



Wiki Style Guide

Draft Version 1.0

{TOC here when done}

1. Purpose & Principles

Mission

The Novitas Wiki is the main knowledge base and information hub for our Live Action Roleplaying game, balancing two needs:

- **Clarity**
Making rules and procedures easy to find and understand.
 - **Immersion**
Building a rich world that pulls players into the game.
-

Core Principles

The Dual-Voice Approach

We use two different writing styles in the Wiki:

- **Out-of-Character (OOC)**
For rules, safety, and game mechanics - clarity comes first.
- **In-Character (IC)**
For lore, world-building, and atmosphere - making the world feel real.

Hierarchy of Importance

1. **Safety Information**
Always clear, direct, and easy to spot.
2. **Game Rules**
No ambiguity, easily located.
3. **Lore & World Content**
Rich and interesting while still easy to navigate.

The Living Document Philosophy

The Wiki isn't just a rulebook—it's a growing encyclopedia that evolves with our game. It should:

- **Track Changes**

Clearly show what's new or updated, especially during major events like Feb Feast.

- **Preserve History**

Keep version records so players can see how rules evolved.

- **Reward Exploration**

Hide cool lore connections throughout pages for players to discover.

- **Connect Everything**

Link related content so one discovery leads to another.

- **Grow Responsibly**

Add new content as it's discovered in-game, not before.

Responsible Editing & Protecting Discovery

Being an editor means you're a curator of a living world, not just a rules documenter.

Core Responsibilities

The Wiki is a Record, Not a Spoiler Guide

We document the world *as it has been discovered*, not every hidden truth that exists. Even if you know something as a staff member or veteran player, it stays off the Wiki until it's been revealed publicly in-game or formally announced by plot staff.

Protect the Magic of Discovery

- Never publish undiscovered lore or secrets.
- Don't add "common knowledge" that hasn't been officially revealed.
- Let new players experience the same excitement of discovery you did.
- When in doubt, check with the Plot Marshals before adding lore content.
- Use the [World Book](#) as your guide- if it isn't in there, then it probably shouldn't be on the Wiki.

The Discovery Test

Before adding lore, ask yourself:

1. *Has this been discovered or revealed in-game?*
2. *Was it announced publicly (not just overheard or said by another character)?*
3. *Would publishing this rob someone of a cool discovery moment?*

If you answered "No" to #1 or #2, or "Yes" to #3, then don't add it.

Save Some Surprises for Yourself!

As an editor you will have access to pages you wouldn't see as a player, such as the Monster Codex or scarce item lists. Try not to look at this content unless you are specifically asked to work on it. This helps protect the game's secrets and, just as importantly, saves some of that discovery for your own in-game experience.

Be a Good Teammate

- Follow this style guide consistently.
- Double-check your facts before publishing.
- Document major changes properly (see [Section 7.1](#)).
- Remember: we're building a reliable resource *together*. Reach out for help if you need it!

Know Your Role: Redirect Rules Questions

Your responsibility is to document the rules clearly, **not** to be an authority on them. If a player approaches you with complex rules questions, please direct them to a member of the Rules Committee (or tag [@Rules](#) on Discord). This ensures players always get the official, correct answer from an approved source and avoids confusion.

Types of questions that should be sent to the Rules Committee:

1. Questions about stacking and interactions.
2. "What if..." and edge-case scenarios.
3. Questions of ambiguity or "The rules don't say..."
4. Questions about legality or "Can I...?"
5. Any question involving a Feb Feast item interaction.

Basically: If it is not in black and white on the Wiki, send it to the Rules Committee.

Current Rules Committee Members:

- First Marshals
 - Other people
 - More people
 - We should par it down probably
 - Also more people
-

Contacts

First Marshals: Ryan, Christina, Jimmy (just talk to Ryan)

Server Host/ Github boss/ Character Portal: Frank

Wiki God: Shauna

2. Wiki Structure

Page Organization

Content Hierarchy

What you see on the backend isn't exactly what the end-user sees. We use custom CSS to automatically rename BookStack's default terms to better fit our use:

- "Shelf" is presented as "**Categories**" for the user.
- "Book" is presented as "**Rulebooks**" for the user.

