

CONTENT WARNING

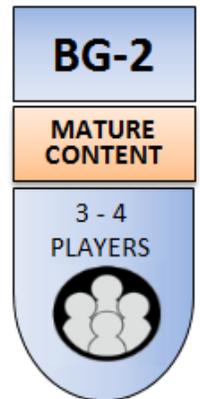
The Nemesyn Role Playing Game was created to be a fantasy game using the environmental setting of Earth’s history at or about 900AD to 1100AD. This period alone, from a modern viewpoint, would have been abhorrent to many. As the game’s design adds hideous monsters and magic to facilitate the fantasy aspect, it cannot be overstated that living in the World of Serant (for the player’s character or the non-player characters) would be emotionally and physically demanding. As such, the devices that describe such challenges, which are presented in-game format as **Adventures**, will convey many of these themes.

There is no doubt that the baseline for Adventures in NemesynRPG is considered “dark” in theme and content. All players that wish to play should be aware of this before playing the game. To truly enjoy the game and the gaming experience, it’s incumbent upon the individual player to understand and evaluate their comfort level when presented with these dark themes.

To help players in this endeavor, NemesynRPG Adventures should be considered to have violence (sometimes extreme), complex emotional themes, depictions of blood and/or gore, depictions of frightening subject matter – such as ghosts, the undead, animal cruelty, monsters, magic, death, combat, and varying degrees of criminality – including murder. The depiction of these themes will vary based on the story, and its necessity in the story to immerse the player into the story’s plot.

Each Adventure has a two-part “Badge” that notifies players of the nature of the content. Between the Adventure’s identification marker (as seen to the right as BG-2), and a shield that details the recommended number of players for this Adventure, is a Warning Notice. This is used when the content of the story possesses certain depictions that might be intense or reoccurring. The first warning label is called “**Mature Content**” which normally is placed on an orange background. This typically means that at some point in the story, some emphasis on a dark theme is being used. As a reference, using the Movie Rating system, the Adventure should be considered to have an **R** rating. The highest warning label placed on a story is “**Strong Content**” which normally is placed on a red background. This typically means that at some point in

the story excessive graphic descriptions are being used and that the subject matter is almost certainly going to be upsetting to some. Again using a Movie Rating, the Adventure should be considered to have an **NC-17** rating.



The intent and purpose of the Nemesyn Role Playing Game are for the player to have fun. But the story should be more than just fun, stories should engage, challenge, make the player recoil, laugh, feel anxious, feel proud, accomplished, make the player mad, feel nervous, and even sometimes sad. These are the stories worth telling. Storytelling in this game should be a collective effort among all the players. This effort should also include the possibility of establishing “boundaries” in the content so that everyone can enjoy the story that’s being told.