

Crawl! Fanzine Style Guide

DCC RPG, Dungeon Crawl Classics RPG (or Role Playing Game). Always include RPG when referencing the game or rulebook.

Use **(See core rulebook or DCC RPG rulebook)** when referencing anything in the main rulebook.

Pick a gender and stick with it. No him/her, s/he, or the like.

*Note: The pronoun **they**, or its inflected or derivative forms, such as them, their, themselves, or themselves, as a gender-neutral pronoun to refer to a single person or an antecedent that is grammatically singular is **acceptable and preferred**.*

Reroll instead of re-roll.

Spellcaster, one word, instead of spell caster or spell-caster.

Spellcasting, one word, instead of spell casting or spell-casting.

Spellburn, one word.

Spell check, is two words.

Un-dead, with a dash.

5 gp, space with lowercase to indicate coinage.

Hit points, no caps unless at the beginning of a sentence (e.g. hit points). Lower-case to be consistent with core rulebook.

Hit Dice, capitalized to be consistent with core rulebook.

Monster Stats should be consistent. Should match the format of the core rulebook:

Monster Name (xx number, if applicable): Init +/-x; Atk **weapon +/-x melee (xdx) and/or weapon +/-x missile fire (xdx, range)**; Crit XX/ dX; AC xx; HD xdx+/-x (hp xx or hp xx each or hp xx, xx, xx); MV xx; Act xdx; SP x; SV Fort +/-x, Ref +/-x, Will +/-x; AL X.

Monster description and details, special powers, etc.

Monster description should follow the stat-block. Don't forget the period after the alignment.

Crit, cased. Table numeral and then die type, separated by a slash. *Elite DCC RPG knowledge quirk: Character classes listed their crits by dice (die type) and then table numeral, while monster stats are table and then die.*

AC, All caps, include space between AC and value (e.g., AC 10).

HD, abbreviation all caps. **hp**, within parentheses, optional, abbreviation is all lower-case. If there are multiple creatures in a single stat-block, list each hp separately if different, e.g. (hp 3, 4, 5;) or include each or ea. if the same (hp 3 each);

DC, All caps, include space between DC and value.

Saves and checks should be written as such: DC xx Sav save, DC xx Ability check or DC xx skill check, e.g. "PC must make a DC xx Ref save, or die" or "DC 15 Strength check to climb" or "DC 20

Agility or DC 15 move silently check, or be heard”.

Notes:

Check for Checks vs Saves, and 3e conventions and old-edition abilities: 3e skills, Dex vs Agility, Con vs Stamina, etc.

Proposed Additions

Spell Names: should always appear in lower case italics when used in text (e.g. “For purposes of *ray of enfeeblement* and similar spells, they have a Strength score of 10.”)

Class Skills: A unique class skill should be in uppercase. Examples:

- Thieves succeeding on a DC 20 Read Languages check accurately translate the ancient glyphs to read...
- If a solution covers multiple categories (e.g., a Mighty Deed to block a hole with a shield)

Saves (addendum to above): Use the abbreviations for saves (“Will save”, “Fort save”, “Ref save”) not Willpower save, Fortitude save, Reflex save

- Note: this is the most inconsistent in the documents, but when I see “Willpower save” it’s really jarring.
- Dak notes: I’ve been using the abbreviation for stat-blocks, some tables, and anecdotes/notes, but spelling it out in all other areas. My reasoning is that the text should be explicit and specific in all areas except for those that are intentionally brief/abbreviated, like stat-blocks and some random tables.