

gurps — A LaTeX package for GURPS typesetting*

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Abstract

GURPS is an excellent RPG system. L^AT_EX is an excellent typesetting system. Together, they make excellent game aids. At least, they can with this package!

1 Usage

==== Put descriptive text here. ====

`\gurps` The SJGames online policy asks that ***GURPS*** is always bold and italicised, so this command provides the correct formatting.

`character` Yep. Makes a character

2 Implementation

Loading required libraries and the lua logic for this class.

```
1 (*package)
2 \RequirePackage{xparse}
3 \RequirePackage{xspace}
4 \RequirePackage{etex}
5 \RequirePackage{luacode}
6
7 \RequirePackage{hyperref}
8
9 \luadirect{require("gurps.lua")}
```

`\gurps` Steve Jackson Games asks that the name ***GURPS*** is always in bold and italicised. This macro provides that.

```
10 \NewDocumentCommand{\gurps}{s}{%
11   \IfBooleanTF#1
12   % With star
13   {\href{http://www.sjgames.com/gurps/}{\textbf{\textit{GURPS}}\xspace}}
14   % Without star
15   {\textbf{\textit{GURPS}}\xspace}%
16 }
```

`\dice` Notates dice in the ***GURPS*** way (e.g. drops the 6 from d6) and puts it in an `\mbox`. First argument number of dice. Second argument is a modifier and optional. E.g. `\dice{3}[1]` creates 3d+1.

```
17 \NewDocumentCommand{\dice}{m0}{%
18   \luadirect{print_dice([[#1]], [[#2]])}%
19 }
```

`\SteveJacksonGames`

```
20 \NewDocumentCommand{\SteveJacksonGames}{s}{%
21   \IfBooleanTF#1%
22   % With star
```

*This file describes version v0.1.1, last revised 2018/02/14.

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```

23   {\href{http://www.sjgames.com/}{Steve~Jackson~Games\xspace}}%
24   % Without star
25   {Steve~Jackson~Games\xspace}%
26 }

```

JGamesOnlinePolicyDisclaimer

```

27 \NewDocumentCommand{\SJGamesOnlinePolicyDisclaimer}{}{%
28   The material presented here is my original creation, intended for use with the
29   \gurps* system from \SteveJacksonGames*. This material is not official and is
30   not endorsed by \SteveJacksonGames.
31 }

```

JGamesOnlinePolicyDisclaimer

The disclaimer *almost* as it appears on the online policy. The words ‘the art’ have been removed since by default no art (including logos) are included in L^AT_EX documents.

```

32 \NewDocumentCommand{\SJGamesOnlinePolicyNotice}{}{%
33   \gurps* is a registered trademark of \SteveJacksonGames, and is copyrighted by
34   \SteveJacksonGames. All rights are reserved by SJ Games. This material is used
35   here in accordance with the SJ Games
36   \href{http://www.sjgames.com/general/online_policy.html}{online policy}.
37 }

```

\SJGamesOnlinePolicyGameAid

This text is required for all game aid’s produced for *GURPS* but without an official license. It takes one argument: author name.

```

38 \NewDocumentCommand{\SJGamesOnlinePolicyGameAid}{m}{%
39   \gurps is a trademark of \SteveJacksonGames, and its rules and art are
40   copyrighted by \SteveJacksonGames. All rights are reserved by
41   \SteveJacksonGames. This game aid is the original creation of #1 and
42   is released for free distribution, and not for resale, under the
43   permissions granted in the
44   \href{http://www.sjgames.com/general/online_policy.html}%
45   {\SteveJacksonGames Online Policy}.
46 }

```

\ST Sets the strength of the current character

```
47 \NewDocumentCommand{\ST}{m}{\luadirect{_ARGS.ST = #1}}
```

\DX Sets the dexterity of the current character

```
48 \NewDocumentCommand{\DX}{m}{\luadirect{_ARGS.DX = #1}}
```

\IQ Sets the IQ of the current character

```
49 \NewDocumentCommand{\IQ}{m}{\luadirect{_ARGS.IQ = #1}}
```

\HT Sets the health of the current character

```
50 \NewDocumentCommand{\HT}{m}{\luadirect{_ARGS.HT = #1}}
```

\HP Sets the HP of the current character

