

HeroQuest Proof Sheet

We generally follow Strunk & White, *The Elements of Style*. Some key considerations are addressed below.

Common Style Considerations

Abbreviations: See below for some abbreviations we would prefer you not use in text or section headers.

Ability names: When used in a significant sense or an example, these should be in title case, italicized, e.g. *Keen Eyesight*. (If used in a passage of italicized text, it should be in plain, non-italicized text to distinguish it from the surrounding text.)

Brackets: Because of internet protocols, never use <arrow brackets>, only (parentheses) and [square brackets].

Parentheses are used in keyword entries to enclose lists of feats, spirit abilities, spells, and blessings/curses.

Brackets are used to indicate a “variable” item within an ability name, e.g., *Worship [Great Spirit]*, *Mythology of [Deity]*, etc.

Chapter Title references: Always placed in quotes, e.g., see the “Core Rules” chapter.

Contractions: Unless used in a quotation, contractions should not be used, e.g. “will not” instead of “won’t”.

Heroquest and Ritual names: Should be in title case, no quotes, e.g., The Arming of Orlanth ritual. A specific heroquest path is usually considered to be a ritual, and so takes title case, e.g. the Lightbringers’ Quest, the Heavy Earth heroquest.

Hyphenated words: When a hyphenated word is capitalized, the second element is usually not unless it is a proper noun (and even some of them are not). Always use a hyphen, not an m-dash or n-dash, e.g., Beth-Or or Beth-or, not Beth–Or or Beth—or.

Keyword lists: Items in a list in a keyword (such as Typical Abilities, feats within an affinity, etc.) should be in alphabetical order. Also, each line in a keyword, whether it contains text or a list, should end in a period.

M-dash: To separate text, we use a long dash (m-dash) rather than the shorter n-dash. Do not use spaces to separate the m-dash from the surrounding text, e.g. “... the broo—a horrid Chaos species—are ...”

N-dash: To indicate a negative number, we use a medium dash/n-dash (–) rather than a hyphen (-).

Numbers: When approximate (“a hundred years”) or in descriptive text up to 19, spell out, e.g. nineteen followers;

in descriptive text (for numbers 20 and over) or for any numbers in technical and rules text, use digits, e.g. 37 trolls, 13 AP.

Page References: Use “page” and “pages” rather than “pg.”, “pp.”, “pgs.”, or the like.

Possessive: We reject one recommendation of Strunk & White, use of ’s after a word ending in ‘s’ or ‘z’, e.g., use “Jonas’ errata”, not “Jonas’s errata”.

Quotation Marks and Punctuation: Except when an item in quotation marks must be rendered exactly, punctuation should go inside the quotation marks.

Rules Terms: Generally *not* capitalized. When used in a significant sense, or when being defined, they should be in boldface type, e.g. **advantage points**, otherwise they should not be distinguished from surrounding text. See Abnormal Capitalization, below.

Sentence and Paragraph spacing/formatting: We use styles to separate paragraphs, *not* extra [hard returns] after paragraphs.

We use styles to indent paragraphs, so do not start paragraphs with a [tab] character.

Always separate sentences in a paragraph with a single space, not a double space.

Serial Commas: These are a GOOD thing. If you don’t know what they are, please take the time to learn.

Species names: Take lower case in all cases except when the word “Chaos” is part of the name or when referring to broad groups of certain elder races, e.g. “broo”, “elf”, “troll”, but “Chaos Snake” (since “Chaos snake” looks silly), “Aldryami”, “Uz”.

Split quotes: We use the following capitalization with split quotes:

“Yes,” she said, “he will go with you.”, **not** “Yes,” she said, “He will go with you.”

Titles of Issaries, Inc. books and other non-serialized products: Should be in title case, boldface italics, e.g., ***Thunder Rebels***.

Titles of periodicals: Should be in title case, italicized, e.g. *Unspoken Word*.

Microsoft Word Grammar Checker

We have found that when you check a lot of boxes in Word’s Grammar Checker, it does not find as many individual problems as when you check only a few boxes. Thus, if you use the Grammar Checker (and we *strongly* recommend that you do), we suggest that you use the following settings/procedures:

1. Run the Spell Checker/Grammar Checker. Check all grammar check boxes except for “Style - Gender-specific words”. Set “Comma before last list item”—always, “Punctuation with quotes”—inside, and “Spaces between sentences”—1. (Watch for lists without the serial comma, as Word often misses this in complex sentences.) As Word marks Gloranthan and ***HeroQuest*** terms as incorrect, add them to a custom dictionary to make the Spell/Grammar Checker go faster.
2. Manually check for the other style issues indicated in this document as necessary.
3. Customize the Grammar Checker to look *ONLY* for “Passive Voice”, “Negative Statements”, “Subject-Verb Agreement”, and “Wordiness”, then run the Spell Checker/Grammar Check again.