This means that even though a player is browsing the "Rulebooks" section, the URL in their browser will still show the original BookStack structure (e.g., it will say wiki.kingdomsofnovitas.org/shelf/books/...). This is normal and not an error.

BookStack's organizational structure is as follows:

- **Shelf** → A Broad Category (ex. "Combat" or "Magic")
- **Book** → A Complete topic (ex. "Melee Combat" or "Spells")
- **Chapter** → Subdivisions of that topic (ex. "Melee Skills" or "The Aegis School")
- **Page** → Individual article on that subdivision (ex. "Might" or "Synchronize")

Standard Page Elements

Every page should [follow the template](#) that is made for the page type. At minimum, this should include:

1. **Page Title** - Clear and descriptive
2. **Introduction** - 1-2 sentence summary
3. **Main Content** - Organized with clear headings
4. **References** - A "see also" section at bottom when appropriate
5. **Tags** - Minimum of category tag and type tag

Our Organizational System

Big book -> topic book -> subtopic -> rules

Navigation & Linking

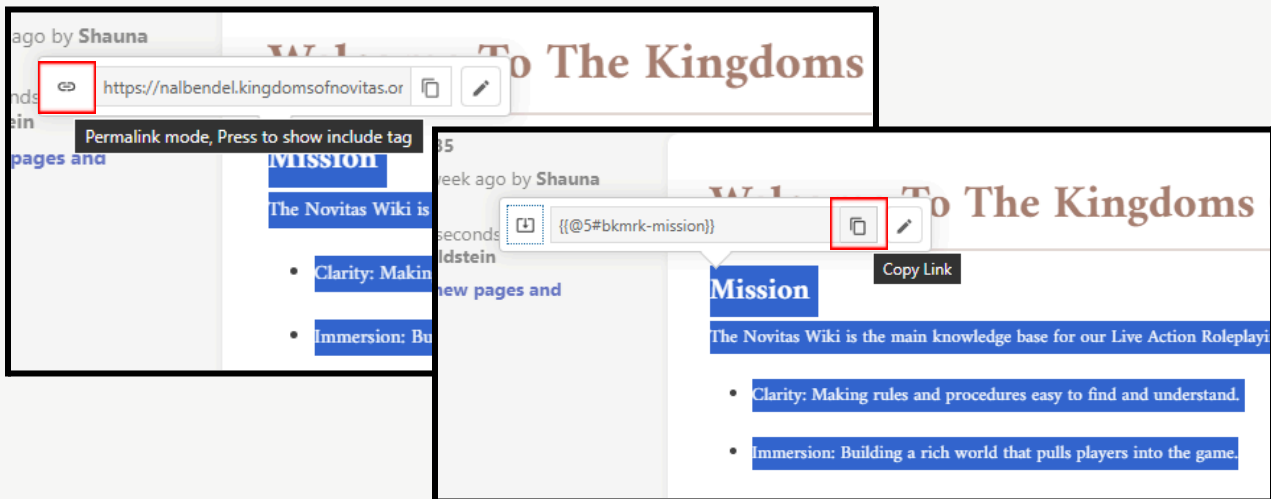
Cross-Reference Standards

To keep information consistent, do not copy and paste the same content (like a rule definition or safety call) on multiple pages. Instead, **embed the content from its original source page**.

When you embed content, it acts like a "window" to the original page. If the source page is ever updated (for example, the 'Hold Call' definition changes), it will automatically update on every page that embeds it. This keeps the entire Wiki accurate without having to update every page.

