



HOMEBREWERY FORMATTING GUIDE

V3 RENDERER EDITION

TUTORIAL/GUIDE

Tips and tricks for learning a bit more on how to make better-looking homebrews.

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INTRODUCTION

HE IDEA OF THIS DOCUMENT IS TO (HOPEFULLY) create a mix between a tutorial and tips or tricks for using the homebrewery and the V3 renderer. I'll try to detail how I create my brews using the amazing page called the [Homebrewery](#), which simplifies a lot the design part. In fact, this document was created in the homebrewery. I made a similar guide some years ago for the legacy renderer, so this will be an updated version of that guide.

Just to be clear, I'm not a professional designer or CSS/Markdown expert, so there might be things in this guide that can be made in a different/better way, but all of this should help most users to learn a bit more about using this amazing page.

WHAT YOU WILL NEED

1. [The Homebrewery](#), created by Scott Tolksdorf. The V3 renderer have a lot of tools you can use to get the most of this page, so make sure you're using that version and not the legacy renderer!.
2. [Imgur](#) or any other image hosting if you require to upload the pieces of art you're going to use.
3. **Optional 1:** [Markdown Tables Generator](#) or similar page for making or editing tables and keeping them clean and organized in the brew code (works great for big tables with a lot of content).
4. **Optional 2:** Any PDF compressor tool or page is suggested for bigger homebrews, such as [PDF24](#) or [ILovePDF page](#). With that you will reduce the size of your PDF file without loosing too much quality!.
Another program that could be useful is one that can create and edit bookmarks to add them to your file.

WHAT YOU WILL LEARN

- General formatting tips using the V3 Renderer.
- Image blending tips.
- Some tips and tricks I use when creating my brews.
- More complex styling options for additional customization.

GIVE CREDITS!

If you use content from other person like pieces of art or content from another brew, remember to give credits to all of them!
Sometimes just mentioning the name of the artist/user in a credits section will do.

CODE BLOCKS

In this guide you will find various code blocks that shows how a certain code part was written. You can copy and paste these parts in your own brews and see the changes by yourself too! These code blocks will be like this:

CODE BLOCK

This is a code block with different things inside.

Make sure you check **all of them** to understand how the V3 Renderer works.

Code Block

This is a code block with different things inside. ::

Make sure you check **all of them** to understand how the V3 Renderer works.

THE BASICS

If you're starting from zero and never used the Homebrewery, here's an overview of the page and locations of different tools and sections. For start, you should read the [Homebrewery main page](#) for a few details regarding the **Markdown** they have there. It's useful to understand a bit more of how markdown works!

NAVIGATION BAR

We will understand as the "navigation bar" as the top-left side bar you will have when you open your homebrew. It will have everything you need to edit and adjust your brew for your needs.

RIGHT ICONS

We will be focusing on the following four icons

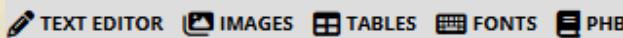


PAINT PALETTE

Here you can change the editor theme. I'm currently using the one called "**Vibrant-ink**", but it's up to you to choose whichever you want. This only changes how the brew editor section looks, it doesn't have any changes on your brew itself.

BREW EDITOR

The **Brew Editor** is where you will write your brew!. When you have this icon selected, you will have new icons at the left of the navigation bar:



- **Text Editor:** Basic layout of the pages. Make column breaks, add page numbers, footnotes, and tables of content.
- **Images:** Everything related to image formatting you will use in your brews.
- **Tables:** Quickly generate new tables
- **FONTS:** Allows you to change certain paragraphs or words to one of the listed fonts, such as this OpenSans words, THIS WALTER TURNCOAT FONT, or ՚K՚N՚R՚ ՚R՚N՚T՚R՚ (Davek font).
- **PHB:** Formating presets based on different elements of the official manuals, such as spell blocks, notes and monster blocks.

STYLE EDITOR

The **Style Editor** is where you can adjust how your brew looks. As default, brews made in the homebrewery will look like the 2014 *Player's Handbook*, but you can change this to adjust certain aspects of your brew (both general or specific changes), create your own custom theme, or use an existing one. More of this part later on this guide!

PROPERTIES

The **Properties** part is where you can change the name of your brew, a brief description, the renderer, and other aspects using to organize your brew and how it looks when searching it on the [Homebrewery Vault](#) or when you look for it on your personal brews section.

