

SAMPLE DOCUMENT

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

DICE

All dice types have their own commands:

- `\BoostDie` produces
- `\AbilityDie` produces
- `\ProficiencyDie` produces
- `\SetbackDie` produces
- `\DifficultyDie` produces
- `\ChallengeDie` produces

And we all know that and give us good symbols: and . Sadly, bad dice give us the negative symbols: and .

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. Like so:

1
BRAWN

3
AGILITY

2
INTELLECT

2
CUNNING

2
WILLPOWER

2
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