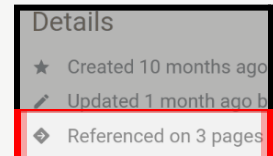
How to Embed a Specific Section:

1. Navigate to the page containing the content you wish to embed.
2. Highlight the specific block of text you want to use (on the page, not in the editor).
3. A small popup will appear. Click the "link" icon on this popup to switch it from a "Direct Link" to the "Include Tag", if necessary.
4. Copy the generated include tag (it looks like `{{@include page_id#content_id}}`) and paste it into the desired location on your other page.





Other important cross-referencing standards:

- Link game terms to the source the first time they show up on a page.
- All clickable links should be **bold** and use the standard link blue ([0922A1](#)).
- Always link key game terms, such as Skills , Conditions , and Spells, to their main definition or category page.
- For pages with related topics that aren't mentioned in the main text, add a "References" section at the bottom with the embedded text.
- If you move or rename a page, make sure to update all the links that point to it using the "Referenced" link under the page details.



How to Make Links That Don't Break

Because the site code changes names (like "Book" to "Rulebooks") , the URL for a page will not match the name you see in the navigation. To avoid creating broken links, do not type the URL by hand.

The easiest ways to link are to either copy/ paste the link directly from the source page, or use the editor's "Insert Link" button (the  icon) and search for the page using the  icon. This will automatically find the correct backend URL for you.

Always Link These

- Skills to their category page.
 - Conditions to the main conditions list.
 - Spells to their school pages.
 - I'm sure there's more I'll remember later.
-

Tagging System

Mandatory Tags by Content Type

I actually need to come up with these at some point

Rules Pages:

- Category: Rules
- Type: [Combat/Magic/Crafting/Character/Setting]
- Level: [1/2/3/4/5]

Lore Pages:

- Category: Lore

- Region: [Location name]
- Era: [Time period if relevant]

Safety Pages:

- Category: Safety

CSS-Trigger Tags for Theming

This is a pipe dream but I'm leaving it here to make myself do it.

See [Appendix B](#)

3. Editorial Standards

Capitalization Rules

Always Capitalize:

- Game Calls (e.g., 'Disease!', 'Magic Weaken!')
- Skill names when referenced specifically (e.g., "the First Aid skill")
- Spell names (e.g., "Heal Body spell")
- Proper nouns (the Well, the Dark Three, the Sept, Novitas, ect)
- Planes of existence when named (e.g., "Fae Realms")
- Conditions when referring to game mechanics (e.g., "the Poisoned condition")

Never Capitalize (unless starting a sentence):

- General references to skills (e.g., "various healing skills")
 - Species names
 - General game terms (e.g., "tag bags", "production points")
 - UNLESS referring to the skill
 - Non-condition condition words ("He was poisoned by an alchemical..")
-

Formatting Conventions

Text Emphasis

- **Bold:**
 - Critical safety information
 - Important rules distinctions

- *Italics*:
 - All conditions when referenced
 - In-character text/quotes
 - Emphasis within sentences

Calls Format

- Single quotes with exclamation: '4 Silver!'
- Capitalize the first letter of each word: 'Magic Slay!'

Lists and Tables

- Use bullet points for unordered information
- Use numbered lists for sequential steps
- Use tables for comparing multiple items/options
- Avoid lists in narrative or lore sections

Terminology Standards

Preferred Terms

Avoid	Use Instead	Reason
Race	Species	More inclusive, scientifically accurate
Monster	Creature	Less judgmental, more neutral
Money/Gold	Coin	'Coin' is the correct term for in game currency

Cursed	Hexed	"Curse" is a specific game call
Disease (non-mechanical)	Illness	"Disease" is a specific game call
He/ His, She/ Her (when referring to players/ users)	They or "you"	Gender neutrality is important fite me
Actress/Priestess	Actor/Priest	Avoid gendered suffixes except for titles (Prince, Princess, ect)

Creature Types

- Beast
- Construct
- Elemental
- Fae
- Goblinoid
- Humanoid
- Illuminated
- Insectoid
- Lycanthrope
- Piscene
- Plant
- Reptilian
- Sky Beast
- Spirit

- Undead
- Veilwalker (I assume it is its own type?)

Plurals for Creatures

- Cyclops → Cyclopes
- Homunculus → Homunculi
- [Additional plurals to be added I just lost steam]

4. Writing Best Practices

Accessibility

Plain Language Guidelines

- Use everyday words when you can- try to write at an eighth grade level.
- Define game terms early in their source page.
- Break complicated rules into steps.
- Give examples for anything confusing.

Progressive Disclosure

1. Start with what most players need to know.
2. Add the complex stuff in labeled sections.
3. Put edge cases in collapsible sections or notes.

Mobile-Friendly Formatting

- Keep paragraphs short (5-6 sentences max).
 - Use meaningful subheadings every few paragraphs.
-

Scannability

Effective Subheadings

- Use descriptive headers, not clever ones.
- Maintain consistent hierarchy (don't skip levels).
- Keep headers concise (5 words or less ideally).

When to Use Lists vs a Block of Text

Use Lists For:


- Requirements or prerequisites
- Step-by-step instructions
- Multiple examples
- Quick reference stuff


Use Regular Paragraphs For:


- Stories and descriptions
- Lore and world-building
- Explaining concepts
- Character dialogue


Call-Out Boxes

These can be found in the text editor in the style selection menu. Use these to highlight:

 Tips: Helpful gameplay advice.

 Best Practices: Not rules, but things that are common good practices, sportsmanship, or other examples

 Clarifications: Edge cases and FAQs

 Safety Information: Always clear, direct, and easy to spot.

Examples & Clarifications

When to Include Examples

- Complex rule interactions
- Mathematical calculations
- Multi-step processes
- Commonly misunderstood rules

Format:

Example: [Situation]

[Step-by-step resolution]

Result: [Outcome]

5. Content Types & Voice Guidelines

Safety & Policy Pages

Requirements:

- **Always** use direct, out-of-character language.
 - No decorative fonts or immersive styling.
 - Prominent visual indicators.
 - Clear headings and bullet points.
 - No ambiguity or roleplay elements.
 - Always link the proper Marshal(s) to contact with any questions.
-

Rules Pages

Primary Voice: Clear, direct, out-of-character text

How to Structure Them:

- Start with the mechanical info players need.
- Use "you" language ("You can..." instead of "Players may...").
- When referring to spells, use “the caster” and “the target” terminology.
- Put examples in their own sections.
- Save flavor text for specific spots (intros or special boxes).

Adding Flavor Text:

- Put it in blockquotes or italics.
- Label it clearly (like *"From the journal of Jace Flynn:"*).
- Never let flavor contradict the actual rules.

Example:

"You don't have to remember which spells you know if you just know them all." - Enzo Belli

To cast a spell, you must:

1. Have the appropriate skill.
2. Speak the incant clearly.
3. Have the power points needed.

Lore Pages

Primary Voice: Write like you're a scholar or historian in the game world.

Tips:

- Write as if you're documenting real history or culture
- Past tense for things that happened
- Present tense for how things are now
- Keep the same narrator voice throughout each article

Tone Examples:

- Put something here idk
-

Hybrid Content

For pages that mix rules and lore (like character species):

Standard Layout:

1. Quick in-character flavor text if desired (*italics*)
 2. Game mechanics (clear OOC text)
 3. Culture & Society section (IC scholarly voice)
 4. Costume requirements (OOO practical info)
 5. Gameplay tips (OOO helpful advice)
-

Inside Jokes and Humor

We aim to be fun and engaging- we want people to actually read the Wiki! Humor is welcome, but it must be used in a way that supports clarity or immersion.

1. Safety and Policy Pages

Do not use humor on these pages. Safety and policy pages must be direct, clear, and unambiguous. Our "fun and engaging" voice stops here to ensure information is understood without any distraction or confusion.

2. Rules Pages (OOO Voice)

It's great to use a "conversational but clear" voice to make dense rules explanations or interactions easier to read. Humorous headings and examples are perfect for framing a rule's purpose, especially for edge cases. Only use humor in the framing (the headings/examples), **not** in the actual description of a skill or spell. Those core descriptions must always be direct and unambiguous to avoid confusion.

