



# HERO Designer

6th Edition

CREATED BY DAN SIMON





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## SPECIAL THANKS

*From Dan:* It has been said that the Hero Games community is one of the best in the industry in terms of supporting each other and helping the HERO System to grow. Never has this been made more clear to me than in the massive effort put forth by the entire community in testing and helping to debug Hero Designer. Over the past several years, members of the Hero Games community have spent countless hours testing and retesting Hero Designer, finding all of my mistakes, and making suggestions on ways to improve the application.

To all of the players that have helped make Hero Designer a reality: Thank you. This project would not have been possible without you.

*From Steve:* Hero Games would also like to thank: Dan, for all his hard work; and Rod, for preparing this manual. Thanks, guys!

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## DISCLAIMER

While the programmer has worked hard to make Hero Designer follow the *HERO System 5th Edition* and *HERO System 6th Edition* rules, only the *HERO System 5th Edition Revised* and *HERO System 6th Edition* rulebook, the Rules FAQs and errata pages maintained on the Hero Games website, and the rulings of the HERO System Line Developer are "official" explanations of the rules. As more gamers use the HERO System in more ways, situations sometimes arise which have not previously been considered, and our general understanding and interpretation of the rules grows and improves. In the event an official rules explanation differs from Hero Designer, the program will be updated at the earliest convenience of Hero Games.

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# INTRODUCTION



**H**ero Designer is a full-featured character design program for the *HERO System Fifth Edition* and *HERO System Sixth Edition*. With this program, you can create any type of character, vehicle, base, automaton, computer, or AI described in the *HERO System Fifth Edition* or *HERO System Sixth Edition* rules.

Unlike other character design programs, Hero Designer has been built from the ground up to help guide users through the myriad calculations and rules that go into creating a valid *HERO System* character. Wherever possible, the rules that govern how Hero Designer builds characters and abilities can be configured and altered by the user. It is our goal to provide a character design program that is as flexible as the *HERO System* itself.

GMs, however, should still be on the lookout for potentially abusive characters. Just because Hero Designer permits a player to build a character, it doesn't mean that you have to accept the character in your campaign. Hero Designer, in the interest of flexibility, permits many options that normally require GM's permission and as usual, GMs should make sure to approve all aspects of characters for their campaigns.

Part of what makes Hero Designer unique is that it is very much a community application, drawing from the talents and designs of the Hero Games community as a whole. The rules that the application uses, the abilities that are available, and the format of the final character sheets are all part of an ongoing community effort. You can find an ever-increasing number of characters, custom templates, Prefabs, Package Deals, and character sheet formats in the Hero Designer section of the Hero Games website ([www.herogames.com](http://www.herogames.com))

Hero Games supports Hero Designer in many ways. In addition to regular free upgrades to improve the functionality and flexibility of the program, we offer collections of characters, Package Deals, and other elements from our books, and anything else we can think of that we believe you'd like to have. So, if there's something new and exciting you'd like to see for Hero Designer, please drop us a line at [info@herogames.com](mailto:info@herogames.com).

## WHAT'S NEW IN HERO DESIGNER 6<sup>TH</sup> EDITION?

Since the release of the first version of Hero Designer in December 2002, we have gained greater insight into what *HERO System* players desire in a character design program. And as that insight grew, Hero Designer grew and change to reflect it.

With the release of the *HERO System Sixth Edition* in August 2009, it was time for Hero Designer to grow and change again. The result is Hero Designer 6<sup>th</sup> Edition.

Not only is Hero Designer 6th Edition, like all major revisions of Hero Designer, more efficient and more robust, but it also features a number of exciting new features:

- Full support for creating characters using either *HERO System Fifth Edition* or *HERO System Sixth Edition* rules.
- Improved Modifier assignment. You can now copy Modifiers from one ability to another.
- New display editing capability. You can now edit the text displayed for an ability.
- Improved Prefab handling. Prefabs are now handled more efficiently.
- New "print to PDF" functionality lets you generate PDF character sheets that resemble the blank character sheets provided in the rulebooks.
- New memory management option. You can now increase the amount of memory available to Hero Designer.
- And more.

## HERO DESIGNER SUPPORT

Should you have problems with Hero Designer 6<sup>th</sup> Edition, you can report them in the Hero Designer forum on the Hero Games website. To connect to this forum, select **Go to Hero Designer Forum...** from the **Help** menu or type Alt-D. You can also e-mail [support@herodesigner.com](mailto:support@herodesigner.com) with your questions.

You can discuss Hero Designer 6<sup>th</sup> Edition with its creators and other users in the Hero Designer forum on the Hero Games website ([www.herogames.com](http://www.herogames.com)).

## HERO SYSTEM FIFTH EDITION REVISED

This manual refers at times to the *HERO System Fifth Edition* rulebook. These references apply equally to both the original *HERO System Fifth Edition* rulebook and the newer *HERO System Fifth Edition Revised* rulebook.





# BASIC CONCEPTS

## STANDARD CHARACTER TEMPLATES

Hero Designer includes the following standard character templates for use in creating both *HERO System Fifth Edition* and *HERO System Sixth Edition* characters:

- Heroic
- Superheroic
- Vehicle
- Base
- Automaton
- Computer
- Automaton
- AI

In addition, Hero Designer includes the following template for *HERO System Fifth Edition*:

- Normal

To create Normal characters for *HERO System Sixth Edition*, use the Heroic template.

**T**his chapter introduces a number of the basic concepts associated with Hero Designer. Many of these concepts appear throughout this manual and discussing them up front will make it easier for you to understand them when they show up later.

## CHARACTER TEMPLATES

A character template is an XML (Extensible Markup Language) file that defines a given type of *HERO System* character. Each template specifies Characteristics, abilities (Skills, Powers, Perks, and so forth), Disadvantages, and Modifiers (Advantages and Limitations) available to build that character type along with their costs.

Because the character template also defines exactly what options are available for abilities and Modifiers as well as the relationships between different abilities and Modifiers, you can change how Hero Designer interprets the *HERO System* rules by changing the template. The “Character Templates” chapter on page 43 contains instructions for modifying and expanding existing character templates and creating new ones.

Character templates should not be confused with Templates, the *HERO System Sixth Edition* name for Package Deals. Because character templates are such a central idea to Hero Designer, the game element called Templates will continue to be called Package Deals by this program.

## EXPORT FORMATS

Hero Designer lets you export the characters you create in a variety of formats for viewing, editing or printing with a web browser, text editor, word processor, or other such program. To do this, it uses Export Formats.

Export Formats are files which contain special fields that get replaced by information from your character when you export that character. These files could be HTML (for web browsers), plain text, or more complex formats such as RTF (used by many word processors including Microsoft Word).

Because the Export Format determines what information is exported and where it is placed

in the exported file, this feature lets you create character sheets with a wide variety of looks.

Hero Designer provides a variety of Export Formats for both individual characters and multi-character combat records, including HTML Export Format based on the standard *HERO System Fifth Edition* character sheet among others.

Finally, Hero Designer lets you modify existing Export Formats or create your own. The “Export Formats” chapter on page 52 has instructions for creating and editing Export Formats.

## CONFIGURABLE PREFERENCES

Hero Designer has many features you can turn on and off from the **Preferences** dialog. The **Preferences** dialog. To launch the **Preferences** dialog, select **Preferences** from the **File** menu.

For a complete description of the **Preferences** dialog and the features it controls, see the “Application Preferences” section on page 33.

## CONFIGURABLE CAMPAIGN RULES

You can tailor Hero Designer to your individual campaign by setting a variety of campaign-related configurable limits and options. These options can be saved and loaded as desired, allowing you to create characters for a variety of different campaigns.

For a complete description of campaign rules, see the “Campaign Rules” section on page 36.

## PREFABS

When creating *HERO System* characters, you will often find there are certain pre-built Powers, pieces of equipment, Skill lists, collections of Martial Maneuvers, and so forth that you use over and over again. To make reusing such items easier, Hero Designer features a concept called Prefabs.

Prefabs are files containing items that you want to use on multiple characters. These files can be loaded and unloaded as needed. When a Prefab is loaded, you can copy any item from that Prefab to the active character. Prefabs are particularly useful for things like equipment lists, Martial Arts styles, and lists of standard Complications (Disadvantages in *HERO System Fifth Edition*).

The “Prefabs And Package Deals” chapter on page 40 has full instructions for creating and using Prefabs.

## PACKAGE DEALS (TEMPLATES)

Package Deals (renamed Templates in *HERO System Sixth Edition*) are collections of Characteristic modifications, abilities and Complications (Disadvantages in *HERO System Fifth Edition*) intended to be applied to characters to represent such things as occupations, unique cultures, and fantasy or alien races. While the *HERO System Sixth Edition* rulebook renamed Package Deals as Templates, Hero Designer will continue to use the name Package Deal to refer to such collections. This is to avoid confusion with Character Templates which are a central concept of Hero Designer.

To create Package Deal using Hero Designer, create a character with the desired modifications, abilities, and Disadvantages (or Complications) and save it as a Package Deal. The saved Package Deal can then be applied to any new or existing Hero Designer character.

The “Prefabs And Package Deals” chapter on page 40 has full instructions for creating and using Prefabs.

## HERO DESIGNER MATH

Hero Designer properly calculates the costs of all game elements in the *HERO System Fifth Edition* and *HERO System Sixth Edition* rulebooks. The following sections offer greater insight into how Hero Designer arrives at some of these values.

### Rounding Calculations

Hero Designer uses the standard rounding rules for the *HERO System*, though for programming reasons sometimes displays them a bit unusually during the process. Here’s a brief review of what’s going on to help alleviate any confusion about the costs the program shows for your character.

As stated in the *HERO System Fifth Edition* and *HERO System Sixth Edition* rulebooks, rounding occurs at every step of a calculation with values rounded to the nearest whole number (values ending in .5 are rounded in the character’s favor).

Note, however, that these rules only apply to division and multiplication. When you buy an

ability that costs less than a full point, you must round it up to a full point – you do not get to round it down to zero because there is no division or multiplication involved.

There are a few abilities in the *HERO System* that have a .5 in their costs. These include a half die of a 3 point Power (like Flash versus a nontargeting Sense Group or Dispel), and in *HERO System Fifth Edition*, a Penalty Skill Levels versus a specific OCV modifier on a single attack, both of which cost 1.5 points each. Hero Designer displays costs involving such values as integers (rounded up to next whole number, so a ½d6 Dispel is shown as costing 2 points); however, behind the scenes, the program properly keeps track of the fractional values. Thus, if you buy both a ½d6 Dispel and a ½d6 Flash versus the Hearing Sense Group, Hero Designer displays the cost of each as 2, but only adds a total of 3 points (not 4) to the character’s totals. If the subtotal for a tab on a character ends in .5, that subtotal is rounded up when it is displayed; however, the proper value is maintained internally and used when calculating the character’s overall point total. Finally, if the overall point total for a character is not a whole number, the total is rounded up to the next highest whole number (for example, 212.5 is rounded up to 213).

Adding any Advantage or Limitation (even a +0 or -0 one) causes a calculation to take place and thus, the results are rounded down when the fractional value is .5 or less and up when the fractional value is greater than .5.

By default, Hero Designer calculates to one decimal place before rounding. You can change the number of decimal places used (for example, the *HERO System Fifth Edition* rulebook and its supplements calculate to two decimal places) on the **Preferences** dialog as described in the “Application Preferences” section on page 33.

**Example:** Joe buys a 6½d6 Dispel with the *Affects Desolidified Advantage (+1/2)* and the *Inobvious Inaccessible Focus Limitation (-1/4)*. The *Base Cost of the Power* is 19.5 points (displayed as 20 points by Hero Designer). Adding the Advantage makes the Active Cost 29 points ( $19.5 \times (1 + .5) = 29.25$  rounded down to 29). Applying the Limitation brings the Real Cost of the Power down to 23 points ( $29 / (1 + .25) = 23.2$  rounded down to 23).

This same Power without the Advantage but with the Limitation would have a Real Cost of 16 points ( $19.5 / (1 + .25) = 15.6$  rounded up to 16).

### Formulae Versus Tables

Several tables in the *HERO System Fifth Edition* and *HERO System Sixth Edition* rulebooks use simplified math to keep the numbers easy to use and remember. For example, the Vehicle Size Table on page 187 of Volume 2 of the *HERO System Sixth Edition* rulebook correctly shows the length and width of the vehicle doubling every three levels, but uses simplified values for the intervening levels and

## SHARING HERO DESIGNER FILES

The Hero Designer section of the Hero Games website ([www.herogames.com](http://www.herogames.com)) has an area called the Vault set aside for Hero Designer users to share characters, character templates, Package Deals, and Prefabs.

To access these shared resources in the Vault, select the appropriate action from the Tools menu or type the keyboard equivalent. This launches your default web browser and loads the web page from which you can download Hero Designer files of the selected type.

Note, however, that for this feature to work correctly you must be connected to the Internet and logged into the Hero Games website with the login ID used to purchase Hero Designer. In addition, some firewalls may prevent them from working properly.

To add your own Hero Designer files to the Vault, go to the appropriate section of the Hero Designer Vault on the Hero Games web site and select the Upload option for that section.

## HERO DESIGNER CHARACTER PACKS

You can purchase Hero Designer Character Packs for various *HERO System* books through the Hero Games online store. These Character Packs include Hero Designer character, Prefab, and Package Deal files for characters, equipment, and templates (package deals) described in one or more books. Once you have purchased a Character Pack, you can download the compressed (zipped) file containing the various Hero Designer files for that pack.

To use a Hero Designer Character Pack, extract the Hero Designer files from the compressed (zipped) file to a location on your system. Within Hero Designer, you can then navigate to that location in the file selector when you are loading a character, Prefab, or Package Deal from that Pack.

area (length x width). Hero Designer, on the other hand, uses more precise values based on formulae for these and other fields. This is not only easier for the program to handle, but also allows a greater degree of customization. Thus, if Hero Designer is showing you a different value for such an item than what it is shown in the rulebook, this is the reason.

## EDITABLE FIELDS

Two types of editable fields are used throughout the Hero Designer interface: value selector boxes and editable text fields.

### Value Selector Boxes

A value selector box consists of a box with a number in it with a < and > on either side. Clicking < decreases the value in the box while clicking > increases the value in the box. You can also edit the number in the box directly.

### Editable Text Fields

Throughout the Hero Designer interface, there are numerous text fields that are completely editable. This includes the **Display** field for most abilities, the descriptive text for Adders and Modifiers, and almost all fields on Complication (or Disadvantage) dialogs. Note, however, that costs associated with such text fields are not editable.

**Example:** Suppose you are purchasing *Change Environment* with the -1 Characteristic Roll and all Skill Rolls based on Characteristic combat effect and want it to apply to DEX Rolls and DEX-based Skill Rolls. Because the combat effect description is an editable text field, you can edit that field to read “-1 DEX Roll and all Skill Rolls based on DEX”.

## POP-UP BOXES

Hero Designer uses pop-up boxes for two purposes: warnings and definitions.

Warnings boxes appear when you have done something that is illegal or not recommended according to the *HERO System Fifth Edition* or *HERO System Sixth Edition* rules. The box explains the problem and may describe an action taken by the program to correct it. The box also contains a checkbox labeled Do not show this again. Checking the box dismisses the box and prevents that particular warning from showing up again during the current session of the program, although the warning will show up again the next time you run Hero Designer. Clicking elsewhere on the warning simply dismisses the box.

The exact situations which trigger a warning can vary, depending on the current application preferences and campaign rules. For details, see the “Application Preferences” section on page 33 and the “Campaign Rules” section on page 36.

Definition boxes appear when you have asked for a definition of an item and contain a description of the item in question. Clicking anywhere on the box dismisses it.

## INSTALL DIRECTORY

This manual occasionally refers to the Hero Designer install directory. This is the directory in which you originally installed the Hero Designer software. On Windows systems, if you do not change the default directory given by the installer, this is normally C:/Program Files/Hero Designer.

If you chose to install Hero Designer in a different directory, that directory is the install directory.

## UPDATING HERO DESIGNER

From time to time, updates to Hero Designer become available. These updates provide bug fixes, correct interpretations of *HERO System* rules, or add new features.

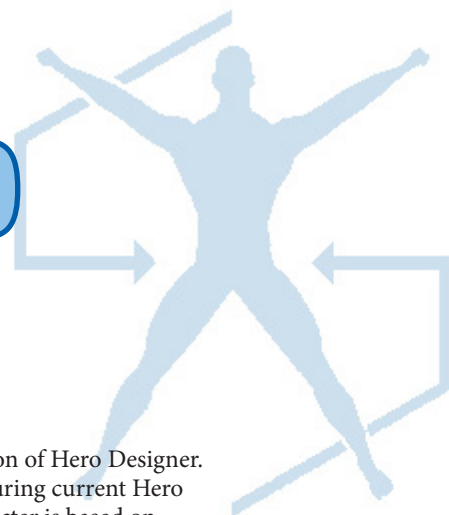
To ensure that you are running the most recent version, connect to the Internet and select **Get Application Updates...** from the **Tools** menu. Hero Designer launches your default web browser to connect to the Hero Designer section of the Hero Games website ([www.herogames.com](http://www.herogames.com)) where you can download the update. You must be connected to the Internet and logged into the Hero Games website with the login used to purchase Hero Designer. Some firewalls may prevent this feature from working.

Normally, updates to Hero Designer 6th Edition take the form of a file with a .jar extension. Download this file and save it in the Hero Designer install directory (as described in the “Install Directory” section on page 4). When downloading this file on Windows, you should be careful. Some Windows systems (particular those with WinZip installed) want to interpret the file as a compressed (zipped) folder and save it with a .zip extension. To avoid this, select **All Files** from the dropdown list in the **Save as type** field of the file selector when saving the download.

To view the changes that have been made in all updates to Hero Designer 6th Edition, go to the Updates page of the Hero Designer area of the Hero Games website.



# USING HERO DESIGNER



**T**his chapter discusses how to use Hero Designer to create characters (including vehicles, bases, automatons, computers, and AIs) for the *HERO System Fifth Edition* or *HERO System Sixth Edition*. It provides an overview of the Hero Designer interface as well as detailed instructions on adding, deleting, and editing Skills, Talents, Powers, and other abilities. It also shows you how to export the finished character for printing, viewing, or displaying on the web.

## STARTING A CHARACTER

Normally, when you start Hero Designer, an empty version of the main window appears. However, if any characters were still open when you last exited the program, the last saved versions of those characters are automatically loaded. (This behavior can be changed in the **Preferences** dialog as described in the “Application Preferences” section on page 33.)

## Creating A New Character

To create a new character, select **New Character** from the **File** menu. A sub-menu appears with four choices: **New Character (current template)**, **New Character (Hero System 5th Edition Rules)**, **New Character (Hero System 6th Edition Rules)**, and **New Character (Custom /Non-Standard Rules)**.

Selecting **New Character (current template)** displays a blank character form based on the last

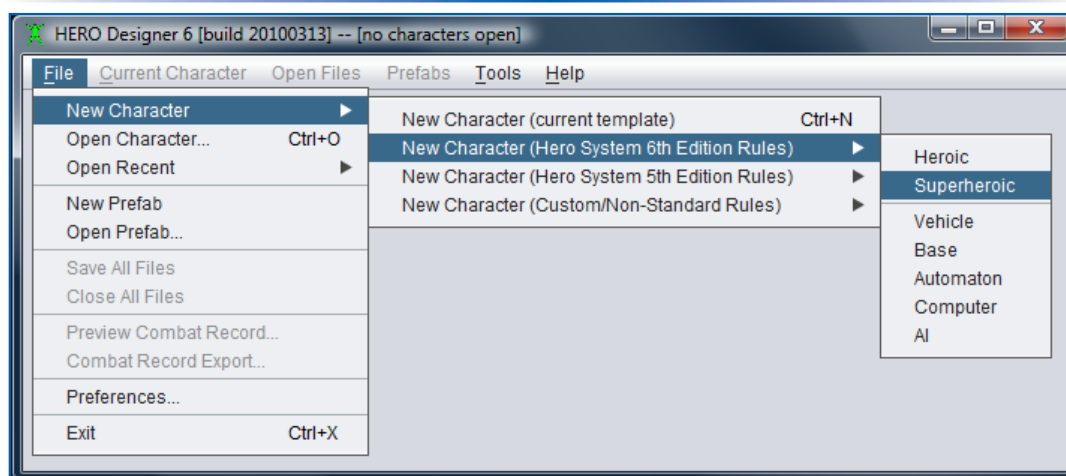
template used during this session of Hero Designer. If no template has been used during current Hero Designer session the new character is based on the Superheroic template. Typing Ctrl-N is the equivalent of selecting **New Character > New Character (current template)**.

