

Fate document template for Google Doc

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Guidelines

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See also: [Guidelines \(PL\)](#) | [Examples \(PL\)](#)

INTRODUCTION

In this document, I propose guidelines to help with making community-created materials similar to the appearance of the most important (and “official”) publications about the Fate system (including [Fate Core](#), [Fate World of Adventures](#)), as well as the [Fate SRD](#) (Amazing Rando Design website) and some books by other publishers.

Some ideas below are based on a Stackexchange conversation on “How can I replicate the native look & feel of Fate documents?” (<https://rpg.stackexchange.com/questions/71965/how-can-i-replicate-the-native-look-feel-of-fate-documents>).

Why gdoc files?

Several factors influenced the choice of the doc format, but they can be summed up in one word: utilitarianism. Despite some disadvantages, the gdoc format has a number of advantages, including:

- full compatibility with Google services,
- overall ease of use
- simplicity forcing a certain uniformity of solutions, but also facilitating quick and simple formatting
- easy sharing of publications in the community by using Google infrastructure, including *Google Drive* or [document publishing services](#)
- a range of simple but effective tools to collaborate on a document
- simplified (but achieving good results) process of exporting publications to popular formats .doc .epub, .pdf or .html
- good support for mobile view (especially on Android devices, when using Google applications).
- a wide database of common open access fonts from the [Google Fonts](#)
- automatic backups and built-in version control
- author's habits :)

GENERAL GUIDELINES

- To facilitate formatting and export, the style is based on the simplest solutions
 - These simplifications force e.g. formatting based on columns without additional indentation, limiting graphics, centring additional elements (graphics, frames, etc.) as separate lines in continuous text
 - There is no simple possibility to use the “sheet of paper” shape of the frames, which is characteristic of Fate – here they have a rectangular shape and special formatting: see: [boxes/frames](#)
- All fonts come from [Google fonts](#), and it was selected based on its similarity to the original ones, see: [fonts](#)

Formatting

- The basic style includes a one-column layout...
- ...but I suggest using a [two-column layout](#), more mobile-friendly
- Instead of indentations like in FC – for the sake of a better mobile look – I suggest spacing between paragraphs (size: 10)
- Page ornaments are too difficult to be easily made in gdoc
- Optionally, a footer is used (publication name + page + chapter, aligned to the centre)

Colours

- In keeping with the spirit of the Fate books, simple, contrasting colours and illustrations are used
- **basic colours:**
 - **background:** white,
 - **text:** black
- **leading/theme colour:** black by default
- **contrasting colour:** white by default

SPECIAL GUIDELINES

Page

- The page is in A4 portrait format.
- Bottom and top margins of 2 cm,
- Left and right margins of 1 cm.
- Background colour: white by default

Original books are usually in 9×6 (inches) notebook format (possible to simulate in gdoc as A5), with wide margins of about 3 cm (in gdoc it is better to use about 2 cm or 2.5 cm).

Nevertheless, I suggest using the A4/letter format to facilitate home printing.

Text and fonts

The fonts available in the Google Fonts are used, mainly: EB Garamond, Montserrat, Architect's Daughter. Note: Montserrat and Noto Sans Mono is visually disproportionately large compared to the others, hence the proposed size 10

- **Plain Text:** serif, by default EB Garamond Medium 11, 1.15 line Spacing, spacing after paragraph, *basic colour*, justified, no indent
- **Heading text:** sans serif, by default Montserrat Black; see: "heading" section
- **Text in tables:** sans serif, by default Montserrat Medium 10; see: "tables" section
- **Text in boxes/frames:** sans serif, by default Montserrat Medium 10; see: "boxes/frames" section
- **Text in "statblock":** mostly sans serif, by default Montserrat Medium 10; see in "character statblock"
- **Aspect text:** handwriting, by default Architect's Daughter 11, *italic*, **bold**; see in section "aspects"
 - Optional **Comic Sans MS** (not visual compatible with EB Garamond)
 - Optional: EB Garamond only, *italic* and **bold**
- **Link text:** I suggest using the colour of the adjacent text while keeping the underline

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- **Suggested alternative (thematic) fonts:** **BANGERS**, MARCELLUS SC, **Pirata One**, Poirat One, Merriweather

Front/Cover/First page

The page comes in three forms:

1. short, see e.g. Fate Factions (title+author's line)
2. chapter, see e.g. FC: Improvisational Mysteries (book title+author's line+chapter title (alternative heading 1))
3. two-column, see e.g. Fate World of Adventures: Eagle Eyes (as above + graphics)
4. full, see e.g. Fate Core (title+authors+licences+powered by Fate etc.)

Options 3 and 4 should cover the entire A4 page.

The symbol • is used here (Black Circle, U+25CF, ●) or • (Bullet, U+2022, &bull) – see. examples.

The choice is completely free and depends on personal preferences, although generally short materials (such as a description of additional mechanics, etc. e.g. Drops in a Pond) should use option 1.

Headings (gdoc styles)

The headings are used like in the Fate Core book. All uses Montserrat and EB Garamond font (1.15 line spacing)

- **The title or heading 0** corresponds to the full-page chapter headings from Fate Core. It should only appear in full, long publications like a complete RPG book.
 - It may (but does not have to) be in full-page.
 - Font Montserrat (“black” 26+, line spacing 1.15, spacing after and before paragraph, text as proper nouns)
 - Center alignment
 - The automatic TOC does not support this level.
- **Alternative Heading 0** (based on *Spirit of Century*) – graphically matches the alternative heading 1 (only aesthetic difference)
 - full borders (paragraph styles, borders and shading, border thickness: 1.5, border and background colour: leading/theme colour, paragraph spacing: 2).
 - Font Montserrat (“black” 26+, line spacing 1.15, spacing after and before paragraph, text as proper nouns)
 - Center alignment
- **Heading 1** is “top of the page heading”. Corresponds to the main Fate Core headings, where it often starts the page and appears with an underscore.
 - Bottom underline/borders (paragraph styles, borders and shading, border thickness: 2.25, leading/theme colour, paragraph spacing: 2).
 - Font Montserrat (“black” 14,5, line spacing 1.15, spacing after and before paragraph, leading colour, simulating small caps i.e. capital letters only)
 - Alignment to the centre (deviation from the original for readability, similarly to the footer)
- **Alternative Heading 1 – so-called mobile heading** (based on *Spirit of Century*) – increases readability when we do not use pagination (e.g. Google Doc mobile view)
 - For a good view on mobile devices, it has both bottom and **top** underline/borders (paragraph styles, borders and shading, border thickness: 1.5, leading/theme colour, paragraph spacing: 2).
 - Font Montserrat (“black” 14,5+ max 20, line spacing 1.15, spacing after and before paragraph, leading colour, simulating small caps i.e. capital letters only)
 - Center alignment (deviation from the original for readability, similarly to the footer)
- **Heading 2** corresponds to a regular heading.
 - Font Montserrat (“black” 14, line spacing 1.15, spacing after paragraph, leading colour, text as proper nouns)
 - Left alignment
- **Heading 3** corresponds to a regular heading.
 - Font EB Garamond (“very bold” 13, line spacing 1.15, spacing after paragraph, basic colour, simulating small caps i.e. capital letters only)
 - Left alignment
- **Heading 4** corresponds to a regular heading.
 - Font Montserrat (“very bold” 13, line spacing 1.15, spacing after paragraph, mainly basic colour, text as proper nouns)
 - Left alignment
- **Heading 5** corresponds to the unique box/frame heading (enables linking).
 - Occurs only in boxes/frames-tables
 - Font Montserrat (“bold” 10, line spacing 1.15, spacing after paragraph, leading/contrasting colour, simulating small caps i.e. capital letters only or as proper names)
 - Left or centre alignment

Boxes/frames

There is no simple way in the gdocs to represent the characteristic “boxes/frames” from Fate books. Although this is an unofficial “trademark” of Fate books, unfortunately we have to use simpler solutions. There are two, and they have their advantages and disadvantages:

- boxes/frames in the form of a *paragraph style*
 - this solution allows for the correct display of text regardless of the width of the screen and the device used, so it supports the mobile mode
 - however, it does not allow for easy exporting to other formats when the text has several paragraphs – then there are problems with readability and aesthetics
 - works well for a single paragraph and its simulation (using soft return/soft enter, blank lines simulating spacing... but this is a very makeshift solution)
- boxes/frames in the form of a *table*
 - this solution seems to be more universal in the case of exporting a document, and is also commonly used, e.g. Ironsworn SRD
 - the table allows the use of more complex text formatting, including heading 5, several paragraphs of text, graphics, bullet points... in the case of export, such formatting is not “spoiled”
 - The table doesn't perform particularly well in mobile view (it's “moveable”). For this reason, it requires a fixed table width (18.5 or 9 cm respectively in one/two-column view). However, 18 cm looks... very bad in mobile view, while 9 cm is quite... narrow in single-column view and when exporting...

Examples of the above issues can be seen [here](#). As you can see, there is no perfect solution here. Finally, I propose something like this (“quick” boxes/frames should not be mixed with others. I suggest using them when they are the only type of boxes/frames in the entire publication, e.g. a single and one-paragraph comment or note):

Full boxes/frames tables

This is the default frame type for text with several paragraphs or special formatting.

- Text in contrast colour, Montserrat Medium 10, 1.15 line spacing, normal spacing after paragraph
- Background in leading colour; border in leading colour, border thickness 1.5, one row, one column, table centred, paragraph spacing after and before the table, cell padding 0.25, row height automatic...
 - in a two-column layout, the width of the table is 9 cm
 - in a single-column layout, the width of the table is 18.5 cm
 - optional: automatic width
- Tables spacing is a single line of plain text (size 11) with no spacing before or after a paragraph (gdoc requirements)

Quick boxes/frames with one paragraph

- For the purposes of quick use, they have been assigned the “Subtitle” paragraph style (note that using this style affects the layout of the page and columns strangely – it is safer to use plain text with additional formatting).
- Contrast colour text, Montserrat Medium 10, 1.15 line spacing, normal spacing after paragraph
 - optional “heading” (by using soft return/soft enter) is **bold**
- Formatting, Paragraph styles, background in *leading colour*, border around, border thickness: 1.5, border in leading colour, paragraph spacing 5, left page margin 0.5, right page margin 18.5
- The space between quick boxes/frames is a single spacing after a paragraph
- Optional: other types of boxes/frames may also exist in this form (with appropriate formatting) if necessary

Character's "statblock" boxes/frames

These boxes contain the description and "stats" of each character. In contrast to the above, they are rather in a *contrasting colour* (by default white), with a border in the *leading/theme colour*. It's worth remembering that in Fate, anything can be a character! Also in this case, in this frame you can include a description of a person, organization, or land...)

- each type of "character's element" (e.g. aspects, skills) is separate paragraph, and individual elements – a point in list
- when you need to save space, instead of a list you can use plain text for individual paragraphs
- heading text 5 in the leading colour, Montserrat medium 10, line spacing 1.15, no spacing after the paragraph, centre alignment
- paragraph text in basic colour, medium Montserrat 10, 1.15 line spacing, no spacing after paragraph, capital letters
- plain text in basic colour, Montserrat medium 10, 1.15 line spacing, normal spacing after paragraph
 - optional (more true to original): plain and bullet text in base colour, EB Garamond Medium 11, 1.15 line spacing, normal paragraph spacing
- background in white colour, border in *leading/theme colour*, border thickness 1.5, one row, one column, centred table, paragraph spacing after and before the table, cell padding 0.25, row height automatic...
 - in a two-column layout, the width of the table is 9 cm
 - in a single-column layout, the width of the table is 18.5 cm
 - optional: automatic width
- It is acceptable, but not recommended, to divide the table into several rows or columns (e.g. divide the list of approaches/skills) – this makes the table more compact, but more difficult to export

Quote boxes/frames i.e. Examples from the game

These boxes/frames contain examples from the game, or visualizations of the mechanics. They have upper and lower borders. As in the above cases, they can theoretically appear as a special paragraph or table, and the latter option should be preferred.

- Text in grey (e.g. dark gray 3) or *leading colour*, Montserrat medium text 10, line spacing 1.15, normal spacing after paragraph
- background colour white, border in *leading colour*, top and bottom borders, border thickness 1.5, one row, one column, table centred, paragraph spacing after and before the table, cell padding 0.25, automatic height
 - in a two-column layout, the width of the table is 9 cm
 - in a single-column layout, the width of the table is 18.5 cm
 - optional: automatic width

Tables

Tables in Fate are quite sparse. Their headers are in the leading colour, as well as the borders. Instead of inner lines, there is often only alternating shading in a "light/paler" *leading colour*. I only propose general and optional guidelines:

- centred, table width 18.5 cm or 9 cm or automatic (see "[boxes/frames](#)" and "[two-column layout](#)"), border in leading colour, border width 1.5 cm, centre align cells, centre align text, padding cells 0.25, sans serif text, e.g. Montserrat 10
- in the case of complex tables and graphs, I recommend using the [diagrams.net for docs](#) (Draw.io) application (the file should be stored in Google Drive), see [examples](#) (e.g. [Fate – Pyramid Reloaded](#))

Aspects

Aspects are a special element of Fate and should be properly highlighted in the text. The basic distinction (like Fate Core, for example) consists in the usual use of *italic* and **bold**.

An alternative method of highlighting is based on the style proposed in Fate SRD – using a “Handwrite” font and highlighting in light yellow.

- Basis: bold and italic text, free font (*Aspect*)
- Advanced: Font Architects Daughter 11, italic and bold, highlighting in light yellow 3. (*Aspect*)
 - Note: highlighting in light yellow should not be used in boxes/frames when the *leading colour* is too dark (e.g. black by default), therefore I recommend using them only in “character statblocks”

Stunts, skills, actions

- Skills, stunts, actions, etc. usually occur in specific places like character statblocks or pointed lists. When they appear in full form (separate paragraph), they are formatted as follows:
 - Always as bulleted list item, plain text EB Garamond medium 11, 1.15 spacing, name bold

Fate dice, Fate actions, Fate font, stress boxes

Only fonts available in the Google Fonts can be used in gdoc documents, therefore it is not possible to use a dedicated Fate Core font.

- Fate dice are marked as [+] [0] [-].
 - You can use a fixed-width font, e.g. Noto Sans Mono [+] [0] [-], but it is not necessary
- Stress boxes are marked with a sign □ (Ballot box, U+2610, ☐, \Square) and ☒ (U+2612)
 - Stress boxes with a specific value (like in FC or FAE) are preceded by a number, e.g. 1□ 2□ 3□ 4☒
 - optionally, you can also use the format: [1], [2], [3] (although I do not recommend it)
 - or: ① (U+2460), ☒ (U+29BB), ⊗ (U+2297) etc.
- Fate action icons by Jeremy Keller are not necessary, so they can be omitted. However, if you want to use them, you should use graphics...

Two-column / mobile layout

This layout improves the mobile view, both in gdoc and e.g. pdf formats.

- A line separating the columns is allowed.
- The width of the column is 9 cm. The spacing between the columns is 1 cm.
 - the graphics are automatically resized.
 - tables (including boxes/frames) should be 9 cm wide.
 - optional: automatic width (but it's not recommended) – it improves the appearance of exported materials, but significantly hinders the use of the mobile view (and this is the main purpose of the two-column layout) – tables/frames are then “movable”. As mentioned in the “boxes/frames” section, there is no perfect solution here...

Illustrations

Fate publications are distinguished by a specific type of illustration. They are clear and relatively simple (often like in comic books) form, both in colour and shades of gray or black and white.

There are several methods of placing graphics on the page: an illustration that covers the entire vertical column, an illustration that covers the entire width and about 1/3 of the page's height at the top or bottom, illustrations placed in the text, and illustrations that cover the entire page (and others). Examples can be found in Fate publications and [here](#).

