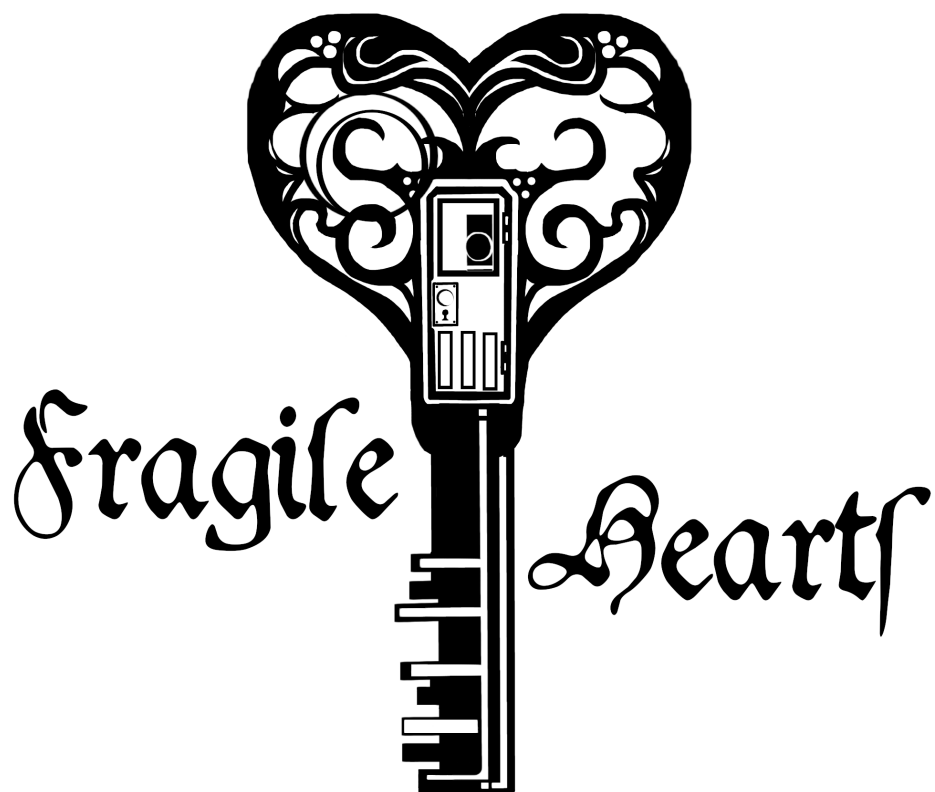




A BE-EPIC One-Shot LARP

Directed by Alex Brune and Hannah Cohen

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Overview!

Fragile Hearts is a live action roleplaying game where players take on the role of Toys owned by Lizzie, a young girl who is about to have her 10th birthday. As such the larp exists entirely through the framework of this girl's imagination and all challenges, role-play, and combat are thus filtered.

Is this the game for you?

Fragile Hearts is a LARP that's centered around the experience of emotional processing.

Tonally Fragile Hearts is intended to be a largely heart warming game about toys rising up to help a girl as she deals with the struggles typical of her age. This game will also engage with things like childhood fears, stress, and trauma.

Themes you should expect to encounter include:

- Processing emotions through play
- The small sorrows of the afab childhood
- The 'fair-world' childhood schema
- Loss and acceptance

Though we suspect that Fragile Hearts will likely be a game that'll evoke strong emotion (we encourage it even!) it'll also have many moments of levity. LARPing is fundamentally a gonzo-ass hobby after all. So we anticipate that will be a part of the overall experience. Ultimately we ask that you meet us halfway when it comes to the energy and tone of a given encounter and the game as a whole.

Other important things to consider:

Fragile Hearts uses a system that differentiates between Hard Calls and Soft Calls to represent the vast array of mechanics that different Toys may use based on their genres and Lizzie's imagination. As such PCs may find that fights will often be more abstracted and theatrical rather than crunchy and technical. Furthermore this is not a game that should be approached as a power fantasy.

If you are uncomfortable with this, then Fragile Hearts may not be the game for you.

What to Expect!

Location & Time

Fragile Hearts will take place at [Camp Denison](#) located in Georgetown MA. The site has cabins with electricity, bathrooms with showering facilities, and ample tenting sites available. There is plenty of on-site parking available.

The game will take place on November 14-16, 2025.

Schedule

Friday:

- 5pm-7pm: Arrivals on-site - check in at staff center so we know you've arrived and bring any weapons to be approved before game-on
- 8pm: Pregame Discussion/Workshops
- 9pm: Game On
- 9pm-~12am: Act I

Saturday:

- 9am-11am: Calibration Breakfast
During this time, we will facilitate a soft-off-game breakfast in which we invite players to talk to one another, calibrate the experience they are having so far and what they would like to experience with one another. This is a great opportunity to set good expectations and boundaries before heading into the rest of the day.
- 11am - 5pm: Act 2
- 5pm - 7pm: Diegetic Dinner
During this time, we invite Toys to cook in-game, create a communal event of food sharing and potluck goodness. You are also welcome to leave site and obtain food and bring it back if you don't cook!
- 7pm - 12am: Act 3

Sunday:

- 9am-11am: Calibration Breakfast
During this time, we will facilitate a soft-off-game breakfast in which we invite players to talk to one another, calibrate the experience they are having so far and what they would like to experience with one another. This is a great opportunity to set good expectations and boundaries before heading into the final stretch.

- 11am - 1pm: Denouement Delirium

At this point, you have the opportunity to wrap up any existing loose in-game threads.

- 1pm on: Clean-up, pack-out, and celebrate!

RULES!

Core Rules

The “Be Cool” Rule

The most important rule at Fragile Hearts is known as the Be Cool Rule. This is a wide-reaching policy that acts as a catch-all for any game- or community-damaging actions that are not otherwise explicitly prohibited. This rule extends not only to actions taken by participants when physically in attendance at an Event, but also to all conduct in official Fragile Hearts social media channels.

Be Cool Rule:

- Treat everyone involved with courtesy and respect, regardless of circumstance.
- Stop and consider whether what you are doing will ruin someone else's good time, regardless if it makes logical in-Game sense for you to do so.
- Attempt to follow the spirit of any rule even when the exact phrasing appears to contradict it.
- Any action that endangers the physical or mental safety of another individual will not be tolerated.
- Actions that place other players in a position of possibly violating the Be Cool Rule, compromising their own Toy's In-Game logical decision-making to avoid it, or having an uncomfortable Out-Of-Game confrontation with you goes against the spirit of the Be Cool Rule.
- Understand that occasionally plots delivered by Staff may cause tension between individual player Toys, or other groups In-Game. In following the Be Cool Rule, we would encourage you to find ways to act on said tension so as not to ruin someone else's experience within the game.

Play to Lift

This art form is only fun if you're collaborating with others. Though you have your own Toy's experience you will be focused on, it is going to be better for you and others if you are looking out for moments in which you can support your fellow players, put them in the spotlight, and make them feel amazing. In turn, you will be able to trust that they will do this for you.

Always React

Don't just watch things happen, react to them! Scream, cry, gasp, ooh and aah, but don't be passive. When someone tries to do something, respond to it, don't leave them hanging. That is called "no-selling" and it is bad form, plain and simple.

Physical Risk Mitigation & Out-Of-Game Calls!

Clarify

If you are unsure of what a Call or Effect does, you may Call, "Clarify," followed by your question. For example, if a player is hit by an "Overwhelming Expose by Sparkles" they might say, "Clarify: What does that do?" In which case, the person swinging it would give a short explanation.

Caution

Caution is a Warning Call to prevent Out-Of-Game harm. You can follow this up with a sentence to contextualize the danger. If you are fighting someone and they are about to back into a fire, you should call, "Caution! Fire behind you."

Emergency

Emergency is a call to say that Out-Of-Game harm has happened and it requires a response. When you hear the Call, "Emergency," the game has stopped. Immediately take a knee and Call, "Emergency," so that others are aware of it. Someone with medical training will then take point on the situation (those people will be identified at the opening ceremonies). Once the situation is resolved, the game will resume when the Call, "3-2-1 Game On," is completed by a Staffer.

It is acceptable to Call, "Emergency," if your glasses are knocked off or you lose a contact lens in order to prevent them from being damaged from a fight.

Emotional Risk Mitigation Tools!

Care Room

We will have a tent outside of the staff center that can be used as a quiet space to go and relax and do whatever you need to do to take care of yourself. Keep in mind that (most) of us are not therapists or social workers, and this space is not to be abused.

Rules for Escalation and De-escalation

During the course of the game, we ask that our players regularly check in on themselves and their fellow players to assess emotional states. The following systems encourage self-awareness and personal responsibility for managing one's emotional state.

Give Me More

This gesture is simple- a hand, palm up, and then drawing the fingers towards you, as in a "come hither" or "give me more" gesture. If you see this gesture, it means the person wants the scene to increase in intensity. If you're not sure what that means, simply have a quiet aside and ask. This is always a bid and never a command, you do not have to respond to it.

Take It Down

This gesture is the inverse of the previous- a hand, palm down, and moving the fingers up and down, as in a "take it down" or "lower the volume" gesture. If you see this gesture, it means the person wants the scene to decrease in intensity. If you're not sure what that means, simply have a quiet aside and ask. This is always a command and never a bid, you need to adjust your play if you see it.

Veiling

This gesture is simple- a hand raised over your brow as if to shield your eyes from the sun. This gesture tells everyone "Do not perceive me." This is different from a fist on the forehead which means "I'm out of game/Toy not here". **This is a hard stop and exit. If you see this gesture, it means the person is dropping from the scene for personal reasons and you should not pursue them or try to engage with them, and you should go back to your scene as if nothing happened.** If you are using this gesture, no one will bother you, no questions asked.

Physical Combat Rules!

Legal Hit Locations

Those participating in combat may never purposefully strike someone in the head, groin or hands. Hits to these locations do not count and do not take the effects or damage. If you are struck in one of these locations you should Call, “Caution: No <Specify the location struck> Hits.” Participants may not purposefully use their head, groin or hands to block strikes.

Dead Strike

Once a Weapon makes contact with another Weapon or Shield or misses, its intended damage and skill effects are spent. The Skill is not able to be used again until it is properly refreshed at the end of the scene.. If you intercept a strike with a Weapon or Shield at any point before it makes contact with your person, do not take the effects or damage. Crushing and Overwhelming Calls are the only exceptions.

Strength of Strikes

Participants may never strike someone with enough force to cause discomfort. Use the lightest touch possible. Strikes may only be hard enough to be felt by the target. If you are struck hard enough that it causes you discomfort, you should Call, “Caution: Check your swings.” and not take the effects or damage. Strikes should not cause a weapon or player’s wrist to bend back.

Speed of Strikes

After completing a strike, the participant's arm must pull back at least ninety degrees before striking again. This movement must happen in the elbow, not the wrist. Participants are not allowed to strike the same location more than once per second. If you are struck in the same location, by the same person, multiple times within one second or struck by someone swinging only with their wrists and without pulling their arm back at least ninety degrees between strikes, you should Call, “Caution: Speed of Strikes.” and not take the effects or damage.

Charging

When approaching another person, regardless of speed, the participants should never move close enough to cause the other person to fear a collision. If it appears likely that someone will run into you, Call, "Caution: Charging." A reasonable measurement, for safety, is to remain a distance greater than the length of your arm from your opponent.