Selecting **New Character (Hero System 6th Edition Rules)** or **New Character (Hero System 5th Edition Rules)** displays a sub-menu showing the available templates (as described in the “Standard Character Templates” sidebar on page 2). From this sub-menu, you can select the template you want to use for the new character. Once you do so, the appropriate blank character form appears.

Finally, selecting **New Character (Custom/Non-Standard Rules)** displays a sub-menu with one item: **Choose File...**. Selecting that item displays the **Create Character From Template** file selector. Select the character template you want to use and click **Create Character**. See the “Character Templates” chapter on page 43 for details on creating a template.

Once you have begun work on a new character, you can change the template as described in the “Changing the Character Template” on page 6.

Additionally, the last set of campaign rules used (in any Hero Designer session) is assigned to the character. For details on creating and assigning campaign rules, see the “Campaign Rules” section on page 36.



## TOTAL POINTS IN SIXTH EDITION

*HERO System Sixth Edition* changed the way that the total Character Points available for a character are expressed.

*HERO System Fifth Edition* expressed a character's available points as Base Points + Maximum Disadvantage Points. Thus, a 350 point superhero would be expressed as being built on 200 + 150.

*HERO System Sixth Edition* expresses available character points as Total Points with a maximum number of points in Matching Complications. So, a 400 point superhero is expressed as 400 Total Points with a maximum of 75 points in Matching Complications.

For *HERO System Fifth Edition* templates, the **Basic Info** tab has **Base Points** and **Max. Disad. Points** fields.

For *HERO System Sixth Edition* templates, the **Basic Info** tab has instead **Points** and **Max. Complication Points** fields in which you enter the Total Points and the maximum number of points in Matching Complications.

Note, however, that Hero Designer makes no adjustments in the **Points** value (that is, the Total Points available to the character) based on the actual points in Matching Complications. Therefore, if you are building a character that uses fewer than the maximum number of Complication Points available, you must manually lower the value of the **Points** field on the **Basic Info** tab by the amount that you are under the maximum Complication Points. For example, if you only use 50 points of a maximum 75 points in Matching Complications, you would lower the value of the **Points** field by 25 points.

## Loading An Existing Character

To load a previously saved Hero Designer character, select **Open Character...** from the File menu or type Ctrl-O. A standard file selector dialog appears. Select the file containing the character you want to load and click **Open Character** to load that file as well as the associated character template and campaign rules.

You can also load a character that has been recently worked on by selecting **Open Recent** from the File menu which displays a sub-menu showing the most recently worked on files. Select the file containing the character you want to use to load that file and the associated character template and campaign rules.

Normally, when you load a character, all Modifiers attached to that character's abilities are checked to see if they are valid based on Modifier Intelligence (see the "Modifier Intelligence" sidebar on page 13). You are warned of any invalid Modifiers and the offending abilities are displayed in red on the appropriate tab. You can change this behavior from the **Preferences** dialog as described in the "Application Preferences" section on page 33.

## CHANGING THE CHARACTER TEMPLATE

When a character is active, its associated template is loaded into memory. That template remains loaded until either you change the template associated with the active character or a character built on another template is loaded. The currently loaded template is shown on the status line at the bottom of the Hero Designer window.

To change the template associated with the current active character, select **Change Current Template** from the **Current Character** menu. This normally displays a sub-menu with three items:

**Hero System 6th Edition Rules**, **Hero System 5th Edition Rules**, and **Custom/Non-Standard Rules**.

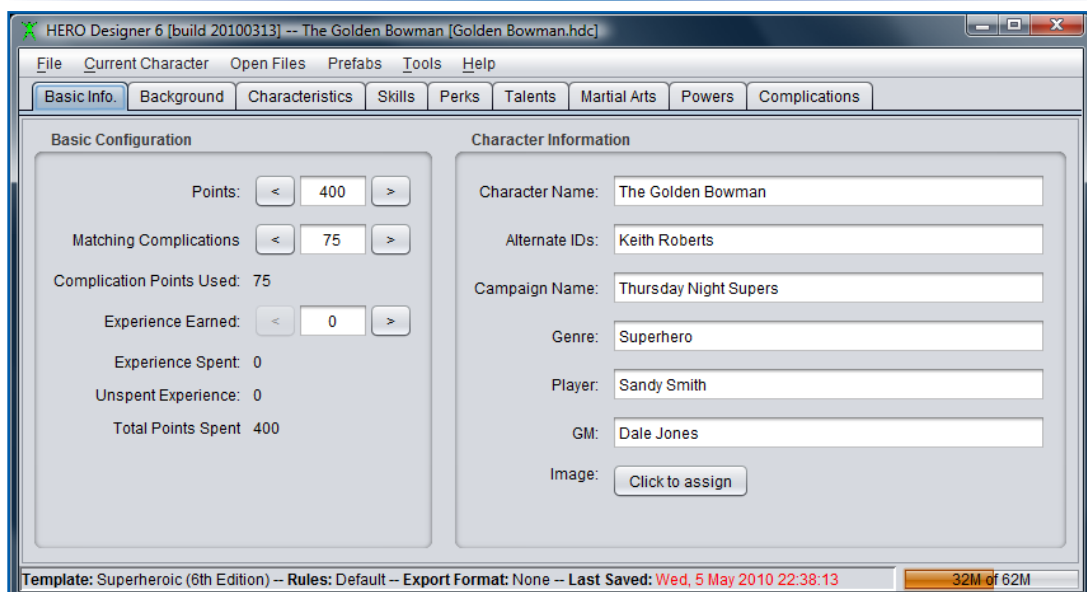
Selecting **Hero System 6th Edition Rules** or **Hero System 5th Edition Rules** displays a sub-menu showing the available Hero Designer template. From this sub-menu, you can select the new template to be assigned to the current character.

Selecting **Custom/Non-Standard Rules** displays a sub-menu with one item: **Choose File...** Selecting that item displays the Load Template file selector. Select the character template you want to use and click **Load Template**. See the "Character Templates" chapter on page 43 for details on creating a template.

Once the template has been changed for a character, a third item is added to the sub-menu: **Revert to Original Template**. As the name implies, selecting this item changes the template for the current character to the one with which the character was last saved (or the one with which the character was created in the case of a character that has not yet been saved).

## EXPLORING THE HERO DESIGNER INTERFACE

When you have one or more characters active, the main Hero Designer window displays a series of tabs. Each tab represents a different section of a typical *HERO System* character sheet and lets you enter and change information about that aspect of the character. Precisely which tabs are available depends upon the current character template and the current campaign rules. The standard AI, Automation, Base, Computer, and Vehicle templates disable the **Background** tab while the **Equipment** tab is only available for the Normal (only for *Fifth Edition* characters) and Heroic templates unless enabled by the current campaign rules (see the "Campaign Rules" section on page 36).



This manual primarily discusses the *Sixth Edition* Superheroic template, but working with any of the standard templates is similar.

## Basic Info Tab

The **Basic Info** tab (shown on page 6) consists of two sections. On the right side of the tab is the **Basic Configuration** section. On the left side is the **Character Information** section.

The **Basic Configuration** section consists of seven fields that describe the number of Character Points available and spent for the active character.

The **Points** field is a value selector box specifying the total number of points available for building the character. The current campaign rules set the default value for this field. For *HERO System Fifth Edition* templates, this field is called **Base Points** and specifies the base number of points (before Disadvantages) available for building the character.

The **Max. Complication Points** field is a value selector box specifying the maximum number of points in Matching Complications the character can take. The current campaign rules set the default value for this field. For *HERO System Fifth Edition* characters, this field is called **Max. Disad. Points**.

The **Complications Points Used** field displays the number of Complication Points currently taken on the Complications tab. If this value exceeds the

value in the **Max. Complication Points** field, it is displayed in red. For *HERO System Fifth Edition* characters, this field is called **Disad. Points Used** and it tracks Disadvantage Points in the same way.

The **Experience Earned** field is a value selector box for setting the number of Experience Points the character has earned.

The **Experience Spent** field shows how many Experience Points have been spent. This is the points spent on abilities in excess of the value of the Points field (or for *HERO System Fifth Edition*, the total of the values in the **Base Points**, and **Disad Points Used** fields). If this value is greater than the value of the **Experience Earned** field, it is displayed in red.

The **Unspent Experience** field shows how many Experience Points have been earned by the character but not yet spent.

The **Total Points** field shows how many points have been spent on abilities for the character.

The **Character Information** section consists of several fields that provide information about the character and the campaign it is being played in. These fields are **Character Name**, **Alternate IDs**, **Campaign Name**, **Genre**, **Player Name**, and **GM**. Once you enter a name in the **Character Name** field, that name appears in the title bar of the Hero Designer window and in the status line at the bottom of that window. It also appears in the **Open**

## CUTTING AND PASTING FROM OTHER APPLICATIONS

With most operating systems on which Hero Designer runs, you can use various shortcut keys to cut or copy text from other applications and paste it in Hero Designer text fields.

- Ctrl-C copies selected text to the system clipboard.
- Ctrl-V pastes text from the system clipboard at the current insertion point for text.
- Ctrl-X cuts selected text and places it on the system clipboard.

For example, suppose you are entering a character into Hero Designer whose background is in a Microsoft Word file. To copy that background to the **Background/History** field of Hero Designer's **Background** tab, first select the text in Word that you want to copy and type Ctrl-C. Next, switch to Hero Designer. Place the cursor in the **Background/History** field of the **Background** tab and type Ctrl-V.

The screenshot shows the Hero Designer 6th Edition window titled "HERO Designer 6 [build 20100313] -- The Golden Bowman [Golden Bowman.hdc]". The "Basic Info" tab is selected, showing various character fields. The "Background/History" field is highlighted with a blue border. The "Personality/Motivation" field is also visible. The "Quote" field is empty. The "Powers/Tactics" field is empty. The "Campaign Use" field is empty. The "Appearance" field is empty. The status bar at the bottom indicates "Template: Superheroic (6th Edition) -- Rules: Default -- Export Format: None -- Last Saved: Wed, 5 May 2010 22:38:13" and "35M of 62M".

A NOTE ABOUT ENTERING CHARACTERISTICS

When a Characteristic's value changes, Hero Designer automatically updates all other values based on it (such as Rolls, entries in the **Notes** column, and for *HERO System Fifth Edition* templates, Figured Characteristics). It also checks for illegal values (such as selling back more than one Figured Characteristic). This can occasionally cause minor problems.

For example, suppose you have already sold back the character's STUN and you want to change the PD from its current value of 6 to 10. If you attempt to do this by deleting the 6 from the value selector box for PD and typing the 10 in directly, as soon as you type the 1, Hero Designer updates all values and performs the appropriate checks. Because the program thinks you have entered a 1 as the new PD and therefore, have sold back a second Figured Characteristic, it issues the appropriate error and restores the value to 6. In such a case, you can then either change the PD using < and > or by typing the 10 in front of the 6 and then deleting the 6.

**Files** menu. Some templates label the **Character Name** and **Alternate IDs** fields differently. For example, the Vehicle template, labels them as **Vehicle Name** and **Vehicle Model**.

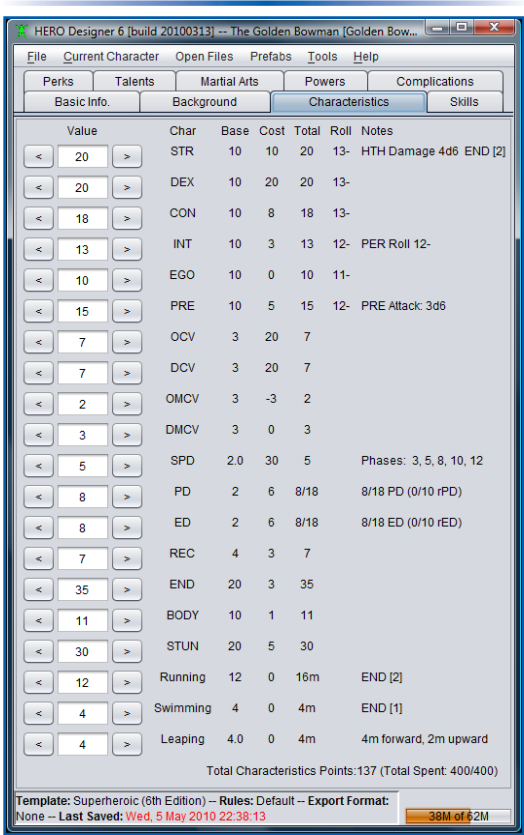
Also in the **Character Information** section is the **Image** field which lets you add an image to the character. To do so, click the **Click to assign** button. A standard file selector dialog appears. Select the file containing the image and click **Set Image**. The image must be in JPG, GIF, or PNG format. To remove an image assigned to the Image field, click the **Clear Image...** button beneath the image. To change an image, click on it and use the file selector dialog to choose the new image.

Background Tab

The **Background** tab (shown on the previous page) contains a number of fields relating to the appearance and background of the character. The exact fields that are available will depend upon the character template currently in use. Fill in these fields as desired to describe the character and his background.

The standard AI, Automation, Base, Computer, and Vehicle templates disable this tab.

Characteristics Tab



The **Characteristics** tab lets you set the basic values for all Characteristics available in the current template as well as values for Running, Swimming, and Leaping (if appropriate) which for purposes of this discussion all will be considered

Characteristics. For each available Characteristic, there are seven columns.

The **Value** column has a value selector box used to set the value for the current Characteristic. This is the basic value of the Characteristic. If you want to attach any Limitations or Advantages to all or part of the Characteristic's value, you should buy that part of the value as a Power (see "Characteristics as Powers" on page 21). You can move from one Characteristic to the next with the Tab key. The **Char** column displays the name of the Characteristic.

The **Base** column displays the starting value for the Characteristic. For *HERO System Sixth Edition* characters, the character template specifies these starting values. For *HERO System Fifth Edition* characters, the character template supplies the starting values for Primary Characteristics while the starting values for Figured Characteristics are calculated from the appropriate Primary Characteristics.

The **Cost** column displays the cost in Character Points for the current value of the Characteristic.

The **Total** column shows the total value of the Characteristic. This is the value from the **Value** column plus any Characteristics from Powers (including Characteristics bought as Powers). Because Characteristics from Powers can be bought as affecting primary values, affecting secondary values, or not affecting totals, the **Total** column might contain a split value (for example, 13/23). In such cases, the value to the left of the / is the primary value (the total of the **Value** column plus any Characteristics from Powers bought as affecting the primary value). The value to the right of the / is the secondary value (the total of the primary value plus any Characteristics from Powers bought as affecting the secondary value). For example, a character with a basic STR of 10 and a STR of 20 in his superheroic form (bought as a Power with the Only in Alternate Identity Limitation and affecting the secondary value) would have 10/20 in the Total column.

The **Roll** column shows the Characteristic Roll associated with that Characteristic (if any).

The **Notes** column shows other information related to the Characteristic. For example, the **Notes** entry for INT displays the character's PER Roll.

Finally, the bottom line on the tab shows the total number of Character Points spent on Characteristics with the total points spent on the character after it in parentheses.

CHARACTERISTIC MAXIMA

For *HERO System Fifth Edition* templates, the **Characteristics** tab also contains a checkbox labeled **Normal Characteristic Maxima** and a dropdown list with options for age restrictions. These appear beneath the Characteristic list but above the total line.

The availability of the Normal Characteristic Maxima checkbox and its effect on the character



depends upon the current template and campaign rules.



When using the standard *Fifth Edition* Normal or Heroic templates, checking the **Normal Characteristic Maxima** box adds a 0 point Normal Characteristic Maxima Disadvantage to the **Disadvantages** tab. If you also select an age restriction, the appropriate Age Disadvantage is added as well.

When using the standard *Fifth Edition* Superheroic template, checking the **Normal Characteristic Maxima** box adds a basic 20 point Normal Characteristic Maxima Disadvantage to the **Disadvantages** tab. If you also select an age restriction, an appropriate Age Disadvantage is added as well.

The campaign rules described in the “Campaign Rules” section on page 36 can specify whether or not the **Normal Characteristic Maxima** checkbox is automatically checked on *Fifth Edition* templates and whether or not the user can change this selection.

The **Normal Characteristic Maxima** checkbox is never available (and cannot be made available by the campaign rules) with *Fifth Edition* Vehicle, Base, Automaton, Computer, or AI templates.

*HERO System Sixth Edition* has implements characteristic maxima differently. There is no Normal Characteristic Maxima or Age Complication. Instead, GMs, who want to use Character Maxima for their campaigns, should select an appropriate set of maxima for each campaign. Hero Designer 6th Edition supports this approach by allowing you to specify these Character Maxima in the campaign rules. See the “Campaign Rules” section on page 36 for details.

## Ability And Complications Tabs

The ability and **Complications** tabs let you add abilities and Complications to a character. These tabs all have a layout similar to the **Powers** tab shown in the screenshot on the next page.

On the left side is the character sheet pane. This pane shows the items purchased for the character in roughly the same format as they will appear when you export the character. At the top of this pane is the character sheet title bar. This title bar contains the name of the tab followed by the number of Character Points spent on this tab with the total points spent on the character and the maximum points available in parentheses after it.

Beneath the pane’s toolbar is the character sheet menu bar. This menu bar features the **Edit**, **List**, and **Sorting** menus as well as tab-specific menus such as the **Power Frameworks** menu shown in the screenshot.

On the right side is the available item pane. This pane displays the items that can be currently added to the character. It has two subtabs. One shares the name of the overall tab (for example, **Powers** for the **Powers** tab) and the other is the **Prefabs** subtab. The first subtab displays the items defined in the current character template (along with symbols similar to those used in the *HERO System Fifth Edition* and *HERO System Sixth Edition* rulebooks to indicate the item’s potential for abuse). The second subtab displays the items defined in any currently loaded Prefabs.

At bottom of the available item pane are the **Select** and **Define** buttons. The **Select** button selects the currently highlighted item for purchase and brings up the appropriate dialog while the **Define** button shows the definition of the highlighted item.

To select a given tab, click the tab name or type Alt-1 to select the first tab, Alt-2 to select the second tab, and so forth.

The following sections describe each of the tabs and their tab-specific features.

### SKILLS TAB

From the **Skills** tab, you can purchase Skills (except Martial Arts, which has its own tab). The character sheet menu bar for this tab contains a **Skill Enhancers** menu in addition to the standard **Edit**, **List**, and **Sorting** menus.

### PERKS TAB

From the **Perks** tab, you can purchase Perks. The character sheet menu bar for this tab contains a **Perk Enhancers** menu in addition to the standard **Edit**, **List**, and **Sorting** menus. Technically, there is no such thing as a Perk Enhancer in the *HERO System* rules, but because the Well-Connected Skill Enhancer actually affects the cost of Perks rather than Skills, it is listed on this menu.

## WHERE ARE DISADVANTAGES?

As you may or may not know, *Hero System Sixth Edition* replaced Disadvantages with Complications in an effort to better describe their purpose in the game. However, the process of adding and editing Complications is exactly the same as adding and editing Disadvantages. This manual simply refer to Complications and the **Complications** tab. Unless otherwise noted, this information applies equally to Disadvantages and the **Disadvantages** tab in *HERO System Fifth Edition* templates.



## TALENTS TAB

From the **Talents** tab, you can purchase Talents. The character sheet menu bar for this tab contains only the standard **Edit**, **List**, and **Sorting** menus.

## MARTIAL ARTS TAB

From the **Martial Arts** tab, you can purchase Martial Maneuvers, including Weapon Elements and extra Damage Classes. The character sheet menu bar for this tab contains only the standard **Edit**, **List**, and **Sorting** menus.

## POWERS TAB

From the **Powers** tab, you can purchase **Powers** including Characteristics, Skills, Perks, and Talents bought as Powers. As shown in the screen shot below, the character sheet menu bar for this tab contains the **Power Frameworks** menu in addition to the standard **Edit**, **List**, and **Sorting** menus.

## COMPLICATIONS TAB

From the **Complications** tab, you can assign **Complications** to the character. The character sheet menu bar for this tab contains only the standard **Edit**, **List**, and **Sorting** menus.

For HERO System Fifth Edition templates, this is called the Disadvantages tab and is used to assign Disadvantages to the character.

## EQUIPMENT TAB

The **Equipment** tab only appears when it is enabled by the current campaign rules, as described in the “Campaign Rules” section on page 36.

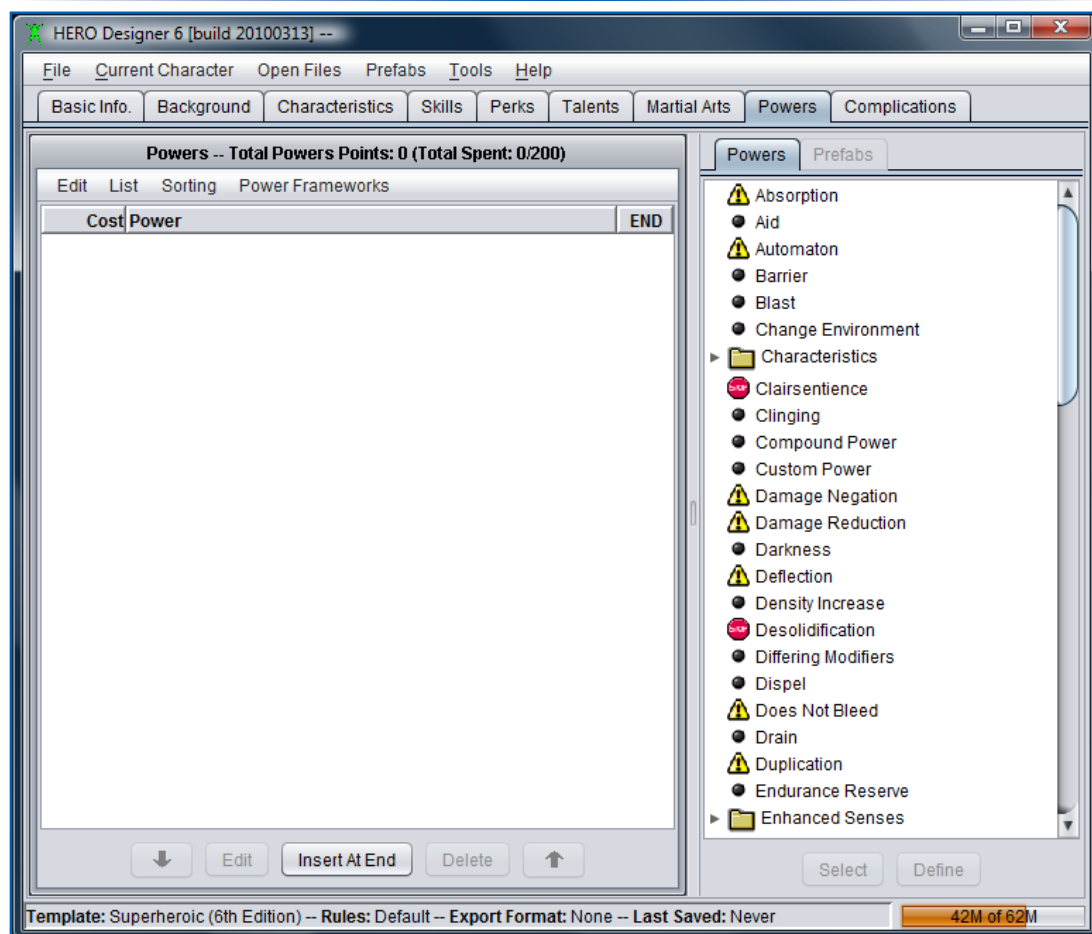
When available, you can use this tab for assigning equipment that does not cost Character Points. In general, the **Equipment** tab is identical to the **Powers** tab. However, when you purchase items on the **Equipment** tab, the point cost of those items is not included in the character’s totals and you have the ability to specify equipment-specific information about each, such as price and weight.

Superheroic characters who must pay points for their equipment purchase it on the **Powers** tab.

## SEPARATING TABS FROM MAIN WINDOW

At times, you may find it useful to be able to view more than one Hero Designer tab at a time. You can do this by tearing off (that is, separating) tabs from the main window.

To separate a tab, first select desired tab and then select **Tear Off Selected Tab** from the **Tools** menu. The selected tab is removed from the main Hero Designer window and appears as a separate window that can be moved and resized on its own. To return the tab to the main Hero Designer window, simply close the window containing the separated tab.



## ADDING ABILITIES AND COMPLICATIONS

At the core of the *HERO System* is the way you can add abilities (Skills, Perks, Talents, Martial Maneuvers, and Powers) to a character and balance those abilities with Complications. In addition, you can customize these abilities with Adders and Modifiers to create specific effects.

For details on adding Lists and Frameworks, see the “Working With Lists And Frameworks” section on page 25.

Regardless of the ability or Complication with which you are working, the basic procedure for adding, deleting, or moving it is the same.

### Adding An Item

To add an item to the character, you should first set where on the character sheet pane you want the item to appear. Where the new item appears depends primarily on whether or not an entry on that pane is currently highlighted. Clicking once on an item toggles it between highlighted and not highlighted.

If an item on the character sheet pane is highlighted, the new item is inserted either before or after the highlighted item depending on whether the **Insert** button is currently set to **Insert Before** or **Insert After**. Clicking the **Insert** button toggles it between the two values.

If no item on the character sheet pane is highlighted, the new item is inserted either at the top or end of the character sheet pane depending on whether the **Insert** button is currently set to **Insert At Top** or **Insert At End**. Clicking the **Insert** button toggles it between the two values.

Then, to add an item, select the item from the available item list shown in the right pane. You can do this either by double clicking on the item or by highlighting the item and clicking **Select** or pressing Enter.

The dialog for the selected item appears. Fill in the dialog as appropriate (see the “Attaching Adders And Modifiers” section on page 12 as well as the section on the type of ability or Complication being added) and click **OK**. A new item including all values and options specified in the dialog and all attached Adders and Modifiers appears on the character sheet pane in the desired location.

You can also add an item to the character sheet by right-clicking on the item in the available item list. When you add an item in this way, no dialog appears and the item is added at its default value.

When adding an item to the character sheet pane, a **Duplicate Purchase** dialog may appear if you already added that item to the character, asking if you want to purchase the item again. Click **Yes** to add the item again. Click **No** to not add the item. The **Duplicate Purchase** dialog appears for multiple purchases of virtually all Skills,

Perks, Talents, and Martial Maneuvers. It also appears for multiple purchases of Powers that are generally only purchased once for a given character. It does not appear at all for duplicate purchases of Complications. Whether or not this warning appears can be set on the **Preferences** dialog as described in the “Application Preferences” section on page 33.

### Deleting An Item

To delete an item from the character sheet pane, highlight the item and either click the **Delete** button or press the Delete key. You can also delete an item by editing it (see “Editing An Item” below) and clicking the **Delete** button on the item’s dialog box. Finally, you can simply right-click on the item and select **Delete** from the pop-up menu that appears.

Whichever method you choose, a prompt appears asking you to confirm the deletion. Click **Yes** to delete the item. Click **No** to change your mind and not delete it. You can turn off the need for confirming deletions on the **Preferences** dialog as described in the “Application Preferences” section on page 33.

### Moving An Item

You can rearrange the order of items on the character sheet pane by moving items up or down. To move an item, highlight it and click either the **Down-Arrow** button or the **Up-Arrow** button. As you might expect, the **Down-Arrow** button moves the item down the pane and the **Up-Arrow** button moves the item up the pane.

As an alternative, you can move an item up or down the character sheet pane by right-clicking on the item and selecting either **Move Up** or **Move Down** from the pop-up menu that appears.

You can also rearrange items using the techniques described in the “Copying, Cutting, and Pasting” section on page 15 or by sorting as described on page 16.

### Editing An Item

After adding an item to the character sheet pane, you may decide there is something that you want to change about it. You can edit such an item by double clicking on the item’s **Cost** or **END**, by right-clicking on the item and selecting **Edit** from the pop-up menu that appears, or by highlighting the item and clicking **Edit** or pressing Enter.

The dialog for the item to be edited appears. Make your changes and click **OK**. The character sheet pane is updated to show the edited item.

### Naming An Item

Dialogs for all items (except Complications) include a **Name** field. This field is the name by which the fully constructed item is known. For

## MODIFIERS AND TEMPLATES

The actual lists of Modifiers shown in the **Select Modifiers** dialog depend are limited to the Modifiers defined in the current character template. Not all templates define all Modifiers. For example, the STR Minimum Limitation is not available in the Superheroic template because it is inappropriate for the superhero genre.

example, if Captain Righteous' Telekinesis is known as the "Hand of Righteousness" you would enter that in the **Name** field of the **Telekinesis** dialog. This name appears in italics at the beginning of the item's entry on the character sheet pane.

## Changing The Text Of An Item

When you add an item, the descriptive text for that item appears in the second column of the character sheet pane. This column is labeled appropriately with the type of ability displayed on the tab. For example, it is labeled **Power** on the **Powers** tab and **Skill** on the **Skills** tab. This descriptive text is editable.

