This document approximates the fonts used for Sine Nomine’s excellent *Worlds Without Number* roleplaying system. It is intended to be used by fans to create their own official-looking supplements.

If you use this document please release any supplements you make for free and be sure to direct readers to *Worlds Without Number.*

Fonts used in this document are Cala Light for most styles, and Sofia Pro Light for Generic Tables. Both are available for free online. Candera, also available for free, is a font that approximates the WWN title font fairly well.

Margins for mirrored documents are .84” inside and 1.33” outside. Margins for symmetrical documents are 1.085” on left and right. All documents have .67” on top and bottom.

# Chapter Heading

Chapter Headings should be set to one column, centered, and be at the top of the page. Currently it is set to two columns to keep the document readable.

## Section Heading

Section Headings should be set to one Column in width. Currently it is set to two columns to keep the document readable. They function as section breaks.

### Subsection Heading

Subsection headings are two columns, and do not break a page. The first paragraph of the base text is not indented.

Later paragraphs are indented for readability.

Below is an example of a normal table. Tables do not always need headings if their contents are obvious from a section or subsection heading. Adjust columns and alignment as needed.

Table Heading

|  |  |
| --- | --- |
| Header | Column |
| Text | Text |
| Text | Text |
| Text | Text |

GM Info Box

The GM info Box should be limited in usage to advice directly to the GM for reskinning the subject of the document.

It uses a lot of ink so avoid using it unless absolutely necessary, and avoid splitting it amongst multiple columns.

**Hanging:** This hanging text is useful for things like arts, modifications, weapon traits, and other options.