GUILD
Style and Formatting Guide

Checks, Saves, and Dice

Aptitude Saves are formatted as:
>Save against **Might APT 10**

Example: The wall is simple enough to climb, with many foot and handholds. However any loud noises will startle roosting bats in the crevasses, requiring anyone clinging to the wall to Save against **Might APT 10.**

Aptitude Checks are formatted as:
>**Agility APT 10** check

Example: The speed with which the stones are slung cause indentations of significant size in anything they strike. Avoiding the blizzard of stones from the choir of slinging kobolds requires an **Agility APT 6** check.

Dice Rolls:
>Bracketed with a numeral before a lowercase *d*

Examples: [1d4] [3d6] [2d10]

People, Places, and Things

Name or Place:
>**BOLD** upon first mention
>No format on recurrance

Example: **Heriot of Carcella** was a renowned… etc.
The next time the party encounters Heriot of Carcella they…

Weapons, Armor, Trinkets, Magicks, and Enemies:
>*Thing (Type, modifier)*

Examples: Silver Longsword (Bladed, +1 Damage against undead)
Giant Rat (Minor, poison bite +1 Damage)

Gold: ⴲ Symbol is available in an installable font upon request if you wish. You can also just copy/paste it from any documents with the symbol.