To edit an item's descriptive text, double-click on that text. You can now edit it. When you are finished editing, press Enter. The edited text is now displayed in blue and will not change regardless of any changes you make to the ability or its Modifiers. At any point, you can reset the descriptive text to the item's normal display by deleting all the edited descriptive text and pressing Enter.

## Attaching Adders And Modifiers

You can customize any ability by attaching Adders and Modifiers. There are four types of Adders and Modifiers: ability-specific Adders, standard Modifiers (that is, Advantages and Limitations), Custom Modifiers, and Custom Adders. Regardless of type, you attach all Adders and Modifiers using the ability's dialog. Each ability's dialog has a large text area that displays available ability-specific Adders as well as any other Adders and Modifiers you have attached.

Some Adders and Modifiers have value selector boxes or dropdown lists that you can use to set details of the Adder or Modifier. Also, remember you can edit the text of an Adder or Modifier to appear however you would like on the character sheet pane.

In addition, if an Adder or Modifier has a blue question mark near their cost, clicking on the question mark brings up a definition for the Adder or Modifier.

As you attach, edit, and remove Adders and Modifiers, Hero Designer automatically adjusts the Real and Active Cost displayed for the ability.

Additionally, when you attach a Modifier to an ability, a **Display Active Points** checkbox is added to the ability's dialog. Checking this box includes the Active Points in an ability in that's ability's display on the character sheet pane.

For details on using Adders and Modifiers with Lists and Frameworks, see the "Working With Lists And Frameworks" section on page 25.

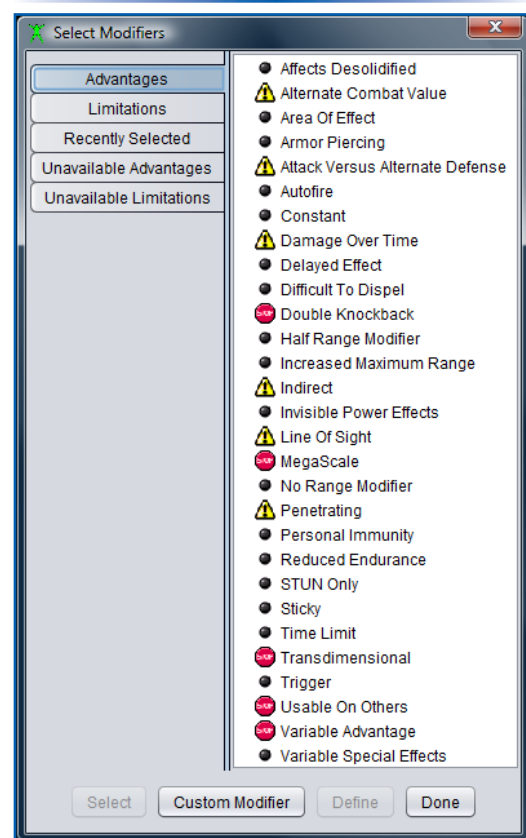
## ABILITY-SPECIFIC ADDERS

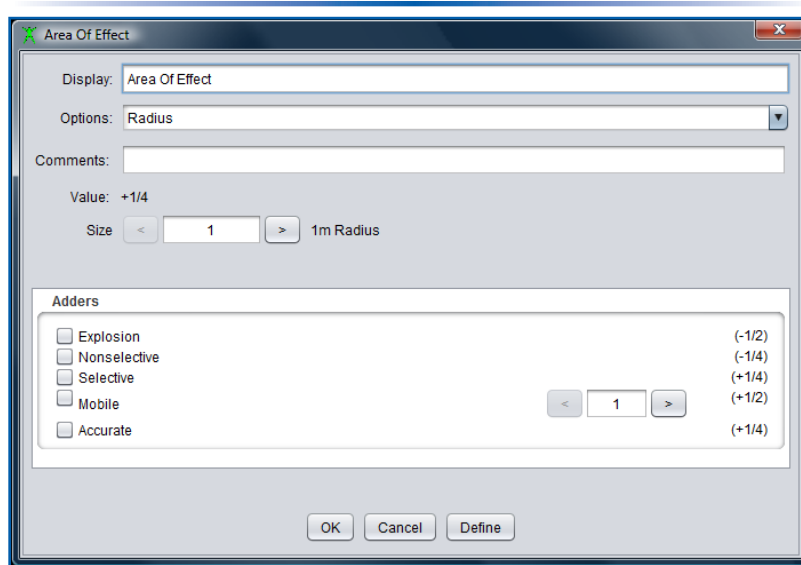
Several abilities have Adders that are specific to that ability. Entries for these Adders always appear on the ability's dialog. To attach one of these Adders to the ability, check the box next to it. To remove an Adder, uncheck its box.

## STANDARD MODIFIERS

Standard Modifiers include Advantages and Limitations that you can attach to almost any ability. To add a standard Modifier, click the **Add Modifier...** button. The **Select Modifiers** dialog appears.

This dialog features five selectable lists: **Advantages**, **Limitations**, **Recently Selected**, **Unavailable Advantages**, and **Unavailable Limitations**. The **Advantages** and **Limitations** lists display the current available (see the "Modifier Intelligence" sidebar on page 13) Modifiers of those types. The **Recently Selected** list displays, in alphabetical order, up to the last 40 Modifiers (including the details you specified for each) you have assigned to abilities. This makes it easy to assign exactly the same Modifier to multiple abilities across multiple characters. The **Recently Selected** list is preserved when you exit Hero Designer. Finally, the **Unavailable Advantages** and **Unavailable Limitations** lists display those Advantages and Limitations that are currently unavailable due to Modifier intelligence. While you cannot add these Modifiers to the current ability, you can see why a given Modifier is unavailable by either or double-clicking on it or by highlighting it and clicking the **View Reason** button.





If you have turned off Modifier intelligence in the **Preferences** dialog as described in the “Application Preferences” section on page 33, the **Unavailable Advantages** and **Unavailable Limitations** lists are renamed **Non-Recommended Advantages** and **Non-Recommended Limitations** and the Modifiers in these lists are available to attach to the ability.

To add a Modifier from any list, either double click on the Modifier or highlight it and click **Select**. Once selected, a dialog for the Modifier appears.

A Modifier dialog sometimes includes Adders and multipliers adjust the Modifier’s value. For example, a  $+1/2$  Adder adds  $+1/2$  to the Modifier’s value, while a  $\times 2$  multiplier doubles that value.

The **Comments** field lets you enter text to appear in parentheses with the Modifier value on the character sheet. Fill out the dialog and click **OK**. The Modifier appears at the bottom of the Modifier list for the ability with a checked box next to it and the word **Edit** in blue near its cost.

After adding a Modifier, you are returned to the **Select Modifiers** dialog so you can add more Modifiers. When you are finished adding Modifiers to an ability, click **Done**.

To edit a Modifier, click on the word **Edit**.

To remove a Modifier, uncheck the box next to it. The next time you edit the item on the character sheet pane, the Modifier will not be listed.

## CUSTOM MODIFIERS

Custom Modifiers let you add Advantages or Limitations that are not defined in the current character template.

To add a Custom Modifier, click the **Add Modifier** button and when the **Select Modifiers** dialog appears, click the **Custom Modifier** button. The **Custom Modifier** dialog appears.

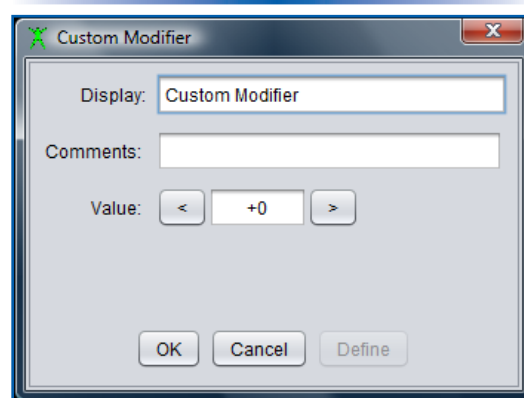
Edit the text “Custom Modifier” in the **Display** field to the name you want the Advantage or Limitation to have and set the value of the Modifier

using the value selector box in the **Value** field.

Negative values are Limitations; positive values are Advantages. Additionally, you can enter text in the **Comments** field. This text will appear in parentheses with the Modifier value on the character sheet pane. Click **OK** to add the Modifier to the current ability and you are returned to the **Select Modifiers** dialog so you can add more Modifiers.

Custom Modifiers may be edited and removed in the same manner as Standard Modifiers.

You can use Custom Modifiers to add new Advantages or Limitations from house rules or newer rules supplements that have not yet been incorporated into Hero Designer. They are also useful for adding versions of standard Modifiers with non-standard values. Finally, they be used to add a Modifier that is currently unavailable for the ability. Often, such Modifiers are unavailable because they would normally be illegal in the current circumstance (see the “Modifier Intelligence” sidebar) but may be needed because of an unusual ability construct.



## CUSTOM ADDERS

Custom Adders adjust an ability’s Active Cost. They can be positive or negative. Positive Custom Adders increase the Active Cost, while negative Custom Adders decrease it. You can use Custom Adders for a variety of purposes. Possible uses include Adders specified in house rules, cost adjustments due to house rules or unusual ability constructs, or to represent reduced cost abilities (such as making a Skill into an Everyman Skill).

To add a Custom Adder, click the **Custom Adder** button. An entry for the Custom Adder appears on the ability dialog with a checked box next to it. Edit the text “Custom Adder” to indicate what the Custom Adder represents and set the

## MODIFIER INTELLIGENCE

When you try to attach a Modifier, Hero Designer lists only those Advantages and Limitations that are currently valid to be attached to the ability.

For example, if the ability is not ranged, the No Range Limitation is not listed. Similarly, if the ability does not have an Endurance cost of 0, the Persistent Advantage is not available. However, if you add the Reduced Endurance Advantage to lower the END cost to zero, Persistent then becomes available.

Modifier intelligence also prevents Modifiers that should be attached only once from being attached multiple times.

Other aspects of Modifier intelligence, like mutual exclusivity, affect ability-specific Modifiers and Adders. Attaching certain Modifiers and Adders prohibits attaching others. Once you attach one, any mutually exclusive Adders or Modifiers are grayed out. Removing that Adder or Modifier makes the others available again.

If, due to house rules or unusual ability constructs, Modifier intelligence does not let you add a desired Modifier or Adder, you can use a Custom Modifier or Custom Adder and edit it appropriately.

You can check to see if all Modifiers on a character are valid by selecting **Valid all Modifiers on Character** from the **Current Character** menu. A dialog showing the offending Modifiers appears and all abilities with offending Modifiers appear in red on the character sheet pane.

You can turn off Modifier Intelligence from the **Preferences** dialog as described in the “Application Preferences” section on page 33. This also turns off the ability to validate all Modifiers.



## SPECIAL EFFECTS

The following standard special effects are available for all Hero Designer abilities:

- Acid
- Alien
- Air/Wind
- Animal Body
- Control Chi
- Cosmic Energy
- Cyberkinesis
- Darkness
- Density Alteration
- Dimensional Manipulation
- Earth/Stone
- Electricity
- Emotion Control
- Fire/Heat
- Force
- Gravity
- Ice/Cold
- Illusion
- Kinetic Energy
- Light
- Luck
- Magic/Mystic
- Magnetism
- Martial Arts
- Matter Manipulation
- Mental/Psionic
- Metamorphic
- Mutant
- Precognition
- Radiation
- Serum Based
- Shape Alteration
- Size Alteration
- Sleep/Dream
- Solar/Celestial
- Sonic
- Speedster
- Strength/Toughness
- Stretching
- Telekinetic
- Teleportation
- Time
- Vibration
- Water
- Weather
- Wood/Plant
- Miscellaneous

value of the Adder using the value selector box. To remove a Custom Adder, uncheck the box next to it. The next time you edit the item on the character sheet pane, the Adder will not be listed.

## Copying, Cutting, And Pasting Modifiers

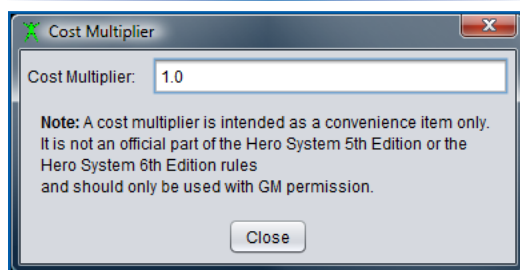
Sometimes an ability has a set of Modifiers that you would to copy or move to one or more other abilities or to a List or Framework. You can do this by right-clicking on the item on the character sheet pane that has the modifiers you want to copy or move and selecting the appropriate item from the pop-up menu that appears.

To copy an ability's Modifiers but still leave them attached to the original ability, select **Copy Modifiers** from the menu. To remove an ability's Modifiers so that they can be moved to another ability, select **Cut Modifiers** from the menu.

Once you have cut or copied a set of Modifiers, right-click on the item (or List or Framework) to which you want to add those Modifiers, and select **Paste Modifier** from the pop-up menu that appears. Any Modifiers that are valid to be added to the target item (or List or Framework) are added.

## Cost Multipliers

When the **Cost Multipliers** checkbox of the **Rules** tab on the **View/Edit Rules** dialog (see the "Campaign Rules" section on page 36) is checked, a **Cost Multiplier** button appears on each ability's dialog. When you click this button, the **Cost Multiplier** dialog appears.



On this dialog, you can specify a value by which the cost of the ability will be multiplied. If you want to double the normal cost of the ability, you would enter "2" in the **Cost Multiplier** field. Similarly, if you want the cost to be a third of normal, you would enter ".333333" in that field.

As noted on the dialog, cost multipliers are not officially part of the *HERO System Fifth Edition* or the *HERO System Sixth Edition* rules. However, they do have their uses in optional rules. At least one *Fantasy Hero* magic system suggests charging one-third normal cost for spells. Additionally, individual GMs may find this feature useful for implementing their campaigns' house rules.

## Assigning Special Effects

Special effects can play a big part in many *HERO System* games and Hero Designer lets you quickly and easily assign a special effect to each ability. To do so, use the **Special Effect** dropdown list on the ability's dialog to select the desired special effect. See the "Standard Special Effects" sidebar for a list of the available special effects.

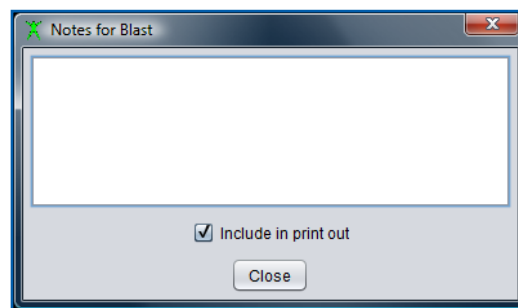
If your desired special effect is not available in the dropdown list, you can type your special effect directly into the **Special Effect** field.

Assigned special effects will not appear on the character sheet pane and will not normally be exported unless the Export Format used specifically exports them.

## Attaching Notes

Occasionally, it is handy to add extra notes to an item's description. To do so, click the **Create Notes...** button on the ability's dialog when adding or editing an item. The **Notes for...** dialog appears.

On this dialog, enter the notes you want to attach in the text box. If you do not want the notes to appear on the character sheet pane, and thus, not on an exported version of the character, uncheck the **Include in Print Out** box. Click **Close** to close the dialog.



When an item has a note attached, the **Create Notes...** button changes to an **Edit Notes...** button, which lets you edit the attached notes. If you delete all the text on the **Notes for...** dialog, the **Edit Notes...** button reverts to a **Create Notes...** button.

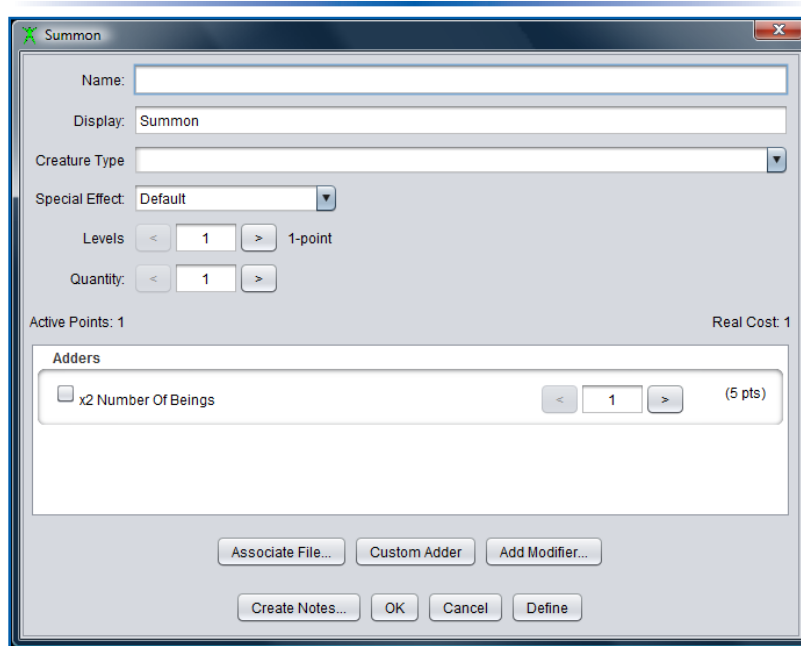
Possible uses for notes includes specifying additional information about the ability (such as the Sense Groups that can detect a Power), providing further details about Modifiers attached to the ability, and so forth.

## Associating Files

Several *HERO System* abilities (most notably, the Follower and Vehicles & Bases Perks and the Duplication, Multiform, and Summon Powers) have costs which are based on another related *HERO System* character. Hero Designer provides two methods for dealing with such an ability.

The first method is simply to enter the appropriate costs for the related character on the ability's dialog. However, this means that any time





you make a change in the related character, you need to update the costs on the ability's dialog.

The second method is to directly associate the related character with the main character's ability by clicking the **Associate File...** button on the ability's dialog (see the **Summon** dialog above). A standard file selector dialog appears. Select the Hero Designer character file you wish to associate and click **Associate Character**. The ability's dialog is updated with the information from the related character and the cost of the ability is calculated.

Once you have associated a file with an ability, any changes you make to the associated file (and save) will be reflected on the ability's dialog and in the ability's cost.

Also, once a file is associated with an ability, the **Associate File...** button is replaced with a **Remove File Association** button. Clicking this button removes the file association but leaves the last values received from the previously associated file.

## Viewing An Ability's Definition

To view an ability's definition, click the **Define** button on the ability's dialog when adding or editing an item. Alternatively, you can right-click on an item on the character sheet and select **Define** from the pop-up menu that appears. In either case, a pop-up box appears showing the definition. Click anywhere on the box to dismiss it. Similarly, you can view the definition of a Modifier by clicking on the **Define** button of its dialog.

When the **Show Popup definitions in selection lists** checkbox is checked on the **Display** tab of the **Preferences** dialog as described in the "Application Preferences" section on page 33, you can view an ability's definition by simply moving your mouse over the ability's name in a selection list.

## Copying, Cutting, And Pasting

As discussed earlier, you can reorder items on the character sheet pane with the **Down-Arrow** and **Up-Arrow** buttons. These buttons work great if you are just moving items up or down a few positions. However, if you want to move an item freely to any point on the character sheet pane or even copy or move an item to another character, you can use the **Edit** menu on the character sheet menu bar. This menu has three items: **Cut**, **Copy**, and **Paste**.

To remove an item from the character sheet pane and place it on the Hero Designer clipboard, select **Cut**.

To copy an item (without removing it) from the character sheet and place it on the Hero Designer clipboard, select **Copy**.

The **Paste** entry on the menu is only available if the current item on the Hero Designer clipboard can be added to the current tab. Normally, items copied or cut from a tab can only be added to that same tab (on any character). However, items from the **Skills**, **Perks**, **Talents**, **Powers**, and **Equipment** tabs can be added to the **Powers** or **Equipment** tabs. In addition, Skills, Perks, and Talents purchased as Powers or Equipment can be added to the **Skills**, **Perks**, and **Talents** tabs, respectively.