The Theme section will give you some themes you can use for your brew without editing anything in the Style Editor.

In this part, it's important to make sure you're using the **V3 Renderer** to being able to use the best tools of the homebrewery and make you life a bit easier when creating brews!

In addition, here's where you can Publish your brew, so others can find it in the [Homebrewery Vault](#).

PROPERTIES EDITOR

TITLE: Homebrewery Formatting Guide (V3)

DESCRIPTION: Some tips and tricks for homebrew formatting using the V3 Ren...

Thumbnail: <https://my.thumbnail.url>

TAGS: add tag

SYSTEMS: 5e 4e 3.5e Pathfinder

LANGUAGE: en
Sets the HTML Lang property for your brew. May affect hyphenation or s...

THEME: V3 : 5e PHB

RENDERER: Legacy V3
[Click here to see the demo page for the old Legacy renderer!](#)

Authors

AUTHORS: draco

INVITED AUTHORS: invite author

Privacy

PUBLISH: Published brews are searchable in [the Vault](#) and visible on your user page shared and indexed by search engines. You can unpublish a brew any time.

DELETE: [DELETE BREW](#)

BASIC MARKDOWNS

BOLD

If you write between 4 asterisks (two at the start and two at the end) the text will be bold. For example, if you write `**Bold**` in the code, you will see it on your brew as **Bold**.

ITALICS

This works in the same way if you use 2 asterisks for italics. For example, if you write `*Player's Handbook*` in the code, you will see it on your brew as *Player's Handbook*.

BOLD AND ITALICS HOTKEYS

As an alternative, you can select the word or paragraph, and then press **Ctrl+B** for bold, or **Ctrl+I** for italics.

HEADERS

Headers are pretty easy to use, just add a number of `#` (hashtags) followed by a space at the beginning of the text you want to be a header.

One hashtag for the biggest header. When you use this, the first letter of the starting paragraph will be the big letter and the first line of text will be all caps.

Two hashtags for the same header used in this section. This is used in the race names and the class names in the *Player's Handbook*.

Three hashtags for the header with the yellow underline. Commonly used as the title for the racial traits and class features.

Four hashtags for the small red header. This is used for the subraces names, some sub-features from classes and other things like the spell and magic item names.

Five hashtags for the black header. This is used for the titles in notes and tables.

SPACING TEXT

NORMAL SPACING

When you write some text and you want to divide some paragraphs, you need to separate both paragraphs with a line between them.

Text 1

Text 2

When you write some text and you want to divide some paragraphs, you need to separate both paragraphs with a line between them.

Text 1

Text 2

If you want a paragraph or line to have the same margin as the first line, you can add a **two spaces** at the end of the paragraph and then write on the next line of the brew.

VERTICAL SPACING

A blank line can be achieved with a run of one or more `:` alone on a line. More `:`'s will create more space. Using `:` will also reset the margin on the next paragraph. using two `:` at the end of a line of text will also make a bigger vertical spacing.

Here are some vertical spacing samples using different options. (After Text 1 there're two spaces).

Text 1

Text 2

Text 3

Text 4

Text 5

Text 6

Text 7

Text 8

Here are some vertical spacing samples using different options. (After Text 1 there're two spaces).

:

Text 1

Text 2

:

Text 3

::

Text 4

Text 5

:

 Text 6

Text 7::

Text 8

the   before the Text 6 adds some horizontal spacing. More of this later!

CURLY BRACKETS

Standard Markdown lacks several equivalences to HTML. Hence, we have introduced `{ { } }` as a replacement for `` and `<div></div>` for a cleaner custom formatting. Inline spans and block elements can be created and given ID's and Classes, as well as CSS properties, each of which are comma separated with no spaces. Use double quotes if a value requires spaces.

In more simple terms, using `{ { } }` allows you to add certain style options and properties to everything inside that brackets.

FOOTERS

In general, you should use the `{{footnote}}` and `{{pageNumber, auto}}` to add a simple footnote and automatically add the page number relative to the document. You can find them on the Text Editor tab in the Navigation Bar, but these two should be good enough for most of the cases. Add these two before a new page

```
 {{footnote The Basics}}
 {{pageNumber, auto}}
```

CENTERING TEXT

If you want to center text, you need to use `{{text-align:center}}` to define what is going to be centered. Using only that code, it doesn't "center" a text that's too short, so in order to adjust it, you should add and modify the margins by adding `margin-left` , `margin-right` , and `margin-bottom` . Here're some examples:

Everything you write here should be centered.

