



DM REBECCA

STARTER KIT & PLAYER GUIDE

DUNGEONS & DRAGONS 5TH EDITION (2014)

FOUNDRY VIRTUAL TABLETOP

DMREBECCA.CA

Getting Started

What's the best way to get in touch?

The best and fastest way to reach me is Discord, and I strongly encourage players to use it whenever possible.

You can contact me via:

Method	Details
Discord	zeldaharvestmoon (preferred)
StartPlaying	DM Rebecca on StartPlaying
Email	rebecca@dmrebecca.ca
Website	dmrebecca.ca

Sending: A 3rd-level evocation spell. 25 words, unlimited range, guaranteed cross-planar delivery. Results may vary. Please just use Discord.

What edition of D&D do you use?

All campaigns use the Dungeons & Dragons 5th Edition 2014 ruleset. Players have access to all published Wizards of the Coast 2014 content, including rules, class features, and spells as written for that edition.

Do I need to know the rules beforehand?

Not at all! New players are always welcome. I'm happy to teach rules as we play, help with character creation, and explain mechanics as they come up. All of my campaigns are built to be enjoyable for newcomers and veterans alike, and experienced players will still find plenty of depth, challenge, and nuance.

What's your DM style?

I specialize in adaptive, character-driven gameplay. I have a relaxed DM style, and I'm always happy to adjust elements of the game to make sure my players are having a great time.

I aim to:

- Say "yes" whenever possible
- Reward and empower creativity
- Let player choices shape the world
- Balance challenge with fairness

I love dramatic moments, clever solutions, emotional beats, and a perfectly timed disaster.

Technical Questions

What platform do you use?

All games are run using **Foundry Virtual Tabletop (Foundry VTT)**.

Foundry VTT is a powerful, modern virtual tabletop that handles maps, tokens, dice rolling, character sheets, automation, and combat tracking. It keeps sessions running smoothly so we can focus on the game.

You do not need to purchase Foundry VTT or any content yourself. Everything is included!

What do I need to play?

You'll need:

- A computer or laptop (Windows, Mac, or Linux)
- A modern web browser (Chrome, Firefox, or Edge recommended)
- A stable internet connection
- A headset and microphone (voice is required)
- A Discord account (for voice, scheduling, and between-session communication)

Foundry VTT runs directly in your browser, so there is no separate software to download. I will send you a link before each session and you just click to join. You can learn more at foundryvtt.com.

Webcams are optional (and welcome!) but not required.

Why do you use Foundry VTT?

Foundry VTT offers smooth automation, detailed maps, and solid character management tools, which keeps sessions focused on play instead of bookkeeping. It handles complex encounters reliably and stays consistent across long-running campaigns. The fact that it runs in-browser also means players can jump in with very little setup.

Character Creation

What are the rules for character creation?

You are welcome to create a character using any published WotC 5E 2014 content. For a full list of approved books, see the **Available Sources** section on page 8.

Please create a character who is motivated to cooperate with the party and engage in the group's shared adventure. My campaigns work best with characters who are comfortable being part of a team.

Head over to the Player Resources section for the full list of character creation guidelines!

How do backstories work?

Backstories are collaborative. You're free to write yours however you feel best fits your character. You don't need a novel; even a single paragraph is more than enough.

I actively weave character histories, goals, and NPCs into the ongoing campaign, so the more you give me, the more I have to work with. Check out the Player Resources section for more information and tools!

How do I get my character info to you?

However works best for you! You can build your character directly inside Foundry, put it together on D&D Beyond and send it over, fill out a handwritten character sheet, type it up in a Word doc or spreadsheet, or really anything else you can think of. As long as I end up with a copy of your character information, I'm happy.

Do you allow homebrew or third-party content?

I do not allow third-party character creation content. All classes, subclasses, and core class features must come from official D&D 5E (2014) sources.

That said:

- Flavor-only changes (renaming, retheming, narrative adjustments) are welcome
- Background customization is encouraged where it supports your character's story
- Minor rules adjustments may be considered on a case-by-case basis if they improve clarity, table play, or narrative without disrupting balance

Any adjustments will always be discussed in advance and applied consistently across the table. If you're unsure whether something fits, just ask! I'm happy to talk it through.