```
51 \NewDocumentCommand{\HP}{m}{\luadirect{_ARGS.HP = #1}}
```

\Per Sets the perception of the current character

```
52 \NewDocumentCommand{\Per}{m}{\luadirect{_ARGS.Per = #1}}
```

\Will Sets the will of the current character

```
53 \NewDocumentCommand{\Will}{m}{\luadirect{_ARGS.Will = #1}}
```

\FP Sets the FP of the current character

```
54 \NewDocumentCommand{\FP}{m}{\luadirect{_ARGS.FP = #1}}
```

\SM Sets the SM of the current character

```
55 \NewDocumentCommand{\SM}{m}{\luadirect{_ARGS.SM = #1}}
```

\DR Sets the DR of the current character

```
56 \NewDocumentCommand{\DR}{m}{\luadirect{_ARGS.DR = #1}}
```

character This environment defines a ‘character’ i.e. anything with full stats.

```
57 \NewDocumentEnvironment{character}{}{%
```

The global lua variable `_ARGS` is created and then populated by commands inside the environment.

```
58 \luadirect{_ARGS = {
59   advantages={},
60   disadvantages={},
61   skills={},
62   spells={}}
63 }}
64 }{%
```

At the end of the environment, the character is initialised printed (via lua’s `tex.print`).

```
65 \luadirect{character = create_character(_ARGS)}
66 \luadirect{print_character()}
67 }
```

lens Like `character`, but it’s a lens.

```
68 \newenvironment{lens}[1]{%
69   \luadirect{character = create_character({#1})}%
70 }{%
71   \luadirect{print_character_as_lens()}
72 }
```

\advantage Adds an advantage to a character. NOTE: this only works in a `character` or `lens` environment.

```
73 \NewDocumentCommand{\advantage}{m0{}}{%
74   \luadirect{_ARGS.advantages[ [[\unexpanded{#1}]] ] = trait(#2)}
75 }
```

\disadvantage Adds a disadvantage to a character. NOTE: this only works in a `character` or `lens` environment.

```
76 \NewDocumentCommand{\disadvantage}{m0{}}{%
77   \luadirect{_ARGS.disadvantages[ [[\unexpanded{#1}]] ] = trait(#2)}
78 }
```

\levelledadvantage Adds an advantage to a character. NOTE: this only works in a `character` or `lens` environment.

```
79 % TODO finish this!
80 \NewDocumentCommand{\levelledadvantage}{mm0{nil}}{%
81   \luadirect{_ARGS.advantages[ [[\unexpanded{#1}]] ] = valued_trait(#2, #3)}
82 }
```

\levelleddisadvantage Adds a disadvantage to a character. NOTE: this only works in a `character` or `lens` environment.

```
83 \NewDocumentCommand{\levelleddisadvantage}{mm0{nil}}{%
84   \luadirect{_ARGS.disadvantages[ [[\unexpanded{#1}]] ] = valued_trait(#2, #3)}
85 }
```

\skill

```
86 \NewDocumentCommand\skill{mom}{%
87   \IfNoValueTF{#2}
88   {\luadirect{_ARGS.skills[ [[\unexpanded{#1}]] ] = {value=#3}}}
89   {%
90     \luadirect{
91       _ARGS.skills[ [[\unexpanded{#1}]] ] = {value=#3, difficulty=[[#2]]}
92     }
93   }
94 }
```

\spell

```

95 \NewDocumentCommand\spell{mom}{%
96   \IfNoValueTF{#2}
97   {\luadirect{ _ARGS.spells[ [[\unexpanded{#1}]] ] = {value=#3}}}
98   {%
99     \luadirect{
100       _ARGS.spells[ [[\unexpanded{#1}]] ] = {value=#3, difficulty=[[#2]]}
101     }
102   }
103 }

104 \endinput
105 </package>

```

3 Change History

| | | |
|---|---|--|
| v0.1 | | v1.00a |
| General: First public release | 1 | character : Added a spurious change log entry to show what a change <i>within</i> an environment definition looks like. |
| v0.1.1 | | |
| General: Minor changes to CTAN | | |
| upload | 1 | |

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