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 △
- Success produces ★
- \Triumph produces ❸
- \Threat produces 🗘
- ◆ \Failure produces X
- \Despair produces

TABLES

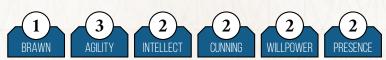
Tables are easy to use with the GenesysTable environment.

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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}{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