Scheduling & Payment

How does scheduling work?

Sessions are scheduled through StartPlaying and run at the same day and time every week. Keeping a consistent schedule helps the campaign run smoothly and makes it easier for everyone to plan ahead.

If a session needs to be rescheduled, I'll communicate clearly and as early as possible via Discord and StartPlaying.

What if I can't make a session?

Life happens! If you need to miss a session, just let me know ahead of time. The game will usually continue as scheduled, and your character will be handled in a low-impact way unless we've discussed something different in advance.

Here is a guide to [skipping a session in StartPlaying](#).

How long are sessions?

Each session runs for 4 hours. We take short breaks as needed, and I aim to end at a clean stopping point whenever possible.

How does payment work?

All payments are handled securely through StartPlaying. Pricing is listed clearly on each game's page, with no surprise fees.

Player Safety

Player comfort and consent are non-negotiable. I take table safety seriously, and I want every player to feel welcome, respected, and heard at my table.

All games include:

- **Session Zero** (free): Before a campaign begins, we run a Session Zero to establish expectations, discuss boundaries, and make sure everyone is on the same page. This is also a great chance to meet your fellow players and ask any questions.
- **Code of Conduct**: A set of shared expectations for respectful and inclusive play. Every player agrees to these before joining a campaign.
- **Lines & Veils**: A tool that lets players communicate hard limits (lines) and topics they are okay with being referenced but not explored in detail (veils). These are collected privately and respected without question.
- **Open Door Policy**: If something comes up during a session that makes you uncomfortable, you are always free to step away, no questions asked. You never need to explain or justify it.
- **Stars and Wishes**: At the end of sessions, players are invited to share a Star (something they enjoyed) and a Wish (something they would like to see more of). This helps me keep the game moving in a direction everyone is excited about.

Above all else, I want you to know that I am always here to listen. If you ever need to talk about anything related to the game, whether it is a concern, a question, or just something on your mind, please do not hesitate to reach out. You can contact me at any time through Discord, email, or StartPlaying. Your wellbeing matters to me, and I will always make time for you.

Player Resources

Character Creation Guidelines

- Please create a character who is motivated to cooperate with the party and engage in the group's shared adventure. My campaigns work best with characters who are comfortable being part of a team.
- Please do not create an Evil-aligned character
- No PvP, stealing from party members, or grieving other party members

Setting	Details
Level Up Method	Milestone Leveling
Stats Generation	Standard Point Buy
Hit Points	Average or Rolled

Starting Equipment & Gold

New Adventure	
Starting Level	1
Starting Equipment	As per Class / Background
Starting Money	15 GP
In-Progress Adventure	
Starting Level	Level of Party
Starting Equipment	As per Class / Background; additional items added by DM
Starting Money	15 GP; additional gold added by DM

Provided Sources

When making a character, you will have access to material from all published WotC 5E content. For the complete list of approved books, see the **Available Sources** section on page 8 of this guide.

Available Sources

Core Rule Books

- Player's Handbook (2014)

Supplements

- Sword Coast Adventurer's Guide
- Volo's Guide to Monsters
- Xanathar's Guide to Everything
- Mordenkainen's Tome of Foes / Monsters of the Multiverse
- Tasha's Cauldron of Everything
- Fizban's Treasury of Dragons
- Bigby Presents: Glory of the Giants
- The Book of Many Things

Campaign Settings

- Elemental Evil Player's Companion
- Guildmasters' Guide to Ravnica
- Eberron: Rising from the Last War
- Explorer's Guide to Wildemount
- Mythic Odysseys of Theros
- Van Richten's Guide to Ravenloft
- Strixhaven: A Curriculum of Chaos
- Spelljammer: Adventures in Space
- Planescape: Adventures in the Multiverse
- Astral Adventurer's Guide

Extras

- One Grung Above
- Domains of Delight
- The Turtle Package

Adventure Backgrounds

- Hoard of the Dragon Queen / The Rise of Tiamat
- Princes of the Apocalypse
- Out of the Abyss
- Curse of Strahd
- Storm King's Thunder
- Tomb of Annihilation
- Waterdeep: Dragon Heist
- Ghosts of Saltmarsh
- Baldur's Gate: Descent into Avernus
- Icewind Dale: Rime of the Frostmaiden
- Wild Beyond the Witchlight

FAQ

Do you allow Firearms?