Examples of good OOC humor:

- **"Oh shit oh shit oh shit":** Some very rare creatures can see through the *Dissipated* condition and may attack you while you are dissipated. They will communicate this by saying 'No Effect!' or 'Grounding!' in response to your call of 'Dissipate!', usually while stabbing you repeatedly.
- **Practical applications:** Find people who are hiding, detect potential ambushes, find your unconscious friend who was dragged off into the woods, the Great Jace Chase of 1601, cheating at hide and seek.

3. Lore Pages (IC Voice)

This is where the "in-world scholar" voice comes in. Humor must be framed as an in-world observation, not an OOC note.

Example of good IC humor:

- "Herbalists have noted that elves seem to have a fondness for rosemary, displaying a reaction after ingesting it that scholars have compared to a feline's reaction to catnip."

Avoid:

- "Elves really love rosemary. It's basically weed for them, LOL."

4. Hybrid Pages

This one is simple: follow the voice of the section you're in.

- **In OOC sections** (like "Game Mechanics" or "Costuming Requirements"), you can use conversational but clear OOC humor .
- **In IC sections** (like the "Culture & Society" intro), use in-world scholar humor.

Community Contributions

As an editor, your focus is on the official rules, lore, and policy pages. Community content, such as the Character Journals, are handled differently.

1. Act as a Player, Not a Moderator

When you are on community pages (like blogs) you are acting as a player, not an editor.

- It is not your job to enforce rules or "correct" other players in comment sections.
- Avoid engaging in public arguments or behavior that could be seen as you "pulling rank" or acting in an official capacity.
- If you see a comment that violates a major Novitas policy (like harassment or real-world threats), **do not engage**. Report it directly to a First Marshal for review.

2. Do Not Curate Personal Blogs

Players are responsible for the content of their own personal blogs. As an 18+ game, we do not gate this content. Your role is not to edit, curate, or moderate another player's personal blog (no matter how badly you may want to fix their typos).

- If you see content on a personal blog that you believe violates a major Novitas policy (such as harassment or real-world threats), **do not engage**. Report the page directly to a First Marshal for review.

3. Respect Image Permissions

As an Editor, you have permission to upload images—this is the *only* role besides Admin that can do so. This is a key responsibility because images can chew up a lot of server space. As a result, any image uploaded to the Wiki must have a clear and necessary purpose.

- This permission is granted **only** for adding necessary images to official rule, lore, and policy pages.
- You may **not** use your editing permissions to upload images to your own personal blog or any other community page. This ensures fairness and keeps the wiki's file system clean.

Editors seen abusing any of their privileges will have them revoked.

6. Visual & Media Standards

Images

Technical Stuff

- **Format:** JPG for photos, PNG for diagrams
- **Width:** Keep it under 800px for in-line images
- **File size:** Try to stay under 500KB
- **Naming:** Use descriptive-name-v1.jpg (lowercase, hyphens, version)

Alt Text

Every image needs alt text that:

- Says what's in the image (not just "image of...")
 - Includes any text shown in the image
 - Notes if it's just decorative
-

Foreign Languages/ Alternate Fonts

Our game uses different fonts to represent the writing of the different languages we have. You can use these on the wiki for flavor.

When using fantasy languages:

1. **Just for Decoration** (players don't need to read it)
 - Just use the fancy font
2. **Actually Important** (players benefit from reading):
 - [Fancy font text]

- Translation: [What it actually says]

3. Mixed Languages

- Mark when you switch languages
- Never make players solve puzzles for important info

Insert How-to guide here

Setup: Need to make custom css classes, add to wiki css code, and then put them in the custom HTML head content on the Admin page

To insert, swap to the HTML editor and wrap the text block with the code- can just make that a copy/ paste here.

Do I want to do this for all the languages? kinda.

