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 ⋀
- \Success produces ✴
- \Triumph produces ✦
- \Threat produces ⌂
- \Failure produces ✕
- \Despair produces ⊗

TABLES

Tables are easy to use with the GenesysTable environment.

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

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