However, for publication in gdoc, significant simplifications have to be made:

- Graphics (to facilitate export and ensure greater stability of the text) should appear “in the text”, preferably as a separate paragraph or even a column
- The size of the graphics should be set automatically, and in case of problems, the width should be a maximum of 18.5 cm in a single-column layout and 9 cm in a two-column layout
 - The illustrations in original Fate publications frequently span the entire width of the page. However, this effect is difficult (although possible) to achieve in gdoc, hence I suggest using “graphics fading into the background” – more on that below...
- I recommend simple and contrasting illustrations with few colours, in the tone of *leading colour* or black and white
 - I recommend using vector graphics (converted to, for example, PNG, for embedding in gdoc).
- Illustrations have no borders and, if possible, should fading smoothly into a white (transparent) background

Designation of authors and licences

- When using a full and two-column title page, all authors and copyrights are marked on the first (title) page and optionally on the second page.
- In the case of using a short title, there is only a short designation of authors next to the title and, optionally, a graphic designation of the CC licence. Full credits and licences appear at the end of the publication under the heading 1 “Authors and Copyright” (or similar)
- Some licences require that the original authors and authors of the derivative work appear in the same font size!
- The OGL licence requires its full text and appropriate additional provisions. I suggest doing this under a separate Heading 1 at the end of the publication. Personally, I rather encourage you to use the Creative Commons licence.
- Fate Licensing Policy: <https://www.faterpg.com/licensing/> or <https://fate-srd.com/official-licensing-fate>
- Some original SRD files:
 - <https://www.faterpg.com/wp-content/uploads/2013/06/Fate-Core-SRD-CC.html>
 - <https://www.faterpg.com/wp-content/uploads/2020/02/Fate-Condensed-SRD-CC-BY.html>
 - <https://www.faterpg.com/wp-content/uploads/2013/06/Fate-Accelerated-SRD-CC.html>
- When using translations, the authors of the translation must also be marked (as defined by the relevant licences)
- An example of the licence text is available [here](#)

EXEMPLARY PUBLICATIONS

- | | |
|---|--|
| • Aspect Based Narration (PL) | • Dungeons in Fate FCon (PL) |
| • Fated Origins (PL) | • Solve a Mystery (PL) |
| • A Spark in Fate Core (PL) | • Abstrakcyjne strefy bitewne w Fate |
| • Dungeons of Fate FAE (PL) | • O losowaniu w Fate Core |

AUTHOR'S NOTE

See also: [Guidelines \(PL\)](#) | [Examples \(PL\)](#)

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I am not sure whether the “style” proposed here is protected by copyright laws and whether I am entitled to them as an author... If so, please treat this “style/theme/template” described and presented here (but not documentation itself) as covered by the [CC0 declaration](#) (in other words, you don't need to credit the author or ask for permission to use and make any changes in this style – it is basically in the public domain; personally, I'm just asking you to add a link to this document somewhere, maybe it will be useful to someone else!). However, if it somehow violates someone's rights – please contact me.

If you have found above any errors (especially in terms of translation) or have suggestions/ideas – I encourage you to comment or contact me on the [Fate Tabletop RPGs Discord group](#) ([Thelmcord](#) / [Thelmos#7257](#)).

Originally, this document was created for the Polish-speaking community of Fate... Hence, I also encourage you to check other materials and visit Polish websites dedicated to Fate family systems:

- Polish edition of the Fate Core book (<https://www.pozukiwaczeprzygod.pl/fate/>)
- Polish translation of Fate Core and Fate Accelerated Edition, available on the blog: <https://zuhar.wordpress.com/>
- Polish edition of the Fate SRD (<https://fatesrd.dailykraken.pl/>)
- Fate Core RPG PL group on Facebook (<https://www.facebook.com/groups/334364377004895>)
- A collection of translated materials for Fate in
 - *Google Drive* (<https://drive.google.com/drive/folders/1hRgYThiGpffGq-SsKkLbuKNByDz5vwEl?usp=sharing>)
 - *Dropbox* (<https://www.dropbox.com/sh/6dixjhfnpa0r1mq/AACU3745vbDpp-pfj-txl1kHa?dl=0>)
 - *Itch.io* (<https://thelm.itch.io/>)

I wish you fruitful use of the above ideas in your own publications!