Chapter Title

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# Header (Heading 1)

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## Subsection (Heading 2)

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### Subinfo (Heading 3)

Tags, Monster Types, Item Types, Trap stuff (Subtitle)

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A Bullet

Bullet

Another

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**MiniSection.** Ipsum dolor sit amet, consetetur sadipscing elitr, sed

##### Subsubminisection (Heading 5)

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Sidebar

## Layout

## Colors

Background. #fff9f0

Greenish. #e2efc6

**Gray in Tables.** #f3f3f3 “light gray 3”

**Yellow in Blocks.** #fff2cc “light yellow 3”

**Headings.** #660000 “dark red 3”

**Subsection Header (2).** #b45f06 “dark orange 2”

Monster Stat Block Background. #fdf1dc

## Page Setup

**Margins.** Top: 0.5, Sides: 0.7, Bottom: 0.5, Center: 0.3

# Credits

Киборги и Чародеи – русскоязычное сообщество игроков в настольные ролевые игры..

У нас в блоге вы найдете каждый день что-то интересное для ваших игр, а также дополнительная информация о вопросах, которые вас волнуют.

# Skill Challenges

|  |
| --- |
| Example Challenge (Heading 6) Skill Challenge DC X  Lorem ipsum dolor.  ***X Successes.*** Out of the cave before it collapsed.  **0F** Perfect success  **1F** Slight error  **2F** Just made it  ***3 Failures.*** Rocks fall, everyone dies  Skills (Heading 7):  Athletics DC 15 → 1 Succ. You make a sprint.  < 5 → 2 Fails. You stumble.  Skill2 DC 10 → 1 Succ. Ipsum.  ***> 20 → adv*** on next check. Amet. |

Chapter 1: Classes

## Class

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| The Class | | | | | | | | | | | | | |
|  | Proficiency |  | Cantrips | Spells | -- Spell Slots per Spell Level -- | | | | | | | | |
| Level | Bonus | Features | Known | Known | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
|
| 1st | +2 | Feature, Feature | 4 | 2 | 2 | - | - | - | - | - | - | - | - |
| 2nd | +2 |  | 4 | 3 | 3 | - | - | - | - | - | - | - | - |
| 3rd | +2 |  | 4 | 4 | 4 | 2 | - | - | - | - | - | - | - |
| 4th | +2 | Ability Score Improvement | 5 | 5 | 4 | 3 | - | - | - | - | - | - | - |
| 5th | +3 |  | 5 | 6 | 4 | 3 | 2 | - | - | - | - | - | - |
| 6th | +3 |  | 5 | 7 | 4 | 3 | 3 | - | - | - | - | - | - |
| 7th | +3 |  | 5 | 8 | 4 | 3 | 3 | 1 | - | - | - | - | - |
| 8th | +3 | Ability Score Improvement | 5 | 9 | 4 | 3 | 3 | 2 | - | - | - | - | - |
| 9th | +4 |  | 5 | 10 | 4 | 3 | 3 | 3 | 1 | - | - | - | - |
| 10th | +4 |  | 6 | 11 | 4 | 3 | 3 | 3 | 2 | - | - | - | - |
| 11th | +4 |  | 6 | 12 | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 12th | +4 | Ability Score Improvement | 6 | 12 | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 13th | +5 |  | 6 | 13 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - |
| 14th | +5 |  | 6 | 13 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - |
| 15th | +5 |  | 6 | 14 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - |
| 16th | +5 | Ability Score Improvement | 6 | 14 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - |
| 17th | +6 |  | 6 | 15 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 |  | 6 | 15 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | Ability Score Improvement | 6 | 15 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 |  | 6 | 15 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

# Class Features

As a \_\_\_ you gain the following class features.

### Hit Points

**Hit Dice:** 1dX per \_\_\_ level

Hit Points at 1st Level: X + your Con mod

**Hit Points at Higher Levels:** 1dX + your Con mod per \_\_\_ level after 1st

### Proficiencies

Armor:

xWeapons:

Tools:

Saving Throws:

Skills:

### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

⦁ (a) a X or (b) any Y

⦁ (a) a X or (b) a Y

⦁ Two Z

## Feature

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Chapter 2: Races

# Race (H1)

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## Sub Description (H2)

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## Race Names

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**Abc Names:** Test, Blubb, test. test. test, test, test, test, test, test, test, test

**Xyz Names:** Lasdb, Odan, Lhas, Test, Blubb, test. test. test, test, test, test, test, test, test, test

## Race Traits

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy.

Ability Score Increase. +2 Str and +1 Wis

Age.

Alignment.

Size.

Speed.

Specials.

Languages.

Subrace.

### Subrace 1 (H3)

Short Description

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Ability Score Increase. +2 Str and +1 Wis

Special.

Chapter 3: Monsters

### Adult Red Dragon

Huge dragon, chaotic evil

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Armor Class** 19 (natural armor) **Hit Points** 256 (19d12 + 133) **Speed** 40ft., climb 40ft., fly 80ft. | | | | | |
| STR  27 (+8) | DEX  10 (+0) | CON  25 (+7) | INT  16 (+3) | WIS  13 (+1) | CHA  21 (+5) |
| **Saving Throws** Dex +6, Con +13, Wis +7, Cha +11  **Skills** Perception +13, Stealth +6  Damage Immunities fire  **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 23  **Languages** Common, Draconic  **Challenge** 17 (18,000 XP) | | | | | |
| ***Legendary Resistance (3/Day).*** If the dragon fails a saving throw, it can choose to succeed instead. Actions ***Multiattack.*** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.  ***Bite.*** Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.  ***Claw.*** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.  ***Tail.*** Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.  ***Frightful Presence.*** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.  ***Fire Breath (Recharge 5–6).*** The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one. Legendary Actions The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.  ***Detect.*** The dragon makes a Wisdom (Perception) check.  ***Tail Attack.*** The dragon makes a tail attack.  ***Wing Attack (Costs 2 Actions).*** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed. | | | | | |

# Extras (H1)

#### D100 Table (Heading 4)

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#### D100 Table - Split

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