HeroQuest Core Runes

Although several rune fonts are or will eventually be available, we prefer that you stick to a single rune font, **HeroQuest Core Runes** (available at <http://www.glorantha.com/hw/fonts.html>). This contains all of the common runes that might be needed in a *HeroQuest* file, including runes for the most common pantheons and magical abilities. Even if you do not actually use this font, you should use the following characters within all documents to represent common runes used in the *HeroQuest* rules:

Mastery	Mastery Rune	⚔	(W)	
Edge/Handicap	Force Rune	^	(^)	(rarely used now, due to <i>HeroQuest</i> rules changes.)

HeroQuest is replacing the icons used in *Hero Wars* with Gloranthan runes. To indicate various types of text, please use the following letters/symbols:

Example	Law Rune	△	(a)	(formerly a Pointing Hand)
Heroic Action	Mobility Rune	⚡	(s)	(formerly a Clapperboard)
Narrator's Note	Fate Rune	*	(X)	(formerly a Pen)
Player's Note	Luck Rune	⌘	(K)	(formerly an Eye)
Reference	Truth Rune	Y	(y)	(formerly a Book symbol)

Microsoft Word: Formatting and Symbol Replacement Conventions

Microsoft tends to convert certain character strings to special characters. Some of these can be turned off, but others cannot. Many of these special characters **CANNOT** be imported into Quark; see *Hero Wars* (1st edition) for what happens when this is not caught in time. Accordingly, make sure your document does or does not use the following special characters:

Special Formatting and Symbols We Like

M-dash: Quark can import these, so please use them (—) in place of --.

Smart Quotes: Quark can import these, so make sure Word is set to use them. If the document does not use them (which usually happens with Cut&Paste), simply do a search and replace of ' for ' and " for ", and Word will automatically replace them.

Special Formatting and Symbols We Do Not Like

Quark **CANNOT** import the following formatting or special symbols:

Ellipses: Manually ensure that ellipses are retained as three separate characters, e.g. “. . .” not “...”. (We use a spaced ellipse.)

Fractions: Manually ensure that all fractions are retained as three separate characters, e.g. 3/4 not ¾.

Non-English letters: Quark cannot import these from Word, BUT you can Cut&Paste them into the Quark document directly, so leave them in the Word document.

Numbering (either with numbers or with letters): Quark not only cannot import these properly, but they prevent that page from being printed. (Bullets seem to work fine, although special symbols usually cause problems.)

Tables: **DO NOT USE TABLES**. When tables are converted, all text appears as a single “paragraph,” with no dividers. If you need to submit material for a table, simply separate items in rows with Tab characters.

Times Symbol: Please use ‘x’ to indicate a multiplier, not Word’s special ‘times symbol’ (which we must insert manually).

Commonly Misused and Misspelled Words

Many words are commonly misspelled or misused, or can have multiple spellings. Use **American English**, and always use the following spellings/usage unless the incorrect usage appears in a quote or a narrative, in which case it should remain if its use is *intentional for that speaker*. (If it is just sloppiness, it should be replaced.)

“among” (preferred) versus “amongst”

“and” instead of an ampersand (“&”)

“between” (two choices) versus “among” (a group)

“character” should not be used in place of “hero” or “narrator character” unless it is being used in a rules sense that applies to both.

“chieftain” rather than “chief” (for Heortlings anyway)

“dependent” not “dependant”

“different from” not “different than”

“due to”—should normally be “because of”, “through”, or “owing to”, unless its meaning is specifically “attributable to”

“fact”—should not be used unless it is, in fact, a fact.

“farther” (distance) versus “further” (time)

“folks” (“folk” is OK)

“hopefully”—review Strunk & White for correct usage.

“However” can be used at the start of a sentence, but should be avoided if possible.

“inside of”—use only to mean actually inside of something, not in reference to time, distance, etc.

“-ize”—in our experience, recognize, organize, visualize, specialize, realize, memorize, capitalize, and emphasize are acceptable when used properly, but most others are questionable. However, “recognize” in particular is often used incorrectly to mean “understand”, and is usually over-used anyway, so alternatives to this word should be found when possible.

“like”—its use in an emotive sense is OK (he likes elves), other uses are questionable.

“Note that” is often over-used.

“player” should not be used when referring to a hero.

“roleplay”, “roleplaying” not “role-play”, “role-playing”

“than”—be cautious of using comparatives

“though” should be avoided in favor of “although” or “even though”, and should **not** be used in the sense of “however”.

“traveled”, “traveler”, “traveling” not “travelled”, “traveller”, “travelling”

“type” or “kind” should be avoided unless used in a categorical sense, e.g. “that type of tree,” not “he is that kind of person.”

“very”, “rather”, “little”, and “pretty” should all be avoided as qualifiers, e.g. “She is pretty” is OK, “It is a very good idea” is not.

“which” versus “that”—review Strunk & White for correct usage.

“while”—review Strunk & White for correct usage.

“will”, “would”—weak constructions that should be replaced by a more active usage if possible; see Strunk & White for usage.

“worshipped”, “worshipper”, “worshipping” not “worshiped”, “worshiper”, “worshipping”

Abnormal Capitalization

Rules Terms

Most rules terms are not capitalized. The ones that should be capitalized are given here (along with several that specifically should not be), but this list is not exhaustive.