And with margin adjustments

Everything you write here should be centered.

```
 {{text-align:center Everything you write
here should be centered.}}
:
*And with margin adjustments*
{{text-align:center,margin-
left:40px,margin-right:40px,margin-
bottom:10px Everything you write here
should be centered.}}
```

This is useful for the look of some DC calculations like the ones for Spell Save DC. Here are more samples

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Harvesting check DC = 12 + half the creature's Challenge Rating

```
 {{text-align:center **Spell save DC** = 8
+ your proficiency bonus + your Charisma
modifier}}
```

```
 {{text-align:center **Spell attack
modifier** = your proficiency bonus +
your Charisma modifier}}
```

```
:
{{text-align:center,margin-
left:40px,margin-right:40px,margin-
bottom:10px **Harvesting check DC = 12 +
half the creature's Challenge Rating**}}
```

The harvesting check is from my City and Wild homebrew!

SPACING WITH &EMSP;

You can create some tabbing text to modify the margins for each paragraph using ` ` at the beginning of each paragraph, as shown below

Text 1 (normal tabbing)

Text 2 (1   before the Text 2)

Text 3 (2   before the Text 3)

Text 4 (3   before the Text 4)

This also works great on tables, so you can create some subdivisions like the equipment as you can see in the *Player's Handbook*. 1   and a space will look good for this.

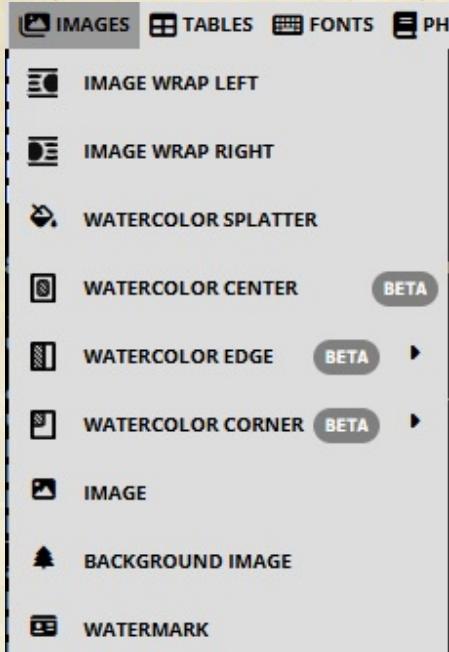
&EMSP; USED FOR LISTING AMMUNITIONS AND THE ARCANE FOCUSES

Item	Cost	Weight
Abacus	40 gp	2 lb.
Acid (vial)	20 gp	1 lb.
Alchemist's fire (flask)	50 gp	1 lb.
<i>Ammunition</i>		
Arrows (20)	1 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.
Crossbow bolts (20)	1 gp	1½ lb.
Sling bullets (20)	4 cp	1½ lb.
Antitoxin (vial)	50 gp	—
<i>Arcane focus</i>		
Crystal	10 gp	1 lb.
Orb	20 gp	3 lb.
Rod	10 gp	2 lb.
Staff	5 gp	4 lb.
Wand	10 gp	1 lb.
Backpack	10 gp	—

```
##### &#38;emsp; used for listing
ammunitions and the arcane focuses
| Item | Cost | Weight |
|:---|---:|---:|
| Abacus | 40 gp | 2 lb. |
| Acid (vial) | 20 gp | 1 lb. |
| Alchemist's fire (flask) | 50 gp | 1
lb. |
| *Ammunition* | | |
| &emsp; Arrows (20) | 1 gp | 1 lb. |
| &emsp; Blowgun needles (50) | 1 gp | 1
lb. |
| &emsp; Crossbow bolts (20) | 1 gp | 1½
lb. |
| &emsp; Sling bullets (20) | 4 cp | 1½
lb. |
| Antitoxin (vial) | 50 gp | - |
| *Arcane focus* | | |
| &emsp; Crystal | 10 gp | 1 lb. |
| &emsp; Orb | 20 gp | 3 lb. |
| &emsp; Rod | 10 gp | 2 lb. |
| &emsp; Staff | 5 gp | 4 lb. |
| &emsp; Wand | 10 gp | 1 lb. |
| Backpack | 10 gp | - |
```

IMAGES

There's a complete section in the navigation bar related to images options which are pretty straightforward:



To add an image, simply click on the “Image” section. This will bring the following image:



An image is composed by four parts:

`! [Name] (Link) {Style properties}`

- **Exclamation mark.** This, followed by all the other parts, marks the text as an image.
- **Square brackets.** The image name, not mandatory to add something here, but useful to remember the name of the image for the credits section.
- **Round brackets.** The image url. If you have a wrong url, the image will not render in your brew.

