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Submission Guidelines – May 2009

These guidelines are to help both you (and us) ensure that submissions are evaluated rapidly or can be readily included into final documents. Please follow them for both unsolicited submissions and for work you produce in agreement with us. Many of these guidelines are common sense or are the same as those expected by other publishers. We believe the guidelines are not too onerous but really help us assess a submission and lay it up.

General

1. Do not submit anything above 5,000 words or above 150K without discussing it with us first. At present we can accept unsolicited manuscripts below this size.
2. Submissions must be emailed to submissions@sceptunegames.co.uk and must be in .rtf or MS Word 97 .doc format unless specifically agreed with ourselves. Extracting and reprocessing information from PDF files is frequently error-prone so PDFs are not acceptable.
3. Use the formats outlined below in your submission.
4. Submissions must be accompanied by a signed Confidential Disclosure Agreement (found alongside these guidelines on our website). **If you do not sign and send a CDA we cannot look at your submission.** Your attention is drawn to points 9 and 10 which point out that your ideas may not be original or may duplicate something already sent to us by someone else (or even thought about by ourselves). These may seem draconian but it is worth bearing in mind that we and those who write for us cannot be exposed to litigation from every potential author who submits material. Similar ideas frequently occur simultaneously throughout the hobby or may already be freely available. Take heart from the fact that it is also not in our interest to turn down an author who has good ideas or submissions – we would want to work with that author!
5. Please include a covering letter or page detailing your name, contact details, age, previous experience with the rules system to which the submission applies and your previous writing and publishing accomplishments, particularly with respect to that system.
6. If we accept your submission we expect to purchase all games and Role Playing Game publishing rights associated with your submission.

Submission Format

1. Spelling, grammar and punctuation should be checked before submission. We prefer UK spelling but can accept US.
2. Take care with use of semi-colons, colons, parentheses and dashes.
3. A 1 1/2 cm page margin should be kept all round. Use a 1 cm margin from the foot of the page for one-line Footers and Headers.
4. All pages must be numbered “Page n of m” and must contain both the document title and the name of the author.
5. Line spacing should be in 1 1/2 lines, font size either 10 or 12 point. We prefer a ‘Times’ font for body text. Please do not use non-standard fonts.
6. After each paragraph should be a blank line. This may be added using a relevant “Spacing After” paragraph facility.
7. Do not use styles other than Normal, Heading 1, Heading 2 and Heading 3 in the body of the document. Footer and Header styles can be used. DO USE the Heading styles. We prefer the following formats for ease of identification:

Heading 1	Bold – 16pt	Header (if used)	8pt
Heading 2	Bold – 14pt	Footer	8pt
Heading 3	Bold – 12pt	Table heading	Bold – 10/12pt
8. If information should be tabulated please use the “Tab set” feature of your word processor to set the tabs to the relevant points and define it as a Table. Please do not use a varying number of tabs for each column.
9. Text, statistic blocks or tables that should be placed in call-out boxes or in tables should be surrounded by tags and placed in-line with the text to which they should be associated. Tags should be similar to xml but with three “<<<” and three “>>>” For an example of each see the next page (replace italicised text with the relevant title/text, not italicised, of course. Please ensure a table or text box does not run over a page unless doing so under a prior arrangement.
For example, your submission may look something like this:

...text ends here that may refer to the table.

<<<Table: *Table header* >>>

Table body.....

<<</Table>>>

or

<<<Text Box: *Box header* >>>

Box text.....

<<</Text Box>>>

or

<<<Statistics Block>>>

.....

<<</Statistics Block>>>

Text continues afterwards...