Running

Occasions will arise where you may feel that you need to run. Safety is always paramount. Be conscious of the terrain and your costuming. Staff practices a "Match your speed" policy regarding the pursuit of PCs. This is particularly important at night. Participants may Call, "Caution: Night Running." at any time and maintain a pace that is safe.

Non-Combatants

Participants may never strike a Non-Combatant. Non-Combatants must always be wearing some form of highly visible yellow lighted device to signify that they are a Non-Combatant. Participants must provide their own light sources for this purpose. Participants may not use a Non-Combatant as cover in combat nor may a non-combatant wield a weapon. For safety reasons, we ask that Non-Combatants try to avoid combat situations when possible. Non-Combatants who feel physically unsafe may place their hand on their head to go Out-Of-Game. If you are struck or fear that you may be struck, Call, "Caution: Non-Combat."

Participants may Gesture at a Non-Combatant with their weapon and complete a Focus to render the Non-Combatant Unconscious. Call, "I knock you out 1. I knock you out 2. I knock you out 3."

Weapons & Props

Safety is of paramount concern at Fragile Hearts. All weapons and boffer intended for use in combat must pass a safety check run by staff before game in order to be used. Staff reserves the right to not approve any and all weapons that we deem unsafe. In addition, individuals may have their right to use specific weapon types be revoked should they demonstrate that they can not be trusted to fight safely with them.

We encourage you to get creative with your props and weapons! If you have an idea for a non-standard boffer or a weapon that you are uncertain of, please reach out to us by email at fragileheartsstaff@gmail.com.

How To Play!

Registration

Fragile Hearts has a maximum of 50 player slots and costs \$80 with the option to Pay What You Can. You do not need to inform us whether you are able to pay the full price in order to get your name onto the registered players list.

Registration will open on **8/5/25** and close on **10/31/25**. To register email fragileheartsstaff@gmail.com to get your name on the list. In the event that more than 50 people submit their names on time, there will be a lottery to determine how players' slots are assigned. Once registration closes, staff will send out a list of registered players and then you can submit your Toy concept using the process outlined below.

Toy Submission

Players in Fragile Hearts take on the role of Lizzie's Toys, they can be from any and all genres, and eras, but must be PG in nature. Making a Toy for Fragile Hearts is simple, just choose a Toy you like, think about how you were given or acquired by Lizzie, and what type of emotional support you provide to Lizzie. Then think about what kind of abilities you might have as a Toy and select the relevant skills from the following section or propose a unique skill to staff.

Toys from all games and genres are welcome. However, toys whose designs, conceits, or aesthetics are in violation of the Be-Cool Rule will not be approved. If you need help, please email staff at fragileheartsstaff@gmail.com and we will help you create a Toy that'll make sense for you. You might also consider NPCing this game instead, in which case please fill out [this form](#).

Staff will send out a Google Form to submit your character, selected skills, and relevant background information when we are closer to the event.

Toy Creation

As one of Lizzie's toys, your primary goal is to help her to navigate the emotions and experiences that she has. While many parts of this game will be pure whimsy and in the realm of imagination, the main plot of the game will be in the emotional space. We encourage you to be thoughtful about choosing a Class and set of skills that match best with how you want to engage with emotional spaces.

Please build the abilities of your Toy by following these instructions:

1. Select a Toy to represent.
2. Choose a **Class**. This will describe the abilities you have when interacting with emotions and how you'll approach core plot scenes.
3. Choose if you use a **Melee Weapon** or a **Ranged Weapon**.
4. Choose **Two skills** from the Skill List

Toy Classes

During scenes where you are helping Lizzie to manage her emotions, your Toy will have a choice about how to interact with emotions. **A core belief of this game is that all emotions serve a purpose and are not inherently good or bad.** This means that in some scenes it can be helpful to calm things down, but it can also be helpful to escalate an emotion, blow off some steam, or interrogate them to learn more. When choosing your class, think about what type of support your Toy wants to provide in these scenes.

All Toys have 5 health.

