

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
 - `\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

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

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