Capitalize

AP

A class of rules terms (such as Skills, Relationships, Virtues, etc.) when they are discussed as a class of abilities.

Church (when referring to a specific church, e.g. “the Rokari Church”, talking about “the Church”, etc.)

Do Not Capitalize (unless word is part of an ability, title, specific religion, etc.)

ability rating

advantage point(s)—can be abbreviated AP (not APs) if desired

affinity, blessing, curse, divine aid, feat, fetish, grimoire, miracle, orderly spell, scripture, spell—capitalize a specific feat name, but not the word feat itself, e.g. the Sunset Leap feat.

apprentice, communal worshipper, devotee, initiate, lay member, liturgist, orderly, practitioner, priest, shaman, spiritist, wizard

augmentation

chaotic

church (when not referring to a specific church, e.g. “going to church”, “characteristics of churches”, etc.)

complete victory, minor defeat, etc.

daimon, daimones, essence, essences, spirit, spirits

hero; do not use “hero” when you mean “player”; avoid “player hero” for “hero”.

hero point(s)

heroquest (unless referring to the game itself), heroquester

hurt, impaired, injured, dying, etc.

mastery

narrator, narrator character

patron, adversary, follower, etc.

player, player hero; do not use “player” for “player hero”; do not use “player” when you mean “hero”

resistance

target number (should not be abbreviated TN)

Gloranthan Terms

Do not use pure Gloranthan terms where an equivalent, familiar Real World term exists, unless use of the Gloranthan term is required for the context of the passage, is used for effect, or the Real World term is simply too inaccurate. In either case, the Gloranthan term should also be explained if an explanation is not readily available nearby. E.g., use “trolls” not “Uz”, “elves” not “Aldryami” (unless using “elves” would be inaccurate *and* confusing), “hag” not “suberiad”, etc.

Capitalize

Chaos (even when used as an adjective or as part of a creature name; note that “chaotic” is not so capitalized)

God World/God Plane/Divine Realms, Spirit World/Spirit Plane, Essence Planes/Wizardry Plane/Sorcery World/Sorcery Plane, Hero Plane, etc.; Inner World not Inner world or inner world; Middle World not Middle world or middle world; Mundane World not Mundane world or mundane world; Natural World not Natural world or natural world

Otherworld, Short World, Underworld

Storm, Earth, Solar, etc. (when used as mythic elements, else storm, earth, solar, etc.)

Lunar/Imperial Terms

moonboat (one word, not “moon boat”; not generally capitalized)

Most terms that refer to a specific political entity should be capitalized, for example:

Empire, Imperial (when referring specifically to the Lunar Empire [or any other specific empire, of course])

Imperial Citizen (when referring to that specific social rank, else “Imperial citizen”)

Lunar

Lunar Army

Lunar Citizen (when referring to that specific social rank, else “Lunar citizen”)

Lunar cycle

Lunar Empire

Lunar Heartlands

Lunar Way

Moon

Provincial (when specifically referring to the Lunar Provinces, e.g. “Provincial Government”, but “those folk are *so* provincial”)

Sun

Heortling Terms

Some words, such as *fyrd vexilla*, have been italicized in past publications. This practice has been discontinued. This applies to other cultures as well, such as a Lunar *vexilla*.

Most Heortling terms should not be capitalized, not even specific social positions, but a few exceptions are:

the X Clan (when referring to a specific clan, e.g. the Karandoli Clan)

the X Tribe (when referring to a specific tribe, e.g. the Colymar Tribe)

When referring to multiple clans or tribes, “clan” and “tribe” are not capitalized, e.g., the Karandoli, Hiording, and Zethnoring clans of the Colymar Tribe.

Common Gloranthan Words to add to a Custom Dictionary

You may want to add any or all of the following words to a custom dictionary to make spell checking go faster. Many other Gloranthan deities could be added to this list as well.

Aeolians	dragonewt	geasa	hsunchen	Malkioni	stead	Uz
Aeolings	Dragonkill	Genertela	Humakt	Mostali	stickpicker	Vinga
Aldryami	durulz	Glorantha	Humakti	Orlanth	subcult	Vingan
Argrath	Ernalda	godar	Issaries	Orlanthi	Tarsh	Vingkot
beastfolk	Esrolia	godi	Kallyr	Pavis	Tarshite	Vingkotling
beastmen	Esrolians	grimoire	Kethaela	Peloria	Tatius	Wakboth
berserker	Esrolvuli	Harrek	kinstrife	Prax	Telmori	walktapus
bloodline	EWf	Harst	Kralorela	Praxian	Temertain	weaponthane
Boldhome	Fronela	Heort	lawspeaker	Ralios	thunderstone	wergild
broo	fyrd	Heortland	Lightbringer	Sartar	trollkin	wyrd
carl	fyrdman	Heortling	liturgist	Sartarite	tula	wyter
cottar	fyrdmen	heroquest	Lunars	Sedenya	urnfield	Yelm
Doburdun	geas	heroquestor	Magasta	Starbrow	Urox	Yelmalio