# **CHAPTER 1: SAMPLE DOCUMENT**

This is a sample document for the Genesys LTEX 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 X
- \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 \mathbb{E}[X] to put the table right here).

#### **TABLE 1.1: SAMPLE TABLE**

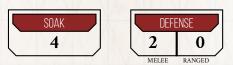
HEADING	LONG HEADING
Table line one	with the second column in blue!
And here's	the second line, with white background!
Last line	again in blue

## **CHARACTERS**

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



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:



### **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