Roleplaying Games

1. Our house style for scenarios is gritty and purposeful, full of ‘crunch’. This means all monsters and creatures should have a reason for being where they are and must be able to live where they are discovered. Island or wilderness adventures, or those played primarily above-ground (and above the sea) are welcomed, as are adventures placed within our setting for the Singleton Scenarios, ‘The Lost Isles’. We may wish to have submissions altered slightly to fit in with a meta-plot linking scenarios together.
2. We prefer Roleplaying Game terminology to be stated in full rather than in any shortened or colloquial form. For example:
 - Roleplaying Game (s), not RPG;
 - Player Character (s), not PC;
 - RuneQuest or Mongoose RuneQuest, not RQ or MRQ;
 - Non-Player Character (s), not NPC;
 - Character, not “char”;
 - Characteristics, not “char” (again);
 - Attributes, not “attr”;
 - statistic blocks, not “Stat Blocks” or anything similar.
3. System Reference Document (SRD), System Gaming License (SGL), Open Gaming License (OGL) and Open Gaming Content (OGC) are generally not used within documents. The first time they are used they must be stated in full with the acronym in brackets following their use, after which acronyms can be used.
4. When submitting a manuscript for an SGL- or OGL- based system, please ensure that you take material only from the relevant SRD or anything already published by Sceptune Games. Copyright material cannot be used and, if present, is likely to invalidate your submission. Other OGC material may be able to be used but check with us first if in any doubt.
5. Ensure that any appropriate OGC used is properly referenced as it stands in the original license page.
6. Conform to the strictures and structures of the most recent version of any SGL-based SRD.
7. Use the appropriate terminology for the ruleset and as specified in the Logo License for the ruleset. For example, for *RuneQuest*TM we prefer Characteristics, Attributes and skill tests. DUNGEONS & DRAGONS 4TH EDITION and Runequest have different specifications for Strength/STR, Dexterity/DEX, Charisma/CHA.
8. Playtest your submission! Let us know how it went and what you changed.
9. New spells and feats/Legendary Abilities should be tested and powered appropriately.
10. New creatures or monsters are welcome. Please ensure they follow the SRD format for the system in question.
11. For some submissions we will work with you to provide key, meta-plot Non-Player Characters. To reduce your time and effort, we may also work with you to provide statistic blocks for creatures, opponents and other Non-Player Characters. However, unless stated otherwise, please assume that we will not be providing such statistic blocks.
12. Most Non-Player Characters should have Characteristics that are not too far from the average for the race or species to which they belong. Specialist, more advanced or more heroic creatures and characters should have statistics advanced accordingly and in line with the underlying system.
13. Please use our in-house format statistic blocks for RuneQuest. These are given below. Other statistic blocks and technical formats must adhere to the standard appropriate for the game.

13. Ensure that characters are generated correctly. If something might appear non-standard for *Dungeons & Dragons 4e*, the build should be shown in <<<...>>> callouts after the skills, and preferably in dark grey rather than black.

RuneQuest

1. Most of our products are for the gritty-level RuneQuest interaction for which the rules became most well known. For gritty-level RuneQuest combat we recommend the comparative success level combat, where a successful parry or dodge works independently of the attack, and do not use the binary win/loss approach of the opposed combat system which we believe to be far more suited towards epic-level games.
2. In Sceptune Games products, the armour penalties for combat skills (Unarmed, Martial Arts, Throwing, Attack) are halved. Otherwise armour penalties are as in the RuneQuest SRD.
3. Please do feel free to use spells and skills associated with Petty-Magick, from our book *Petty-Magick, Petty-Sorcerers and Hedge Wizards* (available in PDF and in paperback) or from any other *Rune Sources* supplements. Cantrips (initially define in *The Quester's Guide to Duck*) can also be used to add flavour to a Non-Player Character.
4. Key Player Character or Non-Player Character formats are as follows. For all creatures, Athletics, Dodge, Perception, Persistence and Resilience should be stated, even if they are base values. In the statistic blocks, attributes are given two-letter codes, for example 'CA' refers to Combat Actions, 'MP' to Magic Points, 'SR' to Strike Rank and 'DM' to Damage Modifier. 'Age' is shown, but Duck age faster than humans so 45 is equivalent to 60. Petty-Magick skills, Divine Skills, spells, Cantrips and Integrated Runes are shown on a separate line as follows:

#1 Runes/Spells: Dark 45% (50) Darkwall (M2,C2,R,A5,D5)

This means the spells refer to the first (#1) of the number NPCs described in that statistics block. The NPC has Integrated the Dark Rune (Dark) and has the skill at 50% ('(50)') but can only currently use it at 45% due to armour skill penalties.

Spell information is provided in an abbreviated form. In this example, the caster knows the spell Darkwall for the Dark Rune, a Magnitude 2 spell (M2) that takes two Combat Actions to cast (C2). It is a Ranged (R) spell, has an Area of 5m radius (A5) and has a five minute Duration (D5). If the spell was able to be resisted it would have an Re followed by an (R) for Resist(Resilience), (P) for Persistence or a (D) Dodge. A spell with a variable range (such as *Detect* or *Sense*) has its range specified as R(Var).

A submitted block, then, should resemble the following (replace italicised placeholders):

Name and position
Race Background/Profession or Professions
 STR *nn*, CON *nn*, DEX *nn*, SIZ *nn*, INT *nn*, POW *nn*, CHA *nn*
 CA: *n* DM: *+/-modifier* SR: *+nn* Move: *nm* [*nm* Flying][Swimming] MP: *nn*
Traits: *Traits, runes, cult membership*
Demesnes/Runes/Spells: *Rune nn% Spell (details)*
 Cult Theology nn% Spells and details
Skills: Athletics *nn%* (*sub-skill, if different*) *nn%* (Brute Force) *nn%*, *skills...* Dodge *nn%*, ...
 Perception *nn%*, Persistence *nn%*, Resilience *nn%*, ...
Attacks: *Weapon nn%* (mm) *iDamage_plus_DM* AP *ap/hp* ENC *n* (*special adjustments or effects*)
Other weapons or shields
 Unarmed *nn9%* 1d3+DM Special/Grapple
Armour: *Armour (APn, n% skill penalty) ... Total Skill penalty n%/n%*
D20 Hit location AP/HP
 1-3 Right Leg *ap / hp*
 4-6 Left Leg *ap / hp*
 7-9 Abdomen *ap / hp*
 10-12 Chest *ap / hp*
 13-15 Right Arm *ap / hp*
 16-18 Left Arm *ap / hp*
 19-20 Head *ap / hp*
Possessions: *Possessions, including treasure or weapons frequently carried*

When finalised, a complex character resembles the following:

<p>Takmak, Ice Clan Chief Elder Snow Goose Arctic Nomad/Hunter/Fisherman STR 10, CON 14, DEX 11, SIZ 11, INT 17, POW 14, CHA 13 CA: 2 DM: - SR: +14 Move: 3m MP: 14 Traits: Duck Feet, Down, Excellent Swimmer, Paddler, Cold Rune, Qadar initiate, Acolyte of Ka'arak the Defender Runes/Spells: Cold 33% <i>Frostbite (M3,C1,R,I,Re(R))</i> Qadar Theology 31% Ka'arak Theology 47% <i>Fogbank™ (M4,C3,R,D5,A5)</i>, <i>NullSense™ (M3,C2,R,C,A1-5)</i>, <i>Cover of Night 2 (M2,C1,T,D5)</i> Cantrips^{oo} <i>Candlelight 78% (M1,C1,T)</i>, <i>DustSwipe</i>, <i>Preen 91%</i> Skills: Athletics 36% (Swim) 76% (Brute Force) 36%, Boating 50%, Dodge 41%, Craft(Camouflage & Hides) 53%, Engineering 44%, Lore(Animal) 42%, Lore(Ice Wastes) 97%, Lore(Military Tactics) 77%, Lore(World) 57%, Perception 98%, Persistence 78%, Resilience 55%, Stealth 52%, Survival 93%, Tracking 52% Attacks: Marvellous (<i>Baleful, Crushing, Penetrating</i>) Enchanted (<i>Warding 2(Enemy)</i>) Whalebone Mace 69% 1d8+1 AP 2/6 ENC 1 (-10% to opponent's parry) Short Spear (2 of) 54% 1d8 AP 2/5 Range 20m ENC 2 (4) Ice bear fur edged, Enchanted (<i>Armourblessed 2, Duck Only, Warding 1(non-Duck)</i>) Marvellous (<i>Parrying, Warriors*2</i>) Shield 75% (1d6) AP 11/12 Unarmed 69% 1d3 Special/ Grapple Armour: Marvellous (<i>Nimble, Bulwark*2</i>) multi-layered furs (AP3, 0% skill penalty), Enchanted (<i>Armourblessed 2</i>) Head (AP 2, 0% skill penalty).</p>	<p>Hit Locations Takmak, Ice Clan Chief</p> <table border="1"> <thead> <tr> <th>D20</th> <th>Hit location</th> <th>AP/HP</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>Right Leg</td> <td>3/5</td> </tr> <tr> <td>4-6</td> <td>Left Leg</td> <td>3/5</td> </tr> <tr> <td>7-9</td> <td>Abdomen</td> <td>3/6</td> </tr> <tr> <td>10-12</td> <td>Chest</td> <td>3/7</td> </tr> <tr> <td>13-15</td> <td>Right Arm</td> <td>3/4</td> </tr> <tr> <td>16-18</td> <td>Left Arm</td> <td>3/4</td> </tr> <tr> <td>19-20</td> <td>Head</td> <td>5/5</td> </tr> </tbody> </table> <p>Possessions: Weapons and armour (mace and enchanted shield actually belong to the clan), Cold Rune, furs, tent, sled, assistants (use adolescents), knife, pouch with 12gp, 28sp 16cp, personal effects, clan treasure chest (treasure totally up to 2000sp and Enchanted items as required by the Games Master).</p>	D20	Hit location	AP/HP	1-3	Right Leg	3/5	4-6	Left Leg	3/5	7-9	Abdomen	3/6	10-12	Chest	3/7	13-15	Right Arm	3/4	16-18	Left Arm	3/4	19-20	Head	5/5
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Dungeons & Dragons 4th Edition

1. The SRD for *Dungeons & Dragons 4e* already holds standards for presentation for powers, statistic blocks, monster blocks, traps, skill encounters and similar elements of the game. Please conform to these unless absolutely necessary. If you cannot, and it is not obvious why not, please explain why.