

# AdventureAWeek.com STYLE GUIDE

This is not to be shared with any other companies or entities (unless they are working on the same project from us that you are). Guidelines here are in addition to those provided in the ACT (Adventure Composition Tutorial).

## GENERAL

Your standard text should be Arial type font, size 11.

Single spaced paragraphs with '.04' as the 'below paragraph' spacing.

When in doubt, use the formats listed in the PATHFINDER CORE RULES (not Ultimate Equipment, not the NPC codex and not any 3.5 books).

When referencing a magic item in the text, italicize the full name and don't capitalize it. It's a wand of *fireball*, **not** a *wand of fireball*. It's a potion of *cure light wounds*, **not** *potion of cure light wounds*.

Races, trap names, spells, magic items, and **anything other than a provided** character stat block (ex: Vikmordere Mercenary), artifact or individual/place's name is **not capitalized**.

The shortform for character stat blocks is (ALIGN gender race class) **Ex:** Mike Myler (CN male human barbarian 1/bard 1).

Also, for long-form stat blocks, it's masterwork in the **Gear** field, mwk in the **Melee/Ranged** fields.

*Whenever possible, phrase and format skill checks following this example:*

With a successful **Craft (adventure) check (DC 25)** the PCs create a truly amazing story that goes down into the halls of legend as one of the finest tales ever told.

## MAGIC ITEMS

There are none of these : anywhere in the stat block, only ;s.

Always – (not -, but –)

It should always look like this

### **Name**

**Aura** xxxx xxxx; **CL** #th

**Slot** xxxx; **Price** ### gp; **Weight** ## lbs. or 1 lb. or –

[[[game description]]]

CONSTRUCTION

**Requirements** Feats, materials, odd requirements, spells; **Cost** ### gp ## xp

## TRAPS

It should always look like this

### **Name**

**Type** xxxxx; **Search/Perception** DC ##; **Disable Device** DC ##

**Trigger** XXX; **Reset** xxxx

**Effect** Atk +### (1d0+0/x3) OR **Effect** spell effect (*lightning bolt*, 5d6 electricity damage, DC 14 Reflex save for half damage); multiple targets (all targets within a 60-foot line)

If poison is involved, list it's stat block below the trap, like so:

**Wyvern Poison** *type* poison, injury; *save* Fortitude DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves