gurps — A LaTeX package for GURPS typesetting

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Abstract

GURPS is an excellent RPG system. \LaTeX{} is an excellent typesetting system. Together, they make excellent game aids. At least, they can with this package!

1 Usage

\gurps

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

\char

Yep. Makes a character

2 Implementation

Loading required libraries and the lua logic for this class.

\begin{verbatim}
\documentclass{article}
\usepackage{xparse}
\usepackage[xspace]{etex}
\usepackage{luacode}
\usepackage{hyperref}
\luadirect{require("gurps.lua")}
\end{verbatim}

\gurps

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

\begin{verbatim}
\newcommand{\gurps}{%\IfBooleanTF#1{%\textbf{\textit{GURPS}}%}{\textbf{GURPS}%%}
\end{verbatim}

\dice

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

\begin{verbatim}
\newcommand{\dice}{%\luadirect{print_dice([#1], [#2])}%%}
\end{verbatim}

\SteveJacksonGames

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

\begin{verbatim}
\newcommand{\SteveJacksonGames}{%\IfBooleanTF#1{%\textbf{\textit{Steve Jackson Games}}%}{\textbf{Steve Jackson Games}%%}
\end{verbatim}

\begin{footnotesize}
\footnotesize{This file describes version v0.1.1, last revised 2018/02/14.}
\footnotesize{E-mail: nasfarley88@gmail.com}
\end{footnotesize}
The material presented here is my original creation, intended for use with the GURPS system from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.

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

\ST\sets the strength of the current character
\DX\sets the dexterity of the current character
\IQ\sets the IQ of the current character
\HT\sets the health of the current character
\HP\sets the HP of the current character
\Per\sets the perception of the current character
\Will\sets the will of the current character
\FP\sets the FP of the current character
\SM\sets the SM of the current character
\DR\sets the DR of the current character
character  This environment defines a ‘character’ i.e. anything with full stats.
57 \NewDocumentEnvironment{character}{}{%
58 \directlua{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 \textbackslash{\texttt{tex.print}}).
65 \directlua{character = create_character(ARGS)}
66 \directlua{print_character()}
67 }

lens  Like character, but it’s a lens.
68 \newenvironment{lens}{%}
69 \directlua{character = create_character({\#1})}%
70 ){% 71 \directlua{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}{mO{}%}
74 \directlua{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}{mO{}%}
77 \directlua{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}{mmO{nil}}{% 81 \directlua{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}{mmO{nil}}{% 84 \directlua{ARGS.disadvantages[ {\unexpanded{\#1}} ] = valued_trait(\#2, \#3)}
85 }

\skill
86 \NewDocumentCommand{\skill}{mom}%
87 \IfNoValueTF{\#2}{%
88 \directlua{ARGS.skills[ {\unexpanded{\#1}} ] = {value=\#3}}%
89 }%
90 \directlua{ARGS.skills[ {\unexpanded{\#1}} ] = {value=\#3, difficulty={\#2}}}
\spell

\NewDocumentCommand\spell{mom}{%
\IfNoValueTF{#2}{%\luadirect{_ARGS.spells[ [[[\unexpanded{#1}]]] ] = {value=#3}}\}%\luadirect{ _ARGS.spells[ [[[\unexpanded{#1}]]] ] = {value=#3, difficulty=[[#2]]}}}%\endinput

⟨/package⟩

3 Change History

v0.1
General: First public release 1

v0.1.1
General: Minor changes to CTAN upload 1

v1.00a
character: Added a spurious change log entry to show what a change within an environment definition looks like. 3

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