- **Curly brackets.** The image style properties, which is used to change the size, position, add special blend modes, rotation, change the hue, and more. This is what you will be adjusting as lot!

WATERCOLOR IMAGES

The V3 renderer have more image options which are pre-configured for something. In my opinion, the most useful are the watercolor options, because they remove the requirement of having to learn Photoshop or Gimp to edit an image and add the watercolor/stain effect on the borders to blend it like the official books of D&D.

To use these, just select the one you need between watercolor center, edge or corner. At the bottom right corner of this page there's one. Here's the code for it:

```
{ {imageMaskCorner11,--offsetX:50%,--  
offsetY:-56%,--rotation:0  
! [MaskTutorial]  
(https://i.imgur.com/GZfjDWV.png)  
{height:100%,position:absolute,bottom:-72  
0px,right:-500px}  
}}
```

Lets check every part of the code when you add one.

First off, you might notice that everything is inside two curled brackets `{ { }}`, which allows to add certain style options and properties to everything inside that brackets. In these cases, this will only adjust the stains, which work as a masking of the image that's behind them.

- `imageMaskCorner11`, this determines the look of the stains. You can change the number to vary between all the options they have.
- Use `--offsetX:50%`, and `--offsetY:-56%`, to shift the mask left or right (can use cm instead of %).
- Use `--rotation:0`, to set rotation angle in degrees. Just replace the 0 with any number.

Then, the next part is the image code we saw before. You can adjust the style properties to adjust the image itself. The combination of adjusting the stains (mask) and the image style properties will give you plenty of customization to adjust every image you add to the text and your brew.



IMAGE MADE WITH FLOWSCAPE

USING PERCENTAGES FOR ADJUSTING COLUMNS

An easier way to adjust a column width is to add a percentage on the table itself. This allows you to further customize your tables as you require without having to add custom tables with specific measures.

UNMODIFIED COLUMN WIDTH

Experience		
Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3

MODIFIED 1ST COLUMN WIDTH WITH %

Experience		
Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3

The only thing that changed is that I added a 20% to the second line (the one with the scores) in the first column. That makes the 1st column to have a 20% width of the total table. You can use this for every column your table have.

```
##### Modified 1st Column Width with %
| Experience Points | Level | Proficiency
Bonus |
|:-----20%-----|:----:|:-----|
|-----:|
| 0           | 1     | +2
|-----:|
| 300        | 2     | +2
|-----:|
| 900        | 3     | +2
|-----:|
| 2,700       | 4     | +2
|-----:|
| 6,500       | 5     | +3
|-----:|
| 14,000      | 6     | +3
```

WRAPPING TEXT AROUND AN IMAGE

Using the **two spaces** at the end of the line of text you can wrap the text around an image to blend it with the image border. It's not so difficult, here's an example using double spaces (and then enter to divide each line for wrapping it with the image). This generally is used when you have an image with the `position:absolute` property, so it can be placed anywhere you like.

WEAPONS

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the fantasy gaming worlds, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 5 feet of you, whereas a ranged weapon is used to attack a target at a distance.

IMAGE WRAPPING

You can use the Image Warp Left/Right from the Images menu. These will be ready to wrap text that's **after** the image in the editor around it. These works great with png images, because an image with background will wrap around the background too. The right homebrewery mug uses the `margin-right:-3cm` and `wrapLeft` in the style properties, which makes the text to be wrapped around it.



```
### Image Wrapping
![homebrewery_mug]
(http://i.imgur.com/hMna6G0.png)
{width:280px,margin-right:-3cm,wrapLeft}
```

You can use the Image Warp Left/Right from the Images menu. These will be ready to wrap text that's ****after**** the image in the editor around it. These works great with png images, because an image with background will wrap around the background too. The right homebrewery mug uses the `'margin-right:-3cm'` and `'wrapLeft'` in the style properties, which makes the text to be wrapped around it.

