

Chapter Title: Proxima Nova 20 (Title)

Normal text: Proxima Nova 9, justified text

Line spacing 1.10 for paragraphs, 0.83 for spell tables, 1 for all other tables

(Font size 5 line for paragraph breaks)

Sidebar Title: Proxima Nova 11, dark gray 3 (Heading 5)

Proxima Nova 8 for Sidebar text. This sidebar is really a formatted 1x1 table. 0 point border on left and right, 1.5 point border on top and bottom. Fill of Light Gray 3.

^ Font size 4 line for paragraph breaks in a sidebar.

Section Header: Proxima Nova 15 (Heading 2)

Tables are complex: you must format the borders, fill colors, fonts, and cell padding. To adjust cell padding, highlight and right click the table. Use cell padding 0.03, Proxima Nova 8, bolded for title, regular for text, and the top row's top and bottom border is 1 pt black, as well as the bottom of the table is 1 pt black border.

The first row is filled with black and font color white.

Column 1	Column 2
Always start with Light Gray 1	1
Then a transparent row	2
3	3
4	4
5	5
6	6
7	7

Section Sub-Header: Proxima Nova 12, dark gray 3 (Heading 4)

Put examples in italics. For example, noting how a Lizard Rogue may buy up a certain skill, which would cost X x Y = Z EXP.

Sub-sub-header: Proxima Nova 10, dark gray 3, Italicized (Heading 6)

Voice and Tone Style Guide

In this manual, the voice is purposely set to convey information clearly and concisely, without expressing too much emotion or bias.

In general, the best way to adhere to voice and style is to read other parts of the *PFC: Players Guidebook* and imitate the style of the text already provided. Much of the text is meant to be **Informative**, and without frivolity, but in some cases, we add flavor text and flair in one sentence at the beginning, or a short separate paragraph.

When writing a guidebook, authorial notes and voice are best left in italics, after all, we wouldn't want people to miss out on gems like this. Once the flavor text is done, the voice should be set back to informative. Here are some other notes on *Voice and Tone*:

Plainspokenness. Try to avoid any metaphors, analogies, or references to popular culture if possible. You want to present information in such a way that anyone would be able to understand the text without having specific prior knowledge. Avoid flavorful metaphors and hyperbolic language such as: *Some may say that pen may be mightier than the sword, but which would you bring to a duel between knights? or This skill allows you to rocket jump with the explosive force of pure, unadulterated muscle; even Zepherin would be jealous of those gains!*

Focused, Concise, and Specific. The best strategy for presenting information is to lead with a main point, and then go into further detail below. This section is an example of this, we note the purpose of the voice and tone, and then go into further detail about how to emulate it. Additionally, you want to be *concise*, and avoid any superfluous adverbs or adjectives. Try to use words that the average College Freshman should be able to understand, or derive from context. Finally, try to be *specific* and avoid fluff and vague language.

Page Breaks. If a paragraph would cross the page (such as the next one), instead start it on a new page. This can also be done for column breaks, if possible).

Contractions and Abbreviations. Try to avoid excessive use of contractions, but don't feel that they can't be used. Stick with contractions that people would use and read naturally, and avoid things like "y'all" or "ain't." When using abbreviations, only do so for terms already used in the club, and avoid making new abbreviations. DP, ATTR, BKGD, EU, and DV are common abbreviations. PFC, EXP, and etc. are also used. However, abbreviating *Psychology: Hypnosis* to *Psych: Hyp.* should not be done.

Numbers. Generally, use the numeral form of numbers instead of spelling it out. Avoid saying "eight ranks" and instead say "8 ranks". Bonuses and Modifiers should generally always be Signed (avoid "a 2 point bonus" and say "a +2 point bonus"). If the number is between 1-3, you can use the spelled out form (you can use both "1 rank, 2 ranks, 3 ranks" or "a rank, two ranks, three ranks"). This includes ordinals ("the 1st rank, the 2nd rank, the 3rd rank" or "the first rank, the second rank, the third rank"). When a number is larger than 999, do **not** use a comma to separate thousands place (Avoid "2,500 EXP" and instead say "2500 EXP").

Italics, Bold, and Underline. The use of these text emphasis formattings is also somewhat standardized. You should use **bolded** text whenever you want to draw attention or emphasize a specific phrase or word, especially when that phrase or word is crucial to the mechanics being discussed. When a reader would skim over a page of text, use **bolded** words to make sure they read it carefully. If even more attention is needed, use **bolded and italicized** text. This is sometimes used for paragraph titles, or ability names. *Italicised* text is reserved for examples or flavor text, as discussed above, but also for mechanics terms, such as the name of skills, status effects, or an important mechanical term. Finally, underlined text is rarely used, and should be reserved for cases where text is [blue and underlined](#), to show a hyperlink.

