# What do the buttons do?

The Creator has standard input fields for all the common properties of a stat block, like AC and Senses. All other parts of the stat block are empty by default.

To add content to a section, use the buttons under the section header. These buttons all start with the word Add.

**'Add...' buttons.** Each 'Add...' button creates a new paragraph with a specific format. All formats are shown and detailed in the Legendary Actions section.

**Action buttons.** Each paragraph has its own buttons for paragraph management. These are detailed in the Actions section.

**Image buttons.** The optional stat block image's buttons are described under Bonus Actions.

**Advanced features.** There are some advanced features built-in. The Epic Actions section describes these.

## Actions

**x** removes the paragraph from the stat block. There is no undo function.

**up** moves the paragraph up within the same section.

**down** moves the paragraph down within its section.

**+** adds an item to a list-type paragraph.

**-** removes the selected item line from a list-type paragraph. Again, there is no undo function.

## Bonus Actions

**Select Image.** Browse for an image to add. The Creator shows a preview of your image. **Note:** Always make a backup of your stat block before adding an image. There is a browser dependant maximum to the size of a stored stat block. A larger image may corrupt your stat block when switching to the Viewer.

**Discard Image.** Remove the current image from the stat block. Once more, there is *no* undo function.

**Position.** Place the image *first* or *last* in your stat block.

**Alignment.** Align the image left, middle, or right within the column.

**Max. height (mm).** Images will be resized based on width. You can set a maximum height for the image. A good value to start from is 60mm.

## Legendary Actions

*Legendary Text. In a monster stat block, this format is used for the first paragraph of the Legendary Actions section.*

**Reaction.** *Trigger:* Describes this reaction's trigger. *Response:* Describes what happens.

**Feature.** Features have a name in bold and a description.

Plain text. This is useful for adding a second paragraph to some other type. Its first line is indented, unless the Plain text is the first paragraph of a section.

**Attack.** An attack has a name and an optional extra description. Then follows the attack type. *Melee or*

*Ranged Attack Roll:* Here are the bonuses to the attack roll. *Hit:* This describes the effects that occur when the attack hits. *Hit or Miss:* Sometimes you may miss, but still accomplish something.

**Saving Throw.** With an optional description. It is always followed by the type of the saving throw. *Intelligence Saving Throw:* Each saving throw specifies its DC. *First Failure:* Saving throws usually describe what happens on a failure. If there is no Second Failure, this is just labeled Failure. *Second Failure:* Some failures also have a second failure, different from the first. *Success:* A different thing happens on a success. *Failure or Success:* Or something happens always, on failure as well as on success.

**List.** When adding a list, you must choose the list type. There are four types of lists:

- **Bullet lists.** Each entry starts with a bullet point. Official 2024 monsters don't use this format (March 2025).

**Keyword List.** A bold name, followed by a description.

**1: Numbered lists.** Each entry is automatically numbered.

**Spell list.** *Spell names are italic* (upto a part in parenthesis or a comma), *Another Spell.*

The first part of the spell list is used for telling how often spells can be cast, like **2/Day each:**

## Epic Actions

**Automatic special term formatting.** Some special terms are automatically formatted in fields that usually contain only plain text. This happens for attack types, saving throw types, and for specific terms such as *Trigger:*, *Hit:* and *Success:* .

**Bold list items.** In bullet lists and numbered lists, the first part of the description, upto the first dot, is bolded. If you do not want that, start the desciption with one extra dot.

**Smart Copy/Paste.** If you copy content from some source and paste it in a matching field, StatblockWizard tries to optimize the result.

- **Field name removal.** If the first part of the pasted text matches the field's caption, it is automatically removed to prevent having it twice in the stat block.
- **Pasting of multiple fields in one go.** If a paragraph or item line in a list has predefined parts and the original follows the expected syntax, you can paste all values at once.

**Inline HTML (use at your own risk).** In most text fields, you can use html tags to add formatting. Examples include <strong>**for bold text**</strong> and <em>*for italics*</em>. More tags exist, but some may break the PNG export or even the Viewer.

**Attribution.** Any text entered here will appear in a small font at the bottom right of the stat block. Text that is longer than one line will mess things up. This stat block's attribution is a copyright notification.