RPG TEMPLATE

CONTENTS

CHAPTER NAME

FIRST SECTION

Nam dui ligula, fringilla a, euismod sodales, sollicitudin vel, wisi. Morbi auctor lorem non justo. Nam lacus libero, pretium at, lobortis vitae, ultricies et, tellus. Donec aliquet, tortor sed accumsan bibendum, erat ligula aliquet magna, vitae ornare odio metus a mi. Morbi ac orci et nisl hendrerit mollis. Suspendisse ut massa. Cras nec ante. Pellentesque a nulla. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Aliquam tincidunt urna. Nulla ullamcorper vestibulum turpis. Pellentesque cursus luctus mauris.

★ A SUBSECTION

▶ A SUBSUBSECTION

SOME BOXES

> **Note**
>
> you can add some comments using this box

> **Attention**
>
> you can add some warnings using this box

> **Conseils**
>
> you can add some suggestion using this box

> this is a quote box

> **Exemple**
>
> you can add some text here

SOME TABLES

default rpg-table (2 column)

Table head 1	Table head 2
Some value	Some value
Some value	Some value
Some value	Some value

rpg-table with more columns

Table head 1	Table head 2	Table head 3
Some value	Some value	Some value
Some value	Some value	Some value
Some value	Some value	Some value

default rpg-table2 (2 column)

Table head 1	Table head 2
Some value	Some value
Some value	Some value
Some value	Some value

LIST

- first list item
- second list item

Monster

<div class="monsterbox">

rpg-monsterbox

Small metasyntatic variable (golbinoid), neutral evil

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 50 t

STR	DEX	CON	INT	WIS	CHA
12	7	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses —
Languages Common Lisp, Erlang
Challenge 1 (200 XP)

rpg-monsteraction. This Monster has some serious superpowers!

rpgmonstersection

rpg-monsteraction. This one can generate tremendous amounts of text! Though only when it wants to.

rpg-monsteraction. See, here he goes again! Yet more text.

</div>

▶ Beautiful Typesetting

4th-level illusion

Casting Time: 1 action
Range: 5 feet
Components: S, M (ink and parchment, which the spell consumes)
Duration: Until dispelled

You are able to transform a written message of any length into a beautiful scroll. All creatures within range that can see the scroll must make a wisdom saving throw or be charmed by you until the spell ends.

While the creature is charmed by you, they cannot take their eyes off the scroll and cannot willingly move away from the scroll. Also, the targets can make a wisdom saving throw at the end of each of their turns. On a success, they are no longer charmed.

COLORS

This package provides several global color variables to style rpg−commentbox, rpg−quotebox, rpg−examplebox, and rpg−table environments.
TODO