

FORGERY KIT 1: CRAFTING FAKE *PAYER'S HANDBOOK* PAGES



WHY DID THEY HAVE TO COMPLICATE MY forgeries with these funky picturesque drop caps? Luckily they are only used at the beginning of each chapter. If you use Adobe Acrobat DC they stand out as objects in .pdf which can be copy and pasted into other documents. You just have to set the blend mode to Darken. Also select the object and set text to “wrap around object” in the options panel.

BASICS

I have Adobe Creative Cloud and use InDesign, Photoshop, and Illustrator, but this can be done using other programs, all you need is the ability to add a background image and format the page properly. Formatting is two column, with some occasional tables, the rest is just styling to match the *Player's Handbook*.

The first paragraph under any type of heading is never indented then subsequent paragraphs, like this one, are always indented using three spaces (At least that is how I do it in InDesign, other programs the tab can be set manually, which is easier).

Most formatting can easily be duplicated by looking at similar areas of the PHB, use bold, italics, etc. where appropriate.

When printing, the “borderless photo” option should give you the best results.

BACKGROUNDS

When working with the background it is important to remember that the computer screen you are working on is emitting light and the actual print version will be duller and darker than it appears on the screen. Adjust the lightness of the image until it appears to be just a little too light for your tastes, the resulting CMYK print should be close to what you intended.

One of the sample blank pages that I use can be found at http://kluckham.deviantart.com/art/PHB-Background-texture-547154484?ga_submit_new=10%253A1437198706

ARTWORK

This is the tricky part. To make the artwork have the same style of watercolor and wet edges, you will need to make the artwork cover a slightly larger area than the area you intend to fill. Once you have it in the place you want it, use the eraser tool with an artist type brush such as oil paint dabs or chalk pastels and begin taking out the edges in a random way. Be sure to change the opacity and brush shape frequently.

For best results, make or find some scanned watercolor brushstrokes, and put them on a layer between your art and the background texture to let them show around the edges. You will have to change the hue, opacity and the blending mode to suit your tastes.

Always try to use your own artwork, or artwork made for you. Never risk the legal repercussions of using something

off the internet.

SOME AGGREGATING PARTS

That damn Spell Save DC “chart” !!

Spell save DC and attack modifier are a special pain in the ass **because**

Some words are bold + The font is Corbel at 9 pt + Set to “Align center”. Isn't this special.

Bulleted Lists. In InDesign you have to tab then use Type > Insert Special Character > Symbols > Bullet Character. The “Bulleted List” option will force the bullets to be flush with the left side of column, and that does not fit the examples in the PHB (and its ugly anyway).

THE MAGIC OF FONTS

Some of the fonts used in the book are hard to come by so I have listed the closest approximations I can find when necessary.

- Chapter headings are Mrs. Eaves Small Caps, however Minion Pro works very well just adjust the kerning or tracking to 50. Fonts size is 18 pt except the capitals, which are “forced” by making them 24 pt. (Trajan Pro 3 is another good alternative.)

- Headings are also Mrs. Eaves Small Caps, and can be replaced as mentioned above, but the font size 14 except for the “forced” caps which are 18. Headings are also underlined using hidden characters or the space bar used to extend the line to the end of the column.

- Sub-headings are the same font choices as above set to 10 pt fonts size, with 12 pt caps.

- All heading types are brown: C=15, M=74, Y=100, K=26

- Body text is Bookmania at 10pt font size. Leading is 12 pt. Color = Black. A good alternative font is Baskerville Old Face.

- Spell Save DC and also the text inside Tables are Corbel 9 pt. Black.

- Note: Spells and a few other things are *italized*. When a spell name appears in a heading you may have to manually slant the font to 15 degrees to match the style of the book, as I have done to *Player's Handbook* in the title and, Fonts in the heading above.

TAMING THE TABLES

Tables are an important tool in making a variety of custom pages in the PHB, they are used for Background traits, Equipment lists, Class Progression and Spellcasting charts, and many more.

When using InDesign, tables are by far the most tedious part to format properly.

The font for the table is Corbel. The text in the body should be set at 9pt, The table should have a header with the title text set to 10 pt. and the small caps option enabled.

You will have to set the rows and columns to custom fit your individual needs. During initial set-up you will notice that there is an unwanted stroke on the table cells, at some



point, you will need to select each individual cell and go to Table > Cell Options > Strokes and Fill to set the stroke type to none.

The last thing to do to your table when you have finished filling it in with your information is to select the entire body of the table with the type tool and go to Table > Table Options > Alternating Fill to open the dialogue box. In the fills dialogue box set the alternating pattern to “Every other row”, the color to green, and the tint to 35%.

You may also tweak the green color to more closely match the PHB by opening the Swatch window and selecting any one of the existing swatches and clicking the new swatch icon, once the new swatch is created you may double click the CMYK properties and type in the following: C=25 M=0 Y=100 K=15. This will create a more olive version of green than the default which more closely matches the original PHB.

See the Alternate Archetypes Spellcasting table at right for an example.

IN CLOSING

You will have to play around with whatever program you are using, but by formatting the fonts correctly and incorporating tables and backgrounds, you can customize your Homebrew content to look like the actual books.

ALTERNATE ARCHETYPES SPELLCASTING

Rogue Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	2	4	2	—	—	—
4th	2	5	3	—	—	—
5th	2	5	3	—	—	—
6th	2	5	3	—	—	—
7th	2	6	4	2	—	—
8th	2	7	4	2	—	—
9th	2	7	4	2	—	—
10th	3	8	4	3	2	—
11th	3	9	4	3	2	—
12th	3	9	4	3	2	—
13th	3	10	4	3	3	—
14th	3	11	4	3	3	—
15th	3	11	4	3	3	—
16th	3	12	4	3	3	—
17th	3	12	4	3	3	—
18th	3	12	4	3	3	—
19th	3	13	4	3	3	1
20th	3	14	4	3	3	1