The Weapons table shows the most common weapons used in the fantasy gaming worlds, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 5 feet of you, whereas a ranged weapon is used to attack a target at a distance.

```
![Dark Elf Warlord (1st iteration) by Tanorax]
(http://orig10.deviantart.net/0ef9/f/2012/136/0/1/dark_elf_warlord_1rst_iteration_by_tanorax-d501sw6.jpg) {position:absolute,bottom:-50px,right:55px,width:794px,mix-blend-mode:darken,transform:scaleX(-1)}
```

```
 {{artist,position:absolute,bottom:100px,right:100px,margin-bottom:-30px
 ##### Dark Elf Warlord (1st iteration)
 [by Tanorax]
 (http://orig10.deviantart.net/0ef9/f/2012/136/0/1/dark_elf_warlord_1rst_iteration_by_tanorax-d501sw6.jpg)
 }}
```

DARK ELF WARLORD (1ST ITERATION)
TANORAX

COMMON STYLE PROPERTIES/OPTIONS

First and foremost, there are a lot of style properties you can use. [Check this page to read about various style properties and their details.](#)

Here I will list some styles properties you might be using a lot. These are mostly used for images, but you should be able to use it in a lot of other places or objects, such as Spans `{ { } }` and the Style Editor. Remember to add commas to separate each style you're adding to an image, spans, or any other custom formatting.

WIDTH AND HEIGHT

These two options will adjust the size of your image based on the width or height. In general, use one of both to avoid wrapping the image. You can use a number of pixels like `width:325px`, or a percentage like `width:50%`. The percentage option will adjust the size of the image based on the page size, not the image itself. So if you write `width:50%`, the image will be resized to cover the 50% of the page width.

POSITION:ABSOLUTE

In general, I use the `position:absolute` in almost all of the images of my brews because this allows me to put the images on any part of the page. You control the position by using `top:`, `bottom:`, `left:`, `right:` in the style section. In this, remember to use up to one option per axis (top or bottom, and left or right).

Like before, you can use both pixels or a percentage. Additionally, you can use negative pixel values too, like `top:-15px`.

MIX-BLEND-MODE

[Following the information in this page](#), the `mix-blend-mode:` property sets how an element's content should blend with the content of the element's parent and the element's background.

This is extremely useful when you have an image with a white background (like a character), so you can remove it without having to edit it on a software like Photoshop or Gimp.



The first doesn't have the `mix-blend-mode:multiply` added to the style, and the second have it.

TRANSFORM

The `transform:` property lets you rotate, scale, skew, or translate an element. It modifies the coordinate space of the CSS visual formatting model. From this property, there're two main options that I generally use:

- `transform:scaleX(-1)` to flip an image horizontally.
- `transform:rotate(Xdeg)` to rotate an image by a number of degrees. You can also use negative numbers here.

You can combine multiple transform properties in a same image. For this use only one `transform:`, and then add the different options without spaces, like this: `transform:scaleX(-1) rotate(27deg)`



The first image have the `transform:scaleX(-1)` added to the style, and the second have `rotate(27deg)`.

Here's an image and its style property code using different style options:

```
{position: absolute, bottom: 120px, right: 55px, width: 300px, mix-blend-mode: darken, transform: scaleX(-1) rotate(50deg)}
```



ADDITIONAL SPAN OPTIONS



OME COMPONENTS OF THE TABLES AND PHB sections are inside two curled brackets `{} {}}`, which allows to add certain style options and properties to everything inside that brackets, like the *Monster Stat Block*. This will give you the option to add more options and customization:

- **Frame.** add a frame
- **Wide.** wide the component to fit both columns
- **Decoration.** add some decorative elements (as far as I know, these only work for tables)

- **Column-count:2.** Divide the content in multiple columns. The number determines how many columns you're creating

For example, the *Ineffable Chihuahua* monster statblock uses `monster` at the start of the curled brackets, which determines that everything inside is part of a monster statblock. In addition, it have the `frame` option to add the parchment-like background to the monster stat, and the `wide` to create a bigger monster statblock.

INEFFABLE CHIHUAHUA

Medium cutie, wordy evil

Armor Class 12 (chain mail, shield)

Hit Points 101(1d4 + 5)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+5)	4 (-3)	8 (-1)	20 (+5)	15 (+3)

Condition Immunities melancholy, buzzed

Senses darkvision 60 ft., passive Perception 14

Languages None

Challenge 5 (1439 XP)

Proficiency Bonus +5

Big Jerk. Whenever this creature makes an attack, it starts telling you how much cooler it is than you.