7. Maintenance & Updates

Permission Levels

Access to wiki content is gated by roles. Everyone is assigned the “Player” role upon account creation; additional roles are assigned by authorized users. A user can be assigned more than one role. They will inherit the permissions from the highest role they possess.

The roles, from most to least restrictive:

- **Traveler:** A public visitor. Can read public-facing pages but cannot access scarce sections or create any content.
- **Player:** The standard logged-in user. Can read all public rules and lore. Can also create and edit their own personal blog in the 'Character Journals' section.
- **Plot:** A keeper of secrets. Can access the hidden Plot Secrets & GM Codex, player backstories, and scarce item lists.
- **Editor:** An architect of the public world. Can create and edit rulebooks, chapters, and pages. A higher level or selective access is needed to have delete permissions. **I might change this idk I just don't want people deleting things willy-nilly**
- **Staff:** Marshals. Can edit all standard and scarce rulebooks and chapters, moderate community content, and manage user roles and permissions.
- **Rules:** The highest content role. Has access to all pages and can edit all rulebooks, chapters, and pages. Has access to the Dev Wiki during the Feb Feast Lockdown period.
- **Admin:** Can create, destroy, and alter the very fabric of the wiki. Manages site settings, user roles, and all permissions.

The Development Wiki Process

To maintain consistency and prevent errors on the live site, all edits are made on a separate "Dev Wiki", which is where all editors will do their work. Your changes will not go public immediately. Once your work is finished and reviewed it will be pushed to the live Wiki as part of a scheduled update, typically done once a month.

The Dev Wiki can be found at this link: <https://devwiki.kingdomsofnovitas.org/>

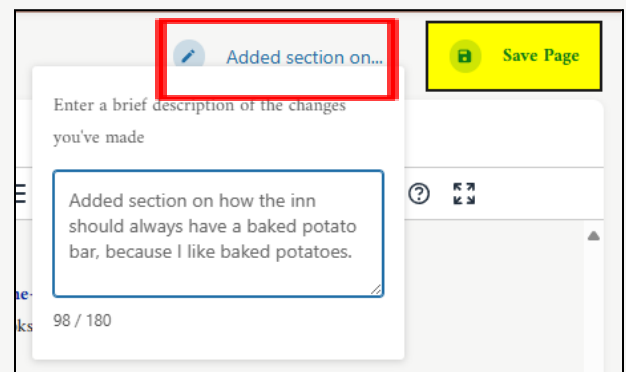
Live Wiki Fixes: Urgent changes, like fixing a major typo or clarifying a rule page mid-season, are affectionately called "hotfixes." These are an exception and are handled by the Lead Editor to ensure the live site remains stable.

Version Control


Documenting Changes

Whenever you make edits outside of the scope of “fixing a typo”, click “Set Changelog” in the upper right of the editing window and document:

- A quick summary of what you changed.
- Why you changed it (rules update, fixing an error, etc.)



When you click “Save Page”, the “Revisions” link will automatically record the date/time and your name, as well as notating which version of the page is currently showing:

#	Page Name / Editor Type	Created By / Revision Date	Changelog	Actions
31	Welcome to the Kingdoms of Novitas Wiki (WYSIWYG)	 Shauna Goldstein 13 November 2025 04:04:36 (2 minutes ago)	Added section on how the inn should always have a baked potato bar, because I like baked potatoes.	Changes Current Version

Review Schedule

Need to actually look at this

- **Rules Pages:** Divide into sections, check throughout the year
 - **Lore Pages:** Check once a year for consistency
 - **Safety Pages:** Check after any incidents and at FF
-

Annual Feb Feast Update Procedure

To ensure consistency during the major yearly rules update, the Lead Editor will be responsible for making all changes related to Feb Feast announcements. During this period, access to the Dev Wiki will be locked for all non-Admin or Rules users and scheduled updates will be put on hold. Standard editing permissions will be restored once Feb Feast has concluded.

