

New Player Checklist

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Join Your Campaign

■ Claim your seat at the table.

Browse the open adventures at dmrebecca.ca or on my StartPlaying profile (startplaying.games/gm/dmrebecca) and book your campaign.

Before Your One-on-One

■ Reach out to me on Discord.

Username: [zeldaharvestmoon](#). Send a friend request and say hello.

■ Read the Code of Conduct.

dmrebecca.ca/code-of-conduct.html. Quick read, big payoff: it is how we keep every table welcoming.

■ Read the Lines & Veils.

dmrebecca.ca/lines-and-veils.html. Know the boundaries before we build the story.

■ Set up your virtual tabletop.

Fantasy Grounds Unity for most campaigns, Foundry VTT for others; your game listing says which. The Tech section of the Getting Started guide walks you through it.

■ Start building your character.

Get as far as you feel comfortable: concept, species, class, even a draft sheet. The more you bring, the more we can polish together at your one-on-one.

Before Session Zero

■ Bring your questions.

Start with the FAQ at dmrebecca.ca/faq.html; Session Zero exists for all the rest.

■ Submit your Lines & Veils privately.

Message me on Discord or email rebecca@dmrebecca.ca. Respected without question, never discussed at the table.

■ Draft your backstory, or at least a concept.

The Backstory Builder at dmrebecca.ca/backstory-builder.html assembles it for you. The finished version is due before Session One.

■ Confirm your weekly time slot on StartPlaying.

Same day, same time, every week.

■ Run a final tech check.

VTT opens, dice roll, voice works. You are ready.

All checked? Roll for initiative. See you at the table!