We the players and game masters of Project Red, in order to form a more enjoyable game, establish player agency, insure a connected world that reacts to player involvement and story, provide for each character to shine with their own skills and traits, and secure a positive atmosphere for ourselves and every new member, do ordain and establish this Constitution for Project Red.

But more seriously:

At Project Red, we strive to provide for the players. We're here to create a game that involves player agency and story advancement from those decisions. As well, we want the game to feel personal and as if each player can have an impact in the world *somewhere*. We strongly believe that DnD 5e is about forming a narrative that weaves your character and the world together. We want the games to feel as if each one is a home game; where the DM has reign to create a fun and interesting narrative without feeling constrained. With these things, it necessitates that we have a strong, trusting relationship from players to DMs and DMs to players.

These will be the hallmarks of our game: trust, interpersonality, and fun.

Topics:

Table Rulings: To avoid the pitfalls of exhausting waits between DM team decisions, if a DM needs to make a ruling during a game they will do so. We want to cut down on DM ruling time overall and to have each DM feel empowered to make these calls at their tables. These rulings could then go on to be permanent rulings, however there are some things that will always be up to DM call.

Death: Death happens. It will not be sought out specifically. It will not be planned for. This does mean that lucky crits or poor decision making in game could result in your death but they will not be the focus of games. This is meant to emulate a home game in feel and pacing. Players should not feel the need to minmax in order to survive - in fact, they may find that lessens the challenges and therefore the fun of the game.

Retirement: Retirement is an interesting mechanic within Project Red. When a player retires, their character can be converted to a follower which will benefit from their level and achievements.. As a follower, they will continue to contribute to the town as the workers of the town's buildings. . Characters that achieve special rewards, proficiencies in the creation of items, or any other attributes/features gained through play retain those benefits as a follower. These things can then impact the items and services available at buildings.

Leveling:
There is a moving level cap within Project Red with a hard cap at level 14. Once you have reached the level cap within a tier, you're xp is no longer limited and it goes entirely into the building's fund.

Tier 1: Level 5 Max. 900xp per game max.
Tier 1 Building: 100,000 XP and 2,000 gold. Level 2 with 0xp start.

Tier 2: Level 9 Max. 5,500xp per game max.
Tier 2 Building: 150,000 XP and 5,000 gold. Level 2 with 300xp start.

Tier 3: Level 11 Max. 9,600xp per game max.
Tier 3 Building: Level 3 with 900xp start.

Tier 4. Level 14 Max. No limit of xp per game.

Exploration

Travel

Loot

Construction

      In town construction will be entirely centered around building up the mega city. Clearing districts, choosing buildings to build, etc. There are limited number of plots per city. Buildings can be placed in these plots. The gold cost of the building is considered to be this physical building of the structure. These buildings will also come with an experience cost which signifies the town's efforts to construct these structures. Some of these buildings will require other buildings to be built before they become available. There *is* a building in town that the players can contribute to to increase their starting level. More information on this system in leveling.

DM consistency: We are not striving to achieve the same level of consistency across all tables. Each DM has their own personal style of play, and each shines in their own right doing what they do best.

Systems and Openness

System updates and additions will ALWAYS be released on the 1st of the month(the rest of the month will be working in systems/updates/additions in a themed way)

In addition to the system updates, a Dev blog will accompany the mega-er thread. This post will go into detail on the design decisions that were made in that post and in the mega threads that month.

Every week will have a mega thread. Each week on Monday, updates on rulings, weather, and a small ama will be released.

In order to gain more participation, DMs have to have run or played in a game in the first two weeks of a month to vote in topics during the following two weeks. To vote on things during the first two weeks, DMs will have to have played or ran a game in the final two weeks of the previous month.

Above all else, we will consider rulings instead of tacking on a whole system where there doesn't need to be one. However, should the need arise to add a system, the person who begins and writes the first proposal for a system must do a few things.

1. They must include a design document. This document goes into the reasoning behind why they have created the thing they did.
2. They must include the rules for the system in as much depth as possible. Break down each step and explain it.

Once they have done these things, the person who does these things retains the sole directive of the system. (Unless the majority of the team agrees that the direction they are going is incorrect, wherein someone else can pick up that mantle by completing the two steps). This means that suggestions, changes, and the exact design idea of the project go through and originate from that person. During voted on features to add into that specific system, their vote counts as 2 instead of 1.

Rulings

No ruling is ever final. If the DMs and/or players find a ruling just isn't working, we may revisit them to try to find something else that does.

Respeccing

When experimenting with characters, you may find after a while that something just doesn't work the way you intended. Perhaps the fighting style you chose is not to your liking, or now that you've tried it you really wish you'd put that extra point into Dex instead of Str. Or perhaps you misread a spell and it really doesn't work the way you thought it did. In these cases, if you are truly unhappy, you can speak to a DM and request permission to respec that aspect of your character. We want you to be happy playing your character. That being said, this is not a way to make a new character while preserving your XP, or switching races/classes because something fun and new has been unlocked, or as a way to get around the usual class progression restrictions (such as a bard being able to replace only one spell when levelling), or to switch from one feature to another as it has become less powerful as you level. Players who abuse this will be warned, and if they continue they will find this privilege permanently revoked.