Intro to Action as Service DnD Campaign

Overview of DnD as a whole -
Dungeons and Dragons is like playing a video game, but the action all takes place in your imagination and you're not as limited because you get to choose what you do, not just pick from a list of options.

There are 3 basic steps that repeat throughout:
1. The DM Describes the environment,
2. Players describe desired actions (and do some math to try to do those things)
3. The DM Narrates the result

Intro/Overview of this campaign -
Length: This campaign is designed to be played in 6-8 sessions, with each session being approximately 3 hours.
Setting: We are playing DnD Modern - fantasy heroes set in the present day and place. Our game takes place in modern Toronto, under COVID quarantine.
The characters: Grade 12 students (human) who discover something incredible and are tasked with a mission. (If you feel super strongly about wanting to play another race besides human, talk to me, we may be able to make it work somehow.)
The level: Characters start at level 3. They level through a number of smaller missions throughout the campaign, and may be level 8 to 11 by the time the campaign ends, depending.
The tone: The adventure contains horror elements, with an emphasis on combat, problem-solving and decision-making.

Rulebooks to use -
Rules in the PHB, DMG and ALL Errata will be followed. If you want to make your character following errata rules like Unearthed Arcana, let me know.
DM can take different approaches to following the ruled of D&D. I'm going to play the Rules as Written (RAW) approach, which means I do literally what the book says, most of the time. Sometimes I'll houserule if I think I'm following the spirit of the law rather than the letter of it (rules as Intended, RAI), or if changing the rules slightly will make things more interesting (RAF, Rules as fun :)) I will discuss my rationale. Feel free to debate with me, but remember: this is an autocracy :)

To help you understand the rules of making and playing your character, I highly recommend the Handbooker Helper video channel from Matt Mercer and the Critical Role team :)

Roleplaying your character -
Try to engage in the role play element when you can. Remember: it's not about what you'd do. What would your character do? Try to put yourself in their shoes. This can be hard. All that's asked is that you try :)
Suggestions for basic respect -
Be collaborative. Don’t actively try to antagonize other characters unless it makes sense in the current context (ie - you’re playing a lawful good paladin sworn to destroy all evil, and your friend’s character is evil.)
Try not to split the party or hog too much “spotlight time.”
Don’t be a murderhobo (don’t indiscriminately try to kill, rob or deceive everyone you meet.)
(...Be choosy in who you kill and rob.)
If you do try to kill everyone, there will be in-game consequences - namely, that NPCs are going to start reciprocating.

Tone - Take this game as seriously or as lightly as you’d like :) Try to respect other players who have a different level of seriousness than you do. Remember the ancient truth of all DnD groups: