

RPG CONSENT CHECKLIST: TRANSFORMATION

This is a supplemental consent checklist that provides greater precision for its particular subject matter and does not cover all bases by itself. It is intended to be used in conjunction with other consent tools.

At this time the built-in colorblind accessibility and print-friendly design does not display properly in Acrobat Reader.

GM Name: _____ **Player Name (optional):** _____

Planned Game Theme: _____

If this game were a movie, its movie rating would be: **PG-13** **R** **NC-17** **Other:** _____

Mark the option which best matches your comfort level as a player with each subject matter, story element, or theme.

☐ Green = Completely fine with this.

☐ Blue = I'm fine with this in the game, just not for my character(s).

☐ Yellow = Okay if it is offstage or veiled; more would require discussion ahead of time; or uncertain.

☐ Red = No, hard limit.

Transformation

Focus

Veiled.....

Explicit.....

Gratuitous

Context

Combat Buff (e.g. Werewolf or Ultraman).....

Combat Debuff (e.g. Shrink Ray).....

Utility (e.g. Bird Shape or Disguise).....

Curse.....

Share Body (e.g. Agent Smith, Fusion).....

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Entity Performing Transformation

NPC.....

PC.....

Non-sentient Entity (e.g. plant or computer)...

Subject of Transformation

NPC.....

PC.....

Self.....

Enthusiasm (In-Character)

Eager.....

Embarrassed but Willing.....

Reluctant/Unwilling.....

Effects

Superficial/Cosmetic/Disguise.....

Selective Alterations (e.g. Claws).....

Additional Body Parts (e.g. Extra Arms, Tail).

Merge Body Parts (e.g. Legs to Snake Body).

Fewer Body Parts

Gender Transformation.....

Size Alteration.....

Age Alteration.....

Other Similar Shape (e.g. Same Type)

Substantial Partial Alterations (e.g.

Humanoid to Merfolk).....

Substantial Complete Alterations (e.g.

Humanoid to Animal).....

Dramatic Alterations (e.g. Human to Ship) ...

Inanimate, Fully Conscious.....

Inanimate, Limited Senses

Inanimate, Unconscious

Painless Transformation.....

Uncomfortable Transformation.....

Pleasurable Transformation.....

Painful Transformation

Body Horror.....

Mental Changes Corresponding to Physical ..

.....

.....

Effect on Worn/Carried Objects

Clothes

Remain Unchanged

Also Transform

Reshape/Resize to Fit

Disappear, Reappear when Effect Ends...

Stored in Pocket Dimension

Transported Elsewhere for Duration.....

Fall off Effortlessly

Destroyed.....

Replaced with Equivalents Afterwards ...

.....

.....

.....

Objects

Remain Unchanged

Also Transform

Reshape/Resize to Fit

Disappear, Reappear when Effect Ends...

Stored in Pocket Dimension

Transported Elsewhere for Duration.....

Fall Away Effortlessly

Destroyed.....

Replaced with Equivalents

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Awareness of Transformation

Fully Aware
Semi-Aware (e.g. Fleeting Recollections or
Vague Sense of Change).....
Unaware, Oblivious (e.g. Doesn't Realize
Changes Occurred).....
Unaware of Transformation, Amnesia (e.g.
No Recall of Pre-Transformation State)...

Recollection Afterwards

Like a Dream
Fuzzy Jumble of Memories
Gradually Fades to Nothing
As if Experienced Normally.....
Crystal Clear, as if All Freshly Experienced...
Amnesia, Gradually Returns
Amnesia, No Recollection at All.....
Amnesia, Substituted with Similar but
Mundane Memories.....
Can Only Be Recalled During Subsequent
Transformations
Can Only Be Recalled By Special Means.....

Obviousness of Transformed State to Others

Undetectable.....
Detectable Only by Special Means
Subtle, Not Identifying (e.g. Unusual
Markings).....
Subtle, Identifying (e.g. Retain Original Eye
and Hair Color).....
Obvious (e.g. Animal Form is Always Green).

Lasting Signs When Not Changed

Subtle, Mundane (e.g. Slightly Hairy)
Subtle, Exotic (e.g. Eyes Change When.....
Agitated).....
Obvious, Mundane (e.g. Different but.....
Plausible Hair Color).....
Obvious, Exotic (e.g. Animal Fur Pattern
Markings on Skin)

Changes in Capability

Physical
Increased
Same.....
Reduced
Little or None

Mental
Increased
Same.....
Reduced
Little or None

Communication

Increased
Same.....

Reduced
Little or None

Duration

Brief (Less than a Day).....
Short Term (Days).....
Weeks
Months
Years
Until Dispelled
Can Be Ended Or Reversed...

At Will
By Removing Item.....
By Avoiding Particular Situations
With Resource Expenditure
By Completing Quest, or Actions

Irreversible/Permanent.....

Recurrence

Only by Repetition of Initial Cause
Chronic, Unpredictable
Chronic, Predictable
In Response to Specific Circumstances
Can Be Suppressed or Ended...

At Will
By Removing Item.....
By Avoiding Particular Situations
With Resource Expenditure
By Completing Quest or Actions

Notes or Additional Topics

Would you like the GM to follow up with you about any of
these, and if so, which?