

WHAT DO THE BUTTONS DO?

Explanation and examples for the Creator page of [StatblockWizard](#).

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. Allows you to browse for an image to add. Depending on your browser, there is a maximum to the size of a stored stat block. Adding a large image may cause you to exceed this limit. When an image is selected, it is shown as preview in the Creator.

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

Position. The image can be placed *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. If you add a tall image, this may have unwanted effects. To eliminate that, you can set a maximum height. A good maximum value to start from is 60mm, which equals the maximum width.

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 description 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. Example: try pasting the following text in the 'Initiative' field:
Initiative: +2 (12)
- **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. Try pasting all of the following in the Attack Name field of an Attack paragraph:
Javelin. The monster uses its dexterous tail to attack once. *Melee or Ranged Attack Roll:* +2, reach 5 ft. or range 30/120 ft. *Hit:* 6 (1d6 + 2) Piercing damage.

Inline HTML (use at your own risk). In most text fields, you can use html tags to add formatting. Examples include **for bold text** and **for italics**. More are available, but they 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. If the text is longer than one line, it will mess things up.
This stat block's attribution is a copyright notification.