

FANTASY LABS RUBRIC

We employ a five category grading system to evaluate homebrew content. Content receives either a pass (1 point) or fail (0 points) for each category based on its consistency with the category guidelines. To be considered “production-ready”, a homebrew must receive a total of 5 points.

Exceptions. If a homebrew is **truly exceptional** in any one category and falls short in another category as a result (such as a concept slightly exceeding the limits of Balance for the sake of truly exceptional Flavor or Playability), the shortcoming may be excepted. Additionally, when multiple evaluators cannot come to consensus as to whether a homebrew should or should not gain a point in any one category, the homebrew may be awarded a half point.

Categories for Evaluation

Space	Is there room for this in 5e? Does it fill a niche mechanically or in flavor that the system lacks, and that couldn't be accomplished with a reflower of another class?
Balance	Is it technically balanced, both in the context of comparable content, and in the game as a whole?
Playability	Would adding this to a game disrupt the flow of play. Are there features here that if applied at the table would frustrate the gm or other players?
Design	Is the design elegant? Does it follow the conventions of the 5e system, and where it does not is that justified? Are the mechanics particularly creative?
Flavor	Does it make you want to play it? Is the flavor cohesive throughout the homebrew?