As all campaigns are set in a high fantasy setting, we will not be including firearms, guns, or similar.

Will my campaign be converted to the OneD&D / D&D 2024 ruleset?

No. Each campaign is built for D&D 5E (2014), and that ruleset will be used for the full duration of the game.

I want to use [content] from [book]. Is that allowed?

Take a look at the **Available Sources** list on page 8 of this guide. If the book you're pulling from is on that list, you're good to go!

For example:

- "Can I play a Variant Human?" Absolutely, it's in the Player's Handbook.
- "Can I use the Echo Knight subclass?" Yes! It's from Explorer's Guide to Wildemount, which is on the list.
- "Can I play a Hexblood?" Go for it. That's from Van Richten's Guide to Ravenloft.

If you're not sure whether something is allowed or you can't find the source on the list, just ask and we can talk it through.

Will there be dragons?

Statistically speaking, yes.

Helpful Resources

- [List of Species](#)
- [List of Classes & Subclasses](#)
- [List of Spells](#) (select "Legacy" from the dropdown filter to see 5E 2014 spells)
- [List of Deities](#)

Backstory Guidelines

As you're thinking about the kind of character you'd like to play, please also consider their background.

Please write a backstory of at least 250 words, with an absolute maximum of 20 pages single-spaced at 14pt font.

Below you'll find a list of questions to help guide you. You definitely don't need to answer every single one, but I'd love to see a few of them reflected in your backstory!

Character Backstory Questions

Your character sheet covers everything you need for the mechanics of adventuring, but it doesn't capture what shaped your character in the years before their career began. These questions are here to help you think through that history. Use whichever ones speak to you.

#	Question
1	What would someone see at first glance? (height, weight, skin color, eye color, hair color, physique, race, visible equipment)
2	What additional attributes would be noticed upon meeting you? (speech, mannerisms, movement patterns)
3	Do you have any personality quirks? (anti-social, arrogant, optimistic, paranoid, etc.)
4	Do you have any distinguishing marks? (birthmarks, scars, tattoos, deformities)
5	Where were you raised? By whom?
6	Who are your parents? Where are they now? Are they alive? What do they do for a living?
7	Do you have any significant figures, places, or objects in your life? Who or what are they? What makes them significant to you?
8	What alignment are you? What factors contribute to your alignment?
9	What is your moral code? What are your personal beliefs? What motivates you to wake up every morning?
10	What did you do before you took up adventuring?
11	Why do you adventure? How do you view your role as an adventurer?
12	Do you have a profession, skill set, interest, or deep understanding that sets you apart from others? How did you attain this? Why?
13	How do you get along with others? Do you have any strong feelings or opinions (positive or negative) towards certain races? Why?
14	What do you enjoy when you are not adventuring? What do you hate? What do you fear?
15	Do you have a goal? Have you made any progress? What steps will you take to work towards it? How far would you go to accomplish your goal? What would you do once you have achieved it?
16	Are you religious? What faith do you believe in? What do you do to exemplify your faith and its core principles in your daily life? How do you show your devotion? (prayer, ritual, holy day, etc.)
17	Why did you become a [your class]? What did you do to become one? Will you take up any other class's training? How? Why?
18	How do you respond to threats from creatures? What about other sentient races?

19	What benefits or weaknesses do you contribute to an adventuring party?
20	What unique abilities will you employ in group combat? How will you assist a group in combat? What can a group do to assist you?
21	What is your primary "weapon"? How do you make full use of it? Is there anything that can be done to increase its effectiveness in combat?
22	What great accomplishments do you have to your name? Failures?
23	What does everyone know about you? What do very few people know? What does no one know?
24	What place(s) in the world do you most want to visit? Why?
25	What material item(s) or knowledge do you hope to gain during your time adventuring? Why do you want it? What will you do with it?
26	Why is your lowest stat the lowest? (the in-character reason, not "because there's no reason for a wizard to have 16 strength")
27	How do you define success?
28	How do you prefer to be addressed by others?