1 Main Section

[1]

1.1 Fun with boxes

1.1.1 Even more fun!

Neat Green Box! [1]

As you approach this template you get a sense that the blood and tears of many generations went into its making. A warm feeling welcomes you as you type your first words.

Nice table Table head Table head

Some value Some value Some value Some value Some value

Do the Players need direction? [1]

Monster Foo Small metasyntactic variable (goblinoid), neutral evil

[armorclass = 12, hitpoints = 16 (3d8 + 3), speed = 50 ft]

[STR = 12, DEX = 7]

[languages = Common Lisp, Erlang,]

[Monster-super-powers] This Monster has some serious superpowers! Actions [Generate text] This one can generate tremendous amounts of text! Though only when it wants to.

[More actions] See, here he goes again! Yet more text.

2 Characters

Nim [name=Althus Oakheart Goldenmirth Boddynock Folkor the Well-Spoken, classand-level=Bard, 4, background=Mason, Guild Artisan, playername=Michal, race=Rock Gnome, alignment=NG, experiencepoints=3555, proficiencybonus=+2]

[armorclass=12, initiative=+1, speed=25, maxhit-points=19, hitpoints=16, hitdice=2d8]

[STR=10, DEX=12, CON=10, INT=14, WIS=13, CHA=16]

[deception=+2, proficientInDeception=True, insight=+2, proficientInInsight=True, intimidation=+2, proficientInIntimidation=True, investigation=+2, proficientInInvestigation=True, perception=+2, proficientInPerception=True, performance=+2, proficientInPerformance=True, persuasion=+2, proficientInPersuasion=True, stealth=+2, proficientInStealth=True]

[wisdom=+2, proficientInWisdom=True, charisma=+2, proficientInCharisma=True]

Other Proficiencies and Languages

- Speak, read, and write Common
- Speak, read, and write Elvish

• Speak, read, and write Dwarvish	Item	Quantity
• Darkvision 60 ft.	Lute Guild Letter of Introduction Mason's Tools	1
• Simple weapons	Chest Map Cases	2
• Hand crossbows	Fine Clothes Bottle of Ink	
• Longswords	Ink Pen Lamp	
• Rapiers	Oil Flask Sheet of Paper	2 5
• Shortswords	Perfume Sealing Wax	
• Flute	Soap Waterskin	
• Lute	Encyclopedia [silver=9, gold=24]	

Personality **Traits**

• Mason's tools

I like to talk at length about rocks, especially marble!

Ideals

• Drum

I work hard to be the best there is at my craft.

Bonds

I created a great work for someone, and found them unworthy to receive it. I am still looking for someone worthy of my work.

Flaws

I'm horribly jealous of others work. I am surrounded by rivals.

Attacks & Spellcasting

Name	Attack Bonus	Damage/Type
Rapier	1d8 + 3	piercing
Dagger	1d4 + 2	piercing

• Leather Armor

Equipment