## What to Expect in Session o

- Overview: game and group rules, theme and content, characters, and campaign goals, stopping for questions at the end of each section
- Introductions
  - Name, pronouns, anything else you want to share
- Rules
  - Which rules and edition we're using, with the usual caveat that the rules are
    my bitch and not the other way around
    - My priority is telling a good story so if I think the rules are getting in our way I'll bend them. That doesn't mean the rules don't matter, though; if I think the rules work and that you can work within them, I'll uphold the rule
    - If you think my call is really really wrong, please challenge me on it and we'll discuss it
    - There are no stupid questions! Always feel free to ask.
  - We'll be playing in Roll20 with Discord for video/voice chat
    - Roll20 has character sheets, dice, and space for a journal (let me know
      if you want one, I will make it for you) so there isn't anything you need
      to bring unless you want to
    - You're free to use whatever third party app you want to for your sheet, just make sure I've got access to an updated version. You can mirror it in Roll20 or send me a PDF or however works to get me the info
    - 5e.tools for any more game info you need. Also feel free to ask for anything you're looking for we can usually acquire things for you
  - Group rules
    - Mutual respect, please be kind
    - Be mindful of pronouns
    - We usually take a comfort break halfway through the session but if you need to drop out for a minute, that's absolutely fine, just let us know you're stepping away. Usually if we're running a combat we don't have a set comfort break and people can just step away when it isn't their
    - Please make sure you have time in your schedule for our game
    - You are always allowed to eat and drink at the table! No apology necessary! Take care of yourself!
  - Questions before moving on to theme and content?
- · Theme and Content
  - Theme

- What the theme of our campaign will be, what world we are working within, any notes to know upfront
- · What content would you prefer we not engage with?
  - Pre-Session o a consent form will have gone out, so we should already
    know what the guidelines are, but we will review them and can add
    anything here or at any time moving forwards
- Questions before we move on to characters?

## Characters

- Party build
  - Any pre-campaign character notes: would your characters know each
    other and if so how, how does the setting/theme impact your
    characters, any info that will help you build your character. If you
    already have classes in mind, we can make sure we're balanced and see
    if any undecided characters can fill gaps.
  - · Here is your Knife Warning
    - I want to construct the story for this campaign based on your characters and the stories you want to tell and explore with them, so I heartily welcome any backstories you want to share with me, any particular goals or interests your characters have.
    - You may give me knives and I will play with them. If there is a
      knife mentioned in your backstory that you DO NOT want me to
      mess with, please make this clear! Otherwise, any tragic
      character connections or whatever you hand me will be
      considered fair game
- Does anyone have any character details in mind already?
  - · Name, pronouns, anything else you want to share
- Questions before we move on to campaign goals (last bit)?

## · Campaign goals

• Does anyone have anything they would love to happen? Dream outcomes for this campaign you'd like to share? What would feel like success to you?