Good Tables and Bad Tables

Good tables

Use tables when there's a need to put data in a grid. If you're describing a number of items with the same set of properties, then a table is the best way to do it. If you can find what you need by looking across and down, then tables may be right for you.

The Cleric

Level	Proficiency Bonus	Features	Cantrips Known	Spell Slots Per Spell Level		
				1st	2nd	3rd
1st	+2	Spellcasting, Divine Domain	3	2	-	-
2nd	+2	Channel Divinity (1/rest), Divine Domain feature	3	3	-	-
3rd	+2	-	3	4	2	-
4th	+2	Ability Score Improvement	4	4	3	-
5th	+3	Destroy Undead (CR 1/2)	4	4	3	2

Bad tables

Don't use tables to create page layout.

Commons doesn't have the best layout options right now, but using tables will only make things worse. The new version of Commons will have many more options and allow you to use the page more effectively.

One common mistake is to use tables to create columns, like this:

Cleric Spells by Level

Cantrips (0-level)	1st Level	2nd Level	3rd Level
Guidance	Bless	Aid	Beacon of Hope
Light	Command	Augury	Dispel Magic
Resistance	Cure Wounds	Hold Person	Mass Healing Word
Sacred Flame	Detect Magic	Lesser Restoration	Protection from Energy
Spare the Dying	Guiding Bolt	Prayer of Healing	Remove Curse
Thaumaturgy	Healing Word	Silence	Revivify
	Inflict Wounds	Spiritual Weapon	Speak with Dead
	Sanctuary	Warding Bond	Spirit Guardians
	Shield of Faith		

Instead of creating a table, you can just list the items out. Use headers to set off different sections. It may make a longer list on the page, but it's not that hard to scroll down.

Cleric spells by level

Cantrips (0 Level)
- Guidance
- Light
- Resistance
- Sacred Flame
- Spare the Dying
- Thaumaturgy

1st Level
- Bless
- Command
- Cure Wounds
- Detect Magic

- Guiding Bolt
- Healing Word
- Inflict Wounds
- Sanctuary
- Shield of Faith

2nd Level
- Aid
- Augury
- Hold Person
- Lesser Restoration
- Prayer of Healing
- Silence
- Spiritual Weapon
- Warding Bond

3rd Level
- Beacon of Hope
- Dispel Magic
- Mass Healing Word
- Protection from Energy
- Remove Curse
- Revivify
- Speak with Dead
- Spirit Guardians

In the new Commons, you'll be able to choose layouts with columns, which will make this easier.

Don't put images in tables

You can see in this example how an image can break the table formatting.

Goblin

Armor Class 15 (leather armor, shield) **Hit Points** 7 (2d6) **Speed** 30 ft.	*Nimble Escape*. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.	
Skills Stealth +6 **Senses** darkvision 60 ft., passive Perception 9 **Languages** Common, Goblin **Challenge** 1/4 (50 XP)	*Scimitar*. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage. *Shortbow*. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.	
Small humanoid (goblinoid), neutral evil Goblins are small, evil-hearted humanoids that lair in despoiled dungeons and other dismal settings. Individually weak, they gather in large numbers to torment other creatures.		

The new Commons will give us more options to handle this situation. For now, a simple use of paragraphs with an image at the top will do the trick, and will be easier for the human eye to scan.

Goblin

Armor Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.
Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Small humanoid (goblinoid), neutral evil
Goblins are small, black-hearted humanoids that lair in despoiled dungeons and other dismal settings. Individually weak, they gather in large numbers to torment other creatures.