

# RPG Template

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# CHAPTER NAME

## 1.1 FIRST SECTION

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### 1.1.1 A SUBSECTION

#### A SUBSUBSECTION

## 1.2 SOME BOXES

### RPG-COMMENTBOX NAME

you can add some comments using this box

### RPG-WARNBOX NAME

you can add some warnings using this box

### RPG-QUOTEBOX NAME

this is a quote box

### RPG-PAPERBOX

you can add some text here

## 1.3 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

## 1.4 LIST

 first list item

 second list item



# 1.5

## MONSTER

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### RPG-MONSTERBOX

*Small metasyntatic variable (golbinoid), neutral evil*

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**Armor Class** 12

**Hit Points** 16 (3d8 + 3)

**Speed** 50 t

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STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

---

**Senses** -

**Languages** Common Lisp, Erlang

**Challenge** 0

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***rpg-monsteraction.*** This Monster has some serious superpowers!

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### RPGMONSTERSECTION

***rpm-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.

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# CHAPTER NAME