CHAPTER 1: SAMPLE DOCUMENT

This is a sample document for the *Genesys* LaTeX package. Please see below for the various commands.

DICE

All dice types and symbols have their own commands:

- \BoostDie produces ▢
- \AbilityDie produces ◈
- \ProficiencyDie produces ⬡
- \SetbackDie produces ■
- \DifficultyDie produces ◆
- \ChallengeDie produces ⬢

- \Advantage produces Ａ
- \Success produces ✳
- \Triumph produces ❋
- \Threat produces ↻
- \Failure produces ✕
- \Despair produces ⨂

TABLES

Tables are easy to use with the `GenesysTable` environment. If you're using the `\begin{table}` command to add a `\caption{}` to the table that you add the `[H]` optional argument or else the table will float to the nearest open space (the `\begin{table}[H]` tells LaTeX to put the table **right here**).

TABLE 1.1: SAMPLE TABLE

HEADING	LONG HEADING
Table line one	with the second column in blue!
And here's	the second line, with white background!
Last line	again in blue

CHARACTERS

When you are making stat blocks for NPCs, be sure to use the `\Characteristics` command which takes 6 arguments, once for each characteristic. `\Characteristics{1}{3}{2}{2}{2}{2}` grants:

1	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

Lastly, we have the derived numbers: soak, WT and ST. Use the `\Derived` command, with two arguments?one for the title and the second for the number. For Melee/Ranged defense, we use `\DerivedSplit` with 5 arguments: title, first number, second number, first subtitle and second subtitle. Using `\Derived{Soak}{4}` and `\DerivedSplit{Defense}{2}{0}{Melee}{Ranged}`, for instance, gives us:

SOAK
4

DEFENSE	
2	0
MELEE	RANGED

TALENTS

There is now a `\Talent` command that takes 4 arguments. `\Talent{talent name}{tier}{activation}{ranked?}`.
`\Talent{Grit}{1}{Passive}{Yes}` would give you:

GRIT
Tier: 1
Activation: Passive
Ranked: Yes