Choose one of the four following options.

"Accelerator Allie"

A is for Allie who looks for a fight.

You may make a 3-count on a helpless or exposed target: "I Amp You Up 1, I Amp You Up 2, I Amp You Up 3."

Example Use: Lizzie is feeling excited about playing a new game with her friends but struggling to express it. Amplifying her excitement might help her friends to engage and start the game.

"Ballistic Betty"

B is for Betty who blows off her top.

With the assistance of 4 other Toys, you may make a 3-count on a helpless or exposed target: "We Blow You Up 1, We Blow You Up 2, We Blow You Up 3."

Example Use: Lizzie is feeling anxious and can't figure out how to move in time to get herself out of the way of danger. An outburst will be disruptive but it will help Lizzie to move through this feeling so she can get herself to safety.

"Curious Catie"

C is for Catie who asks quite a lot

You and one other Curious Catie make a 3-count on a helpless or exposed target: "We Interrogate You 1, We Interrogate You 2, We Interrogate You 3" you may then ask the target a single question that they must answer truthfully.

Example Use: Lizzie is feeling both sad and happy in a scene. In order to figure out which emotion to escalate or de-escalate in order to help Lizzie most, interrogating each emotion will help you to understand what the source of each one is.

"Downer Debbie"

D is for Debbie, always bringing things down

With the assistance of two other Debbie Downers you may make a 3-count on a helpless or exposed target: "We Chill You Out 1, We Chill You Out 2, We Chill You Out 3."

Example Use: Lizzie is feeling annoyed at her cousin but she knows she has to play nice while they are visiting. Deescalating this emotion will help her to keep things calm.

Skills

All Skills may only be used Once per Scene unless otherwise written.

Basic Skills (Choose 2)

- **I Dare You** - You may call "I Dare You: Compel X" (where X is an instruction) on a target, this can only be resisted with the 'I Double Dare You' skill or a "NUH UH".
- **I Double Dare You** - You may call a "Compel X" (where X is an instruction) to a target. This can also be used to resist a 'I Dare You: Compel X' call.
 - If used to resist a 'I Dare You' call you must then dare them to do something in response. This call can only be resisted by a 'I Triple Dare You: Compel' call.
You must take I Dare You in order to take I Double Dare You.
- **Karate Chop Action** - You may call "2 Damage" on Melee attacks as long as you continue to attack in a straight line. As soon as your line of attack is broken or you stop attacking your ability to call "2 damage ends"
- **Meet Me After Class** - You may throw a packet and call "PROVOKE ON ME"
- **Noogie** - You may call "PAIN" by a Melee attack
- **Pew Pew** - You may call "5 damage" with a Ranged attack.
- **Pocket Sand** - You may throw a packet and call "With Sand, Compel: You cannot see."
- **Quick Stitch** - 3 Times Ever you may spend 10 seconds of Roleplay repairing someone who has been Broken. That Toy will ignore the effects of being Broken until after the scene they are currently in has ended. Once the scene has ended the Toy immediately returns to the Broken state. You and your target cannot be engaged in any other activity while being Quick Stitched.
- **Red Rover** - You may throw a packet and move directly to where the packet lands. Before throwing the packet, announce, "Red Rover, Red Rover, Send [your name] over." While in motion you may call "SHOVE" to anyone in your way.
- **Roughhouse** - You may call "SHOVE" via a Melee or Ranged weapon.
- **Versatile** - You may freely swap between Melee or Ranged weapons, be it Nerf Gun, Packets, Bows, Boffer Weapons, etc.
- **Sneak** - You may move silently to a spot within your line of sight by tiptoeing cartoonishly. While moving to the spot you may call "IMMUNE" to any attacks or calls used on you. While sneaking you may only tiptoe and cannot attack or use any skills.

