

***King Arthur Pendragon* Style Guide**

Header and Footer

Always have your name, email address, and the date of submission in the header
Always have the page number and "Copyright © 2016 by [your name]" in the footer.

Contracts

If you create a full book we will give you a contract when it is done. A small fee will probably be paid to authors of the work. It is a "work for hire" contract, which means that we will own the work when you sign the contract.

SHORTER WORKS like single scenarios may receive a small stipend if it is acceptable upon submission. Beginners are welcome and encouraged to submit your final submission, and then be prepared to revise it one or two times, under the guidance of an editor. Scenarios that need this kind of rewrite will not get the stipend, but will hopefully educate authors sufficiently to be rewarded for later scenarios.

If you have not produced a book, either for *King Arthur Pendragon* or for another publisher, always start with a shorter scenario.

Template

Always submit material using the Template used for this document. If you use another one, then eliminate all the fonts from your file except the five above before submitting it.

Use the Headers to organize the contents. Always use Header 1 as the chapter title.

Never use more than four headers.

Start your project with a summary of the material.

Spelling

Always spell check using American English.

Many names of people and places have multiple spellings. Use the one that appears in print, or if it has not appeared before use Phyllis Ann Karr's *Arthurian Companion*. If you do not have a copy, or it does not appear therein, then make a list of the new proper nouns being used in the submission and place it BEFORE the title of the submission.

Punctuation

Use the serial comma when listing three or more items in sequence. For instance, "Britains four large cities are Londinium, Glevum, Eburacum, and Venta."

Hyphenate "motte-and-bailey" in all usages.

When a percentage is expressed as part of a sentence, do not use the percent symbol. For instance, "Burghers are few, about five percent of the total population." Use the percent sign when being expressed as part of a table, function, or mathematical notation use numerals and the percentage symbol. For instance, "Most (80-95%) are serfs."

Always use fractions, not decimals.

Do not use quotation marks because a word is a strange term. Quotation marks are not tongs to insert a word in a sentence. Use them for direct quotations, or when writing about a specific term of usage. This document has several example of using the quotation marks to describe specific words and terms.

End punctuation always goes inside the quotation marks unless the quotation is part of the sentence. For example: "Don't touch me you cad," she said. And, "Did she just say 'Don't touch me'?"

Use double quotation marks in all cases, and single quotation marks for quotes within double quotation marks. Example: "Did she just say 'Don't touch me'?"

Titles of books are always italicized, and titles of chapters, articles, or parts of books are set in quotation marks.

Characters

Player-knight is the proper term for a player's character.

Gamemaster Character is the proper term for characters that are controlled by the gamemaster.

Never use NPC or nonplayer character.

Nonplayer Character is the proper term for a character that is controlled by the player, such as ordinary wives, squires, bodyguards, and so on.

Abbreviations

Never use abbreviations for anything except characteristics (STR, etc.), for dice (d6, d20), and some game terms for battle (DV, SE, AG). Spell out terms like GM; this should be written out as Gamemaster (capitalized and one word.)

Forms of address and titles, place names

Noble titles use "of" between the title and the place in the title, thus Count of Salisbury.

Alternatively, using just the place is acceptable. For instance, "Salisbury and Malahaut conferred all day."

Always use the title King before the name of anyone who holds that title. Thus never say Arthur or Uther, but always King Arthur and King Uther. Always use the title Sir or Lady before the name of anyone who holds one of those titles. Always use the title of Duke, Count, and so on for anyone who holds said title. THE EXCEPTION IS when the geographic (or in rare cases, other designation) is used to designate someone, as in Salisbury, Glevum, or de Ganis.

Geographic descriptions for knights who hold no greater title (such as "Sir Geoffrey of Londinium") are not used in the Uther, Anarchy, or Boy King Periods, are sometimes/irregularly used in the Conquest and Romance Periods, and regularly in the periods after those.

Use the formal names for castles, such as Castle of the Sparrowhawk. In dialogue it may be appropriate to call it Castle Sparrowhawk or Sparrowhawk. On maps the abbreviated form may be used to save space, such as Sparrowhawk, as long as a castle icon is shown next to it.

Use the names from *Atlas of Pendragon Places* to designate real world sites. If you do not have access to the text of *Atlas of Pendragon Places* then put the names of places in the modern world in square brackets.

Passive Tense

Avoid the passive tense. Avoid starting sentences with “there are” or “there is.” Avoid using sentences that have the thing receiving the action as the subject. Thus say “The army is being led by King Arthur.” Instead say “King Arthur is leading the army.” On the rare occasions passive tense is used there must be a definite reason and have been thought out ahead of time.

Numbers

Numbers. Spell out all numbers except those used in dates, which are never spelled out; and any number that requires a hyphen, in which case numerals are acceptable. For example, spell out a hundred, twelve, and fifteen, but use 23, instead of twenty-three and 450 instead of four hundred and fifty.

Numbers are always used in tables.

Content for Scenarios

Please start your history of submission with a scenario that does not include faerie in it. Scenarios must make use of the Traits and/or Passions. Use the latest edition to find the proper vocabulary for text.

Content, Full Books

All chapters, including the introduction, should have an evocative title. However, accuracy is more important than evocation.

All chapter titles are followed by a quote from an appropriate source. Provide attribution for the source, including book title, chapter and author when quoting source material, if possible.
<cite full source information in the bibliography.>

The first paragraph of a chapter describes what the chapter is about. The paragraph should be as long as necessary.

Always use the game’s full title: *King Arthur Pendragon* when referring to the game, and italicize it. Never use “Pendragon” alone. This is a colloquialism that’s fine for conversational and casual use on the forums, but it dilutes the brand to not use the full name in official publications.

Avoid anachronistic terms like “data” and “compute.”

Always include an appendix to locate places that appear in the modern world.

The Great Pendragon Campaign is broken up into three phases, and ten periods.

Be sure to use the correct objective case (whom) as necessary. (If in doubt, just remember: use “who” in the same place you’d use “he” and use “whom” in the same place you’d use “him.”)

When making footnotes, use this sequence: * † ‡ § || #. If you need more than six footnote symbols per page then revise the text.

When including tables in the text, use actual tables instead of text with tabs. These leave do doubt about columns.

Use single spacing between paragraphs and between titles and text.

When writing stat blocks for any character or monster, etc., use the following format:

Commoner

SIZ/K	DEX	STR	CON/ MW	APP	HP	Unc	Armor	Weapon	Skill	Dmg	Move	Glory
D												
12	10	12	12	8	24	6	4+6 shield	Spear Sword	11 11	4d6 4d6	2	10

Upkeep £3—*Mounted on Rouncy--Horsemanship 15—Valorous 13—Awareness 10