Pack Tactics. These guys work together like peanut butter and jelly.

Full of Detergent. This creature has swallowed an entire bottle of dish detergent and is actually having a pretty good time.

While walking near this creature, you must make a dexterity check or become "a soapy mess" for three hours, after which your skin will get all dry and itchy.

ACTIONS

DDT Powerbomb. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit 5* (1d6 + 2)

Crossface Suplex. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit 5* (1d6 + 2)

```
{ {monster,frame,wide
## Ineffable Chihuahua
*Medium cutie, wordy evil*

**Armor Class** :: 12 (chain mail, shield)
**Hit Points** :: 101(1d4 + 5)
**Speed** :: 15ft.

|---|---|---|---|---|---|
| STR | DEX | CON | INT | WIS | CHA |
|:---:|:---:|:---:|:---:|:---:|:---:|
| 8 (-1) | 19 (+5) | 4 (-3) | 8 (-1) | 20 (+5) | 15 (+3) |

**Condition Immunities** :: melancholy, buzzed
**Senses** :: darkvision 60 ft., passive Perception 14
**Languages** :: None
**Challenge** :: 5 (1439 XP) {bonus **Proficiency Bonus** +5}

***Big Jerk.*** Whenever this creature makes an attack, it starts telling you how much cooler it is than you.
:
***Pack Tactics.*** These guys work together like peanut butter and jelly.
:
***Full of Detergent.*** This creature has swallowed an entire bottle of dish detergent and is actually having a pretty good time.

While walking near this creature, you must make a dexterity check or become "a soapy mess" for three hours, after which your skin will get all dry and itchy.
### Actions
***DDT Powerbomb.*** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2)
:
***Crossface Suplex.*** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2)
}
```

STYLE EDITOR TIPS

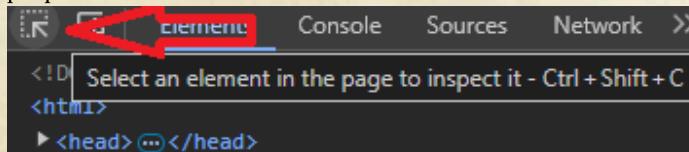
 THE STYLE EDITOR TAB IS WHERE YOU EDIT everything on how different aspects looks in your brews. For example, check this [amazing style based on the 2024 edition Dungeons and Dragons books](#) made by [u/Kaiburr_Kath-Hound](#), which will make your brews look like they're ready for using in the newest edition of the game. I used that same brew that Kaiburr_Kath-Hound made as base to redesign my [City and Wild](#) homebrew (with a few modifications to the style in certain parts).

This part includes a bit more of complex styling editing, but it will help you to achieve the style or design you're looking for. In these cases, you *might* have to use other external edition tools for making images/assets that you will be using for editing the base design, like Photoshop or Gimp.

THE BROWSER DEVTOOLS IS YOUR ALLY

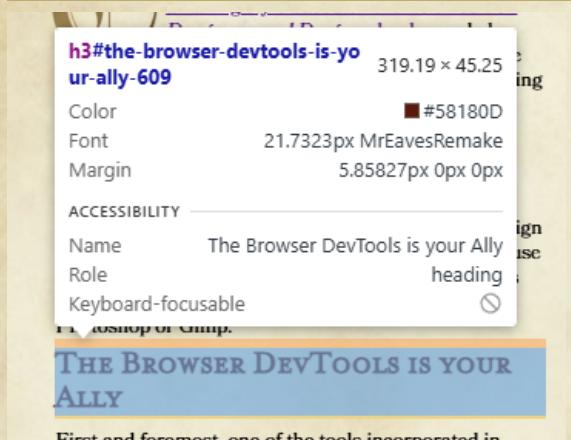
First and foremost, one of the tools incorporated in Chrome (at least this is the one I use when editing brews) is the Dev Tools, which can be accessed by pressing the **F12 key**. This might look a bit intimidating at first, but we will be focusing on just a few things that will help you to edit your style as much as possible.

The first thing we'll be checking is the Inspection part, which allows you to hover your mouse to a certain aspect of the brew render and see what it is and their properties.