- **Talented Healer** - You may call “BESTOW 1 Health” on yourself or someone else after 10 seconds of Roleplay repairing someone. You and your target cannot be engaged in any other activity.
- **Tough Cookie** - You may call a “NUH UH” to one called effect. You may use this twice per scene.
- **Whalop** - You may call “TIMEOUT” on a target by Melee or Ranged attack

Got an idea you don't see here? Email us with what you think your toy should be able to do, and we'll consider it on a case-by-case basis.

Repair

If hit with a “BREAK” call, Toys are Broken and need repair. Broken Toys are no fun to play with until they are fixed. In this state, **Toys cannot use skills or fight until they are repaired**. Repair can be done at a Fix-It Workshop. Repairs are visibly represented by physical alterations made at the repair station (e.g. bandaids, duct tape).

Be careful, though, as **Toys can only be repaired twice**. After a third break a Toy is at risk of being considered unfixable and tossed out by a cold and callous parent.

Mechanics

Aw Fudge!

Fragile Hearts is rated PG-13 so each Toy can only drop one swear over the course of the event (ESRB Rules: Damn is a swear).

Scenes

Many skills can only be used a certain number of times per Scene. A Scene is a distinct narrative beat ie. a Plot or Mod. This may look like an NPC Toy coming to the Toy Box to ask for friends to come somewhere to help with a problem and then end when the NPC Toy escorts players back. It may also be the introduction of emotions to a plot and then

when those emotions are resolved. When in doubt as to whether a new Scene has started, remember the “Be Cool” Rule.

Hard vs. Soft Calls

Fragile Hearts demarcates all calls as either **Hard Calls** or **Soft Calls**.

Hard Calls are statements you hear in-game that denote a certain effect that requires a certain roleplay response. These should be similar to other LARP calls you might be familiar with.

Example of hard calls may be, but are not limited too:

- *Shove*
- *Break*
- *Timeout*

Soft Calls are any call that isn’t covered on the list of Hard Calls. Soft Calls can cover a vast range of powers and effects that are up to PCs and NPCs to interpret at the moment. There is no wrong way to take a Soft Call, and it’s up to the receiving Toy to determine what an effect would do to them. This is where the fun stuff happens, so get open-minded and creative!

Example: “I throw Super Fire Ball with Sparkles!” “Well I activate my Special Ability: Resist by Dew Drop Candy Dash!”

Unless otherwise specified, all calls last 10 seconds.

If you can Resist one part of the call, you can Resist the entire call.

Call Structure

Call sentences in Fragile Hearts have the following syntax:

Descriptor/Modifier/Target

In this section we’ll go over the different parts of a call sentence. Note that not all calls will have every component listed in the box above. Soft calls especially may not have every part (nor follow the exact nature of the syntax either).

Descriptor

This part of a call sentence helps establish the flavor and carriers that the call will have. Some descriptors will have words that indicate a force of power that can be resisted by certain Toys (some skills may also offer these sorts of resistances).

Example:

“With my sword of sprinkles: Overwhelming Toothache ”

In this call the phrase “with my sword of sprinkles” is the descriptor. This descriptor involves the word *sprinkles*. Some skills or abilities may allow the target to call “Resist” and ignore the effects. Most of the time a descriptor is there for the sake of flavor.

Modifier

The modifier part of the call sentence adds extra information to a call by modifying the effect it precedes. Like descriptors, some skills and abilities may offer the ability to Resist the call if you’re able to Resist its modifier.

Target

The last part of the call structure denotes the target of the attack. This is usually obvious and unspoken (if a call is made while attacking with a weapon, it’s assumed that the target is who is being hit). However some calls target specific people or groups with a particular trait.

Examples:

“With my Moo Can, Compel to Everyone, tell me what a cow sounds like ”

“With my Sticky Hand of Challenge, Provoke to You” (caster gestures to target)

“With the throw of a Beanie Baby, Shove to Dolly ”

Callbacks/Responses to Calls

When targeted by a call, you may have the opportunity to prevent the effects from occurring via a skill or ability. Note: NPCs can also use callbacks, a call that a PC delivers that gets a callback is expended.

- **Nuh Uh** - The attack did not work.

- **Reduced** - The attack worked at a reduced efficacy.
- **Immune** - The attack did not, and will never work.

Out-of-Game (OOG) Calls

As mentioned in the safety calls section above, the following calls are

- **Clarify** - This call is used to ask for an OOG clarification on what an effect is.
- **Caution** - This call is used as a warning to prevent imminent OOG danger from happening.
- **Emergency** - If this call is made, the game stops. This call is used to denote that OOG damage has happened and that a continued scene will exacerbate the damage. The most medically trained person will take point on the situation.

Hard Calls List

- **Overwhelming X**- Whatever follows the call Overwhelming cannot be resisted or Blocked
- **Provoke** - You're forced to attack everyone around you. This call may be delivered as Provoke X, where X is a specific target.
- **Pain** - Intense pain has prevented you from continuing your current action/behavior
- **Shove** - You are moved away from the source of the call until you hit a solid object
- **Pull** - You are pulled toward the source of this call until you reach arms length of it.
- **Purge X**- X effect no longer continues.
- **Timeout** - You cannot move or use skills. This call may be delivered as “Timeout to X” where X is a location. In such a case you move directly to that location at walking speed. The timer does not begin until you arrive at the location. Toys in Timeout cannot use calls or weapons.
- **Compel X** - You are forced to follow X, where X is a given instruction. You are not required to follow instructions that you are uncomfortable with Out-of-Game.
- **Break** - Target X no longer functions or works, and enters the “[Broken](#)” state.
- **Bestow X** - Target is given a benefit or is restored a specific effect.

Focus Phrase

A Focus Phrase is a phrase that is repeated multiple times (often counted up or down) to denote that an effect is building. Generally speaking Focus' are interrupted when the person focusing takes damage, moves, or does something other than continuing the Focus. Most often this will take the form of a 3-count.

Example: Lizzie has thrown down her cousin's Barbie Doll and wants to make sure it's seen its last Dream House Summer. Lizzie places her toy sword on Barbie's chest and calls "I Break You 1... I Break You 2....I Break You 3!" Thus putting the Toy into the Broken state.

PCs do not have the ability to perform a "BREAK" Focus Phrase unless otherwise specified.

States of Life/Broken

Healthy

Your Toy has all their Health and may act normally. If you're ever lower than full Health, you gain the *Damaged* Trait until you're at full Health again.

Unconscious

Your Toy has been knocked unconscious but isn't at any serious risk. Your Toy enters this state when knocked out by a specific call or when your health drops to zero. If someone Bestows you Health, or you wait for 1 minute, you return to consciousness with 1 Health.

Broken

Your Toy is Broken. They've either taken a "Break" or "Broken" call. You will remain Broken until Lizzie brings you to a Fix-It Workshop. In this state, Toys cannot use skills or fight until they are repaired.

Items and Tags

Tags are pieces of paper that represent objects and often have important information written on them. Tags that are printed on yellow paper generally have effects that can be performed on a "Per Scene" basis. Tags on green paper are expended upon use.

Policies!

We recognize that in a live action roleplaying environment, we assume risks. That is a part of the experience of living in connection with other human beings. We do our best to mitigate those risks. The following are policies we abide by in order to attempt to have clarity and transparency around playing together.

Open Invitation Game*

Fragile Hearts is open to all* who wish to play the game or assist with staffing. However, we require all participants to be 18 years of age or older. Whether you are a seasoned LARPer or Fragile Hearts is your first ever game, our goal is to provide a theater for all actors to explore this world and their Toys. Those unsure about LARPing are welcome to join us on staff to get a feel for the experience.