Playtesting Sidebars

The following Sidebars **must be included** in any playtesting material that is submitted to *Early Access* or *Ex Archivis* material. These should be copied and pasted exactly as is, and present on the first page of the material.

This is *Early Access* Material

Early Access (or **Beta**) status is given to material that has been reviewed by the Approvals and New Materials team, and can be used for explicit playtest games or campaigns. Players should always ask if the GM will allow *Early Access* material. Characters with this material are considered *Playtesting* status, so it is always recommended to "branch" off a copy of your character if choosing to learn or use this material. One copy can be under playtesting while the other copy is the official one in the PFC. It is the player's responsibility to keep track of EXP, Gold, and Items on both copies of the character.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release alongside this document. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a compiled guidebook edition, or in a supplement book.

Power Level. The character options you read here might be more or less powerful than options in the *PFC: Player's Guidebook*. If a design survives playtesting, we may adjust its power to the desirable level before official publication. This means an option could be more or less powerful in its final form

This is *Ex Archivis* Material

Ex Archivis (or **Release Candidate** or **Gamma**) status is used for materials officially approved for in-club public playtesting. This means any character can choose to spend EXP to purchase or use the material. GMs are encouraged to allow this material on their games, but are still able to elect not to use it. This is the last stage of playtesting where feedback and larger scrutiny can be given before it may be officially added to the *PFC Player's Guidebook* or the *Advanced Player Options*.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release alongside this document. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a compiled guidebook edition, or in a supplement book.

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Group Name (Heading 5)

[TYPE] Spell Name and Details		Description
1 – Spell Name		
Time to Cast:		[description]
Resist Check:		
Target:		
Duration:		
Area:		
Effect:		
2 –		
Time to Cast:		[description]
Resist Check:		
Target:		
Duration:		
Area:		
Effect:		
3 –		
Time to Cast:		[description]
Resist Check:		
Target:		
Duration:		
Area:		
Effect:		
4 –		
Time to Cast:		[description]
Resist Check:		
Target:		
Duration:		
Area:		
Effect:		
5 –		
Time to Cast:		[description]
Resist Check:		
Target:		
Duration:		
Area:		
Effect:		
6 –		
Time to Cast:		[description]
Resist Check:		
Target:		
Duration:		
Area:		
Effect:		
7 –		
Time to Cast:		[description]
Resist Check:		
Target:		
Duration:		
Area:		
Effect:		
8 –		
Time to Cast:		[description]
Resist Check:		
Target:		
Duration:		
Area:		
Effect:		

[TYPE] Spell Name and Details		Description
9 – Spell Name	Time to Cast:	[description]
	Resist Check:	
	Target:	
	Duration:	
	Area:	
	Effect:	
10 –	Time to Cast:	[description]
	Resist Check:	
	Target:	
	Duration:	
	Area:	
	Effect:	
11 –	Time to Cast:	[description]
	Resist Check:	
	Target:	
	Duration:	
	Area:	
	Effect:	
12 –	Time to Cast:	[description]
	Resist Check:	
	Target:	
	Duration:	
	Area:	
	Effect:	
13 –	Time to Cast:	[description]
	Resist Check:	
	Target:	
	Duration:	
	Area:	
	Effect:	
14 –	Time to Cast:	[description]
	Resist Check:	
	Target:	
	Duration:	
	Area:	
	Effect:	
15 –	Time to Cast:	[description]
	Resist Check:	
	Target:	
	Duration:	
	Area:	
	Effect:	
16 –	Time to Cast:	[description]
	Resist Check:	
	Target:	
	Duration:	
	Area:	
	Effect:	

Skill Template

Skill Name (Skill Type)

Base Cost: Attribute: Background:
ATTR BKGD Name

Base skill description, can be empty

Subskill Name 1: Subskill 1 description.

Subskill Name 2: Subskill 2 description.

Creature Template

Creature Name

Land/Sea/Air Creature, Creature Type
Dimensions - Weight - Rarity- Rate

DVs
DP
Speed
Mod

STR
Score
(EXCP/INF)

INT

PER

CSE

HEA

AGI

PWR

COM

WIL

Resistances

Immunities

Susceptibilities

Special/Passive Abilities.

Actions

Attacks, spells, etc. Do not write spells with just the name; for ease of reading, write the description out as its own action.

Fifths

If the creature has no fifths or reactions, delete the requisite row.

Reactions