For example, let's hover and select the header of this section.

THE BROWSER DEVTOOLS IS YOUR ALLY



First and foremost, one of the tools incorporated in

The first part from the white block is what you are looking for. In this case, the `h3`. The `h` means "Header", and the `3` is the header type. We already know that the header 3 is the one with the yellow line behind the text!

After clicking on the header, we also have more information in the DevTools that will be useful when editing values or aspects, such as the `font-size`, the `border-bottom`, which defines the header underline size and color, the `font-family`, and the font `color`.

GOOGLE IS ALSO YOUR ALLY!

If you're not sure what a certain option does, you can easily google it and see what it does! As an example, [this page](#) was the first result I got when googling "border-bottom css", which give you more details on how you can edit that property.

A screenshot of the Chrome DevTools styles tab. The 'Styles' tab is selected. It shows the following CSS rules for the h3 element:

```
element.style {  
}  
.brewRenderer :where(.pages) * [id] {  
  scroll-margin-top: 100px;  
}  
.page *+h3 {  
  margin-top: .155cm;  
}  
.page h3 {  
  font-size: .575cm;  
  line-height: .995em;  
  border-bottom: ▶ 2px solid  
    var(--HB_Color_HeaderUnderline);  
}  
.page h1, .page h2, .page h3, .page h4 {  
  font-family: 'MrEavesRemake';  
  color: var(--HB_Color_HeaderText);  
}  
.page p {  
  margin-top: .325em;  
}  
.page h3 {  
  font-size: 1.17em;  
}  
.page h1, .page h2, .page h3, .page h4, .page h5, .page h6 {  
  font-weight: bold;  
  line-height: 1.2em;
```

A red circle highlights the entire block of CSS rules for the h3 selector.

The most important thing here is: How can I use this information to edit my brew? **Let's dive a bit into these things and how we can use them.**

Using the dev tools when inspecting the header of this section, we are getting the following information:

```
.page h3 {  
    font-size: .575cm;  
    line-height: .995em;  
    border-bottom: 2px solid var(--  
HB_Color_HeaderUnderline);  
}  
  
.page h1, .page h2, .page h3, .page h4 {  
    font-family: 'MrEavesRemake';  
    color: var(--HB_Color_HeaderText);  
}
```

In simple terms, the `.page` part says that whatever you edit here, it will affect every page of your brew, and the `h3` says that you're editing the header 3 of every page.

In addition, you will notice that the second section says `.page h1, .page h2, .page h3, .page h4`. This means that when you change anything from this part, it will modify the header 1, 2, 3 and 4 of your brew. This is useful when you want to have multiple things edited at the same time.

Lets try to change the h3 size, color, and underline color. The first thing we have to do is to copy and paste the sections we got from inspecting the page in our Style Editor, so we can start modifying those!

Let's start with the h3 size, then the color.

- In our newly pasted code, we have that the `.page h3` have a `font-size` property, which is the size of the font. It says `.575cm`, so we can modify that to whatever number we want to adjust the size. You can use both cm or change it to pixels. In this case, i changed to `.875cm`, and the result is this:

STANDARD-SIZED H3 HEADER

Standard-sized H3 header

MODIFIED H3 HEADER

Modified H3 header, bigger!

- For the color, we don't have a color property directly under the `.page h3`, but it's on the second part because the color of the header is the same for h1, h2, h3 and h4 headers. In these cases, if you add the color property to the `.page h3` section, you will be able to modify it independently. In this case, let's change to a dark-green color (#284921) it should look like this:

```
.page h3 {  
    font-size: .875cm;  
    line-height: .995em;  
    border-bottom: 2px solid var(--  
HB_Color_HeaderUnderline);  
    color: #284921;  
}
```

MODIFIED H3 HEADER

Modified H3 header, bigger and greener!

Finally, let's change the underline of the H3 header. At this point, by checking the code, the `border-bottom: 2px solid var(--HB_Color_HeaderUnderline);` property is what we need to modify. According to [this page](#), the "solid" determines the type of line, so we can change it to, for example, dashed or double, and we can add a color code to that line. Let's change the color to a bright purple (#bd00ff).

```
.page h3 {  
    font-size: .875cm;  
    line-height: .995em;  
    border-bottom: 2px solid #bd00ff;  
    color: #284921;  
}
```

Which will result on the following H3 Header

MODIFIED H3 HEADER

Modified H3 header, bigger, greener and with purple underline!