** The Staff of Fragile Hearts reserve the right to revoke the invitation of any individual(s) at any time and will do so if need be. We reserve the right to disinvite anyone who has had a consistent track record of disruptive behavior in any/all larp communities.*

Pronoun Rule

Our goal is that all individuals feel included. We ask that when you encounter a PC or NPC, please use the pronouns “they/them” when speaking to them or about them unless confirmed otherwise. It is acceptable to ask them to confirm their pronouns.

Player Versus Player

Player Versus Player or PVP varies in its definition. Player Toys may trade barbs in a verbal altercation. Fragile Hearts is a Player Versus Environment or PVE game. The majority of combat PCs engage in shall be against a member of Staff. However, there may be occasions where a PVP scenario is anticipated and permitted.

Physical Roleplaying

Physical contact with other participants is prohibited without the permission of all participants involved. Before engaging in physical contact, of any kind, with someone you must receive explicit permission. Utilizing “Do you accept my physical roleplay?” is a general statement that is commonly used in LARP. However, being clear and specifying the RP actions you intend to perform is ideal.

Examples: “Do you accept me holding your hand?” or “Do you accept me pushing you for effect?” If the response is not a clear and uncoerced “Yes,” then the initiator must respect their wishes.

The Physical Roleplaying **cannot** be forced with any In-Game Call such as “Compel” and may be discontinued at any time. It is advised to avoid Physical Roleplaying unless you truly know the other participants and have established the allowed contact before you are In-Game.

Alcohol, Marijuana, & Controlled Substances

The consumption of alcohol or use of marijuana or any other non-prescribed controlled substances is expressly prohibited while participating in Fragile Hearts. Depending on the severity, you may be asked to leave the event and be subject to Disciplinary Actions.

Fictional In-Game drugs and alcohol are allowed, as they are not real and require participants to act out the effects, but please be considerate of the genre of Fragile Hearts before doing so.

Harassment Policy:

This game is intended for mature players, but Out-Of-Game intolerance will not be permitted. Staff is dedicated to providing a safe environment at all events. We strive to create a safe space for all people regardless of any differences. Players are expected to respect one another's boundaries and if asked to stop or tone down a behavior, they are expected to do so immediately. Failure to do so may also be considered harassment. Harassment is not tolerated.

Harassment includes (but is not limited to):

- Offensive verbal comments related to gender, identity, expression, orientation, age, sex, disability, appearance, race, religion, nationality, marital or military status or otherwise.
- Deliberate intimidation, stalking, or unwelcome advances.
- Harassing photography or recording.
- Sustained disruption of events.
- Inappropriate physical contact.
- Unwelcome sexual attention.
- Disrespect of Emotional Safety Calls of other participants

- Encouraging and/or enabling any of this behavior in other participants also qualifies as harassment.

This policy applies to Fragile Hearts events, any social media run by Fragile Hearts Staff, and potentially private conversations/digital messaging. Private conversation cases will be determined if the source of the harassment requires Fragile Hearts Staff and/or Be-Epic Board involvement.

We value the attendance of every individual at our game, and want everyone to feel safe throughout the duration of our events. If you are being harassed, or believe that someone is participating in harassing behavior, please notify the Directors immediately. During an Event, please come to the Staff Center and ask to speak to a Director. The Director(s) will ensure that you have a safe, private place to talk. Outside of an event, please reach out to the Directors with any concerns at fragileheartsstaff@gmail.com.

Disciplinary Actions

Violation of the policies listed above may result in one or more of the following:

- Written/Verbal Warnings (Temporary or Permanent Ban will be issued for repeat offense).
- Temporary Bans from all Be-Epic Events. (Pending a Be-Epic Board Decision)
- Permanent Bans from all Be-Epic Events. (Pending a Be-Epic Board Decision)
- Staff will help facilitate communication with the appropriate authorities on a case-by-case basis.

Players removed from an event for harassment or disruptive behavior will not be refunded.

Disciplinary Actions taken towards the offending parties may become public information. Details regarding the offense or findings of an investigation will NOT be discussed outside of the Fragile Hearts Directors and/or the Be-Epic Board.