

Stat blocks

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1 Stat blocks

A `statblock` fence in Fantasy Statblock syntax renders live in Obsidian and exports through the `statblock` environment defined in the custom template, from one source. Each scalar key becomes `\nope<key>`; a block list like `traits:` becomes numbered `\nope<key><N>-<subkey>` commands.

The stat block look is inspired by the DnD 5e LaTeX template by the rpgTeX team (MIT). Thanks for the groundwork.

GOBLIN

Small humanoid, neutral evil

Armor Class 15

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Challenge 1/4

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action.

ACTIONS

Scimitar. Melee weapon attack, reach 5 ft., one target. Hit 5 (1d6+2) slashing damage.
