory Loss		
Identity Loss		

Please avoid these traits or disabilities (See the Table of Contents if desired for others):