8. Common Pitfalls & Solutions

Term Confusion Matrix

Problematic Term	Issue	Solution
"Curse" for cursed items	'Curse!' is a game call	Use "hex" for negative item properties
"Disease" generally	Disease is a game call	Use "plague" for magical afflictions, "illness" for mundane
"Magic" as descriptor	Could mean the 'Magic!' call	Use "magical", "arcane", or "mystical"
"Necromancer"	Ambiguous morality	Specify context or use alternative terms
"Throwing" tag bags	Implies without incant	Specify "generate" for spells, "throw" for martial

Keeping Everything in One Place

- Don't copy content between pages (embed instead)
- Update all links when you move something
- Check for broken links regularly

9. Quick Reference

Word List

Languages

- Andaranian
- Apian
- Black Speech
- Canine
- Common
- Diabolic
- Draconic
- Elemental
- Elvish
- Gershan
- Goblinoid
- Immortal
- Mad Ramblings
- Sylvan
- Terran
- Thieves' Cant

Game Terms

- craft point (lowercase)
- production point (lowercase)
- tag bag (lowercase)

Approved Abbreviations

Abbreviation	Full Term
NPC	Non-player character
PC	Player character
XP	Experience points
CP	Craft points
PP	Production points

Font Listing

Standard Font: Amiri

Backup: PT Serif

10. Implementation Checklist

New Page Creation Checklist

- ☐ Pick the right Book/Chapter location
 - ☐ Add the required tags for your content type
 - ☐ Use the right template
 - ☐ Include all the required sections
 - ☐ Add links to related pages
 - ☐ Test all your links
 - ☐ Get it reviewed if needed
-

Before Publishing - Quick Check

- ☐ Spell check and grammar
 - ☐ Using the right terms?
 - ☐ Format looks consistent
 - ☐ Links all work
 - ☐ Has alt text and proper headers
-

Migration Standards

When migrating from old Wiki:

- ☐ Update terminology to current standards
- ☐ Apply new formatting conventions
- ☐ Add missing cross-references

- ☐ Include proper tags
- ☐ Integrate external content

Appendix A: Page Templates

Template 1: Alchemicals

Template 2: Calls

Template 3: Ritual Components

Template 4: Conditions

Template 5: Costuming

Template 6: Crafted Gear Features

Template 7: Creatures

Template 8: Creature Type

Creature Type Titles: Construct, Elemental, Fae, Goblionoid, Humanoid, Illuminated, Insectoid, Lycanthrope, Piscine, Plant, Reptilian, Sky Beast, Spirit, Undead, Veilwalker

Template 9: Equipment Condition

Template 10: Events

Template 11: Formula

Template 12: Magic Field

Template 13: Mundane Gear

Template 14: Gods

Template 15: Nations

Template 16: Oils

Template 17: Organizations

Template 18: People

Template 19: Policy

Template 20: Potions

Template 21: Rituals

Template 22: Ritual Essences

Template 23: Ritual Intents

Template 24: Rules

Template 25: Schools

Template 26: Setting

Template 27: Scrolls

Template 28: Skills

Template 29: Slots

Template 30: Species

Template 31: Spells

Template 32: Terminology

Template 33: Tinkering Items

Template 34: Trap Tags

Template 35: Weapons

Appendix B: CSS Classes for Theming

Available Tag-Based CSS Classes

I want to make this a thing so badly

When you add tags to pages, BookStack automatically creates CSS classes. Here are the standard ones for Novitas:

Category Tags

- .tag-pair-category-rules - Clean, readable formatting
- .tag-pair-category-lore - Parchment background
- .tag-pair-category-safety - Red borders, warning icons

Regional Tags (examples)

- .tag-pair-region-vargainen - Dark grays and golds
- .tag-pair-region-greatforest - Greens and browns

Type Tags

- .tag-pair-type-spellschool - change colors to be colors associated with that school? Some sort of mystical watermark
- .tag-pair-type-combat - crossed swords watermark
- .tag-pair-type-crafting - hammer/ anvil watermark