

The Test Book

Introduction

This is a test book created to validate the PDF processor's ability to handle various text formats and section types. The content includes pre-section chapters, numbered sections, and different formatting styles.

Preface

The following content demonstrates: • Different text alignments • Formatted lists • Chapter numbering • Section breaks

Game Rules

Game Overview

Welcome to the adventure! Before you begin your journey, familiarize yourself with these essential game rules and mechanics.

Character Creation

To create your character: • Roll 2d6 for Strength (minimum 7) • Roll 2d6 for Dexterity (minimum 7) • Roll 2d6 for Intelligence (minimum 7)

Combat Rules

Combat follows these steps: 1. Roll for initiative 2. Choose your action 3. Roll attack dice 4. Calculate damage

Special Rules

Critical hits occur on natural 20 Fumbles occur on natural 1

This is section 1 content.

This section demonstrates various formatting options: • Bullet point 1 • Bullet point 2 1. Numbered item
2. Another numbered item

Section 1 - Centered Text Example

You can go to other sections.

2

This is section 2 content.

This section demonstrates various formatting options: • Bullet point 1 • Bullet point 2 1. Numbered item
2. Another numbered item

Section 2 - Centered Text Example

You can go to other sections.

3

This is section 3 content.

This section demonstrates various formatting options: • Bullet point 1 • Bullet point 2 1. Numbered item
2. Another numbered item

Section 3 - Centered Text Example

You can go to other sections.