In the end, this are just some examples of some of the many things you can edit in your brew (basically everything related to markdowns) by looking what variables or options are possible for each style property. In these cases, use the dev tools to check what is your target to edit, and then, google the different options and try it out!

STYLING FOR SPECIFIC SPANS

The H3 Header examples of the previous section are the only ones modified in the document, while the rest of the document keeps the default styling. *How is that happening?*

This is because I'm using styling for specific spans just to show how the changes look in this document without affecting everything else. If you see the source code of this guide, you will notice that all the headers for the examples are inside some `{}{}` like

```
{ {CustomStyle01} . When you add these kind of spans, you can then define custom styling options for these in the Style Editor.
```

This text is inside a span named `CustomStyle01`.

The code of the previous line is the following:

```
{ {CustomStyle01  
This text is inside a span named  
'CustomStyle01'.  
}}
```

Just adding a span doesn't do or change anything, but you have (at least) two options to adjust things. The first one is to add style properties to the span itself without going to the Style Editor. In these cases, you don't even have to add a custom name to that span. An example could be **this text painted in red**, which was achieved by adding the `color:red` at the beginning of the text and then adding `}` at the end.

```
{ {color:red this text painted in red}}
```

The second option is a bit more complex but with more customization options in the Style Editor. For this, you must have your span with a custom name, such as `{ {CustomStyle02} .`. Then, go to the Style Editor, and after the `.page`, you have to add a space and a `.` followed by the same name of the span you created in your brew code. In this case it should start like this in the Style Editor:

```
.page .CustomStyle02 {
```

As we mentioned in the section before, the `.page` part says that whatever you edit here, it will affect every page of your brew, but by adding the `.CustomStyle02`, we will be only affecting any part of your brew that is inside a span with that name.

CUSTOMSTYLE02 HEADER

This text is inside a span named `CustomStyle02`.

The code of the previous line is the following:

```
{ {CustomStyle02  
#### CustomStyle02 Header  
This text is inside a span named  
'CustomStyle02'.  
}}
```

And the code in the Style Editor:

```
.page .CustomStyle02 {  
    color: blue;  
}
```

As you can see, in both cases we changed the color of the text. You can use these for other details, such as changing the font family, resize the text, and so on.

ADJUST TABLE COLUMNS WIDTH

Another use of specific spans styling is to adjust a table columns width. This is specially useful when you have tables with a lot of text and/or columns, because normally a table dinamically adjusts the column width based on the contents inside of each column.

Let's make a test with this table:

CHARACTER ADVANCEMENT

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3

In this case, if we inspect the table, we will see that the table style uses `.page table`, and then every header uses the `th` (*table header*) at the beginning, which is our target of what we will modify. The problem here is that if we only use `.page table th`, we will be modifying every table in the document, so we need to add the table name just after the `.page`, like this:

```
.page .CustomTable01 table th . Now, only tables that are inside a CustomTable01 span will be modified, but the problem is that if we leave it that way, we will be adjusting every header, not just the one we want. In these cases, we must add :nth-of-type() just after the th in the code. According to this page, The :nth-of-type() matches elements based on their position among siblings of the same type (tag name).
```

In simple terms, the `nth-of-type` is a property that looks for parts that use the same type (such as `th`), but allows you to just adjust one of them. You define what you want to adjust by setting a number (1 for the first element of the same type, 2 for the second, and so on) or other variable inside the parentheses (`even` or `odd`). We will be using on the change background part).

In this example, since it's a table, we will be using numbers to define that only the first column will be modified. The style code should look like this: `.page`

```
.CustomTable01 table th:nth-of-type(1) {
```

With that, we're ready to add a new `width` property to adjust the column width:

```
.page .CustomTable01 table th:nth-of-type(1) {
    width: 200px;
}
```

Here's a comparison between the modified and original:

MODIFIED 1ST COLUMN WIDTH

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3

ORIGINAL 1ST COLUMN WIDTH

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3

By using this, you can also adjust multiple columns of one table to fit the content you like.

CHANGE THE BACKGROUND

CHANGE THE FOOTNOTE

MODIFY NOTES

REMOVE FOOTERS ENTIRELY

ADJUST TABLE MARGINS

USING VAR

<https://developer.mozilla.org/en-US/docs/Web/CSS/var>

