

# CONTENTS

Ι	Part name	1		1.3 Some tables	2
1	Chapter name 1.1 First Section	2 2		1.4 List	
	1.1.1 a subsection	2			
	1.2 Some boxes	2	2	Colors	4



## 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

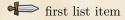
rpg-table with more columns

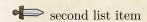
Table head 1	Table head 2	Table head 3
Some value	Some value	Some value
Some value	Some value	Some value
Some value	Some value	Some value

default rpg-table2 (2 column)

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

### LIST





### MONSTER

#### rpg-monsterbox

Small metasyntatic variable (golbinoid), neutral evil

Armor Class 12Hit 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.

#### ▶ 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