Pasting an item to the character sheet pane of a tab works in the same way as adding an item. As described in the "Adding an Item" section on page 11, you must first select where to paste the item on the character pane. This is based on whether or not an item on the pane is highlighted and the current setting of the Insert button. Then, select **Paste** from the **Edit** menu to add the item in the desired location.

Alternatively, you can access this functionality by right-clicking on an item and selecting **Cut**, **Copy**, or **Paste** from the pop-up menu that appears.

Note that once an item is on the Hero Designer clipboard, it remains there until another cut or copied item replaces it or you exit Hero Designer. Thus, you can cut or copy an item from one character and paste it on another.

Items placed on the Hero Designer clipboard are also placed on the system clipboard and can be pasted into other applications.

## UNUSUAL EVERYMAN SKILLS

Everyman Skills vary from campaign to campaign and not all of them are the standard free

8- Familiarity that Hero Designer handles easily.

For example, the sample Everyman Skill list for modern campaigns in the *HERO System Sixth Edition* rules includes a Professional Skill at 11- and Transport Familiarity: Small Motorized Ground Vehicle. Both are non-standard, so you must use another method to represent these free Skills. That method is Custom Adders. For each of these Everyman Skills, purchase the Skill normally and attach a negative Custom Adder to bring the cost down to 0 and edit "Custom Adder" to "Everyman".

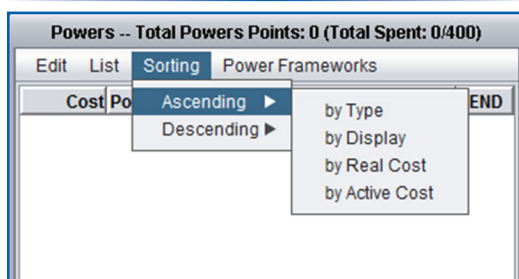
When creating several characters for a campaign that has unusual Everyman Skills, you may find useful to create a Prefab for the campaign's Everyman Skills. Prefabs are described in the "Prefabs And Package Deals" chapter on page 40.

## Sorting

In addition to being able to rearrange items on the character sheet pane by moving items up and down or by cutting, copying, and pasting, you can also sort all the items on the character sheet pane of a given tab.

To sort the items on a tab's character sheet, use the **Sorting** menu from the character sheet menu bar. First select either **Ascending** or **Descending** to specify whether the items are to be sort in ascending or descending order. When you select one these two menu items, you are then presented with four options for sorting the items on the character sheet: **by Type**, **by Display**, **by Real Cost**, and **by Active Cost**.

If you select **by Real Cost** or **by Active Cost**, the items on the character sheet are sorted in ascending or descending numerical order based on the chosen cost. If you select **by Display**, the items are sorted in ascending or descending alphabetical order based on the text displayed for each item. Finally, if you select **by Type**, the items are sorted in ascending or descending alphabetical order based on default **Display** field for each item. For example, all Blasts will be sorted together.



If the character sheet contains any lists or Power Frameworks, the items within each list or Framework are also sorted according to the selected criteria.

Finally, if the sort being performed does not affect an item, it is not moved. This means, for example, if you first sort Complications in descending order by their Active Costs and then resort in ascending order by their type, you get a list of Complications grouped by type (in alphabetical order) with the individual Complications within each grouping appearing in descending order of their Active Costs.

Because there is no way to undo a sorting operation, you should always save a character before performing any sort. This allows you

to easily return to the unsorted version if the sort yields undesired results.

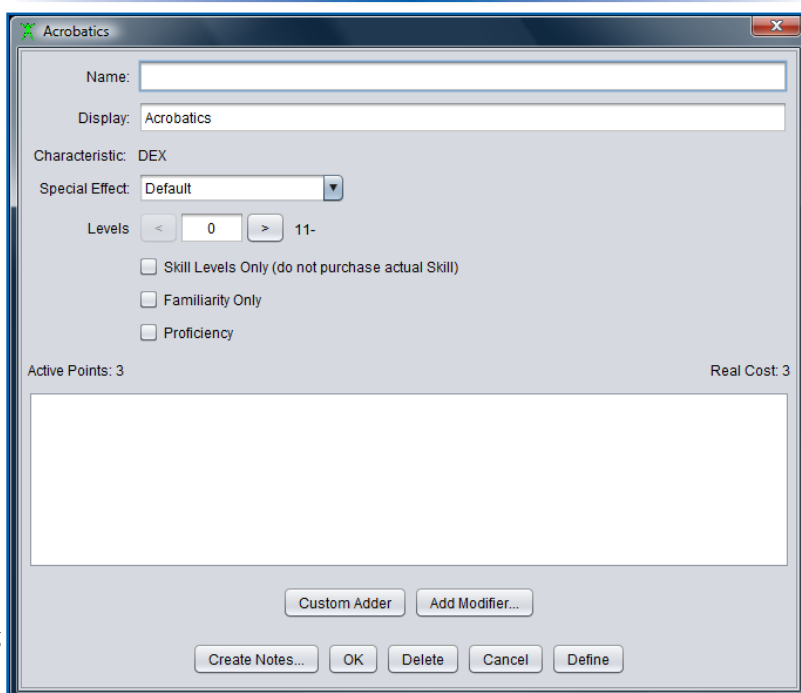
## Skills

In general, Skills are added just like any other ability. One exception to this is those Skills which do not have any additional options. Normally, such Skills are added automatically as though you had right-clicked on the Skill name. This ability can be disabled from the **Preferences** dialog as described in the "Application Preferences" section on page 33.

If you are adding a Skill which features additional options, or you are editing a Skill, the dialog for that Skill appears.

As you can see from the **Acrobatics** dialog shown below, this dialog may include several fields. The **Display** field shows how the Skill is labeled on the character sheet pane, that is, it is the actual name of the Skill. This field is completely editable. For example, in a Star Hero campaign, your GM might have added a separate Zero-G Acrobatics Skill that works just like Acrobatics but in a zero-G environment. The easiest way to add such a Skill to a character using Hero Designer is to simply add the Acrobatics Skill and edit the **Display** field to read "Zero-G Acrobatics". When adding new Skills in this manner, the Power Skill is a good choice to edit because it allows you to choose which Characteristic the Skill is based on.

The **Characteristic** field shows the Characteristic on which the Skill Roll is based. For Skills that can be based on one of a variety of Characteristics (for example, Knowledge Skill, Professional Skill and Power), this field contains a dropdown list showing the available Characteristics (as well as possibly GENERAL). From this list, you can choose the Characteristic on which to base the Skill Roll. If you choose GENERAL, the Skill Roll has a base of 11-.



The **Levels** field contains a value selector box that lets you purchase additional +1s to the Skill Roll. This field starts at 0 to indicate to the base Skill Roll.

For Skills that can be purchased as a 8-Familiarity, the Skill dialog contains a checkbox labeled **Familiarity Only**. Check this box to indicate that you only want a Familiarity with the Skill. When you do so, the **Levels** field is grayed out and an additional checkbox may appear, labeled **Everyman Skill**. If the Skill is an Everyman Skill in the character's campaign (that is, Familiarity with the Skill is free), check this box.

Similarly, if the Skill can be purchased as a 10-Proficiency according to the optional Proficiency rules in *HERO System Sixth Edition*, the Skill dialog includes a **Proficiency** checkbox. Check this box to purchase the Skill as a Proficiency.

If you only want to purchase bonuses with a Skill (as used in several racial Templates in Fantasy Hero, for example), check the **Skill Levels Only** checkbox. When you do so, the **Levels** field represents the number of bonus levels with the Skill.

The dialog for some Skills may have additional fields that are tailored to that Skill. For example, Knowledge Skill has a **Type** field with a dropdown list of Groups, People, Places, and Things that lets you identify the type of knowledge the Skill covers. For this Skill, choosing an item from that list might change the value shown in the **Display** field. Choosing People changes the **Display** field to CuK (Cultural Knowledge); choosing Places changes Display to AK (Area Knowledge); choosing Groups or Things leaves **Display** as KS. The item chosen from this list also changes the label for the field where you enter the field of knowledge to which the Skill applies.

Some Skills (for example, Gambling, Survival, and Transport Familiarity) have categories and possibly subcategories as well. These categories and subcategories appear as ability-specific Adders in the Adders section of the dialog and are added and removed as described in the "Attaching Adders and Modifiers" section on page 12. Because categories and subcategories are implemented as Adders, you can purchase additional unlisted ones as Custom Adders.

For Skills with subcategories, the cost of purchasing subcategories maxes out at the cost of the category under which they are listed. For example, the Card Games category for the Gambling Skill costs 2 points. It has 5 subcategories that cost 1 point each. Regardless of how many of the subcategories of Card Games are purchased, they will never cost more than a total of 2 points (the cost to purchase the category).

There are also some Skills which do not have categories or subcategories in the *HERO System Fifth Edition* and *HERO System Sixth Edition* rules, but have been expanded in other *HERO System* books. For example, Computer Programming was expanded in Star Hero to feature a range of categories and subcategories. When you purchase

such a Skill without selecting any categories or subcategories, Hero Designer uses the cost of the original version. Otherwise, it uses the costs of the expanded version.

Finally, the Combat Driving and Combat Piloting Skills, as described in the *HERO System Fifth Edition* and *HERO System Sixth Edition* rules, grant a free Transport Familiarity with an appropriate 1-point subcategory of vehicle. When you purchase Transport Familiarity with one of the appropriate subcategories, the total cost of the Transport Familiarity is reduced by 1 point to account for this.

If the cost of a Skill as determined by Hero Designer differs from what you think it should be because of house rules used in the character's campaign, you can use a Custom Adder to adjust the cost. When you do so, you should edit "Custom Adder" to something appropriate.

Skill Enhancers can also affect the cost of a Skill. Because Hero Designer implements Skill Enhancers using Lists, they are discussed in the "Skill and Perk Enhancers" section on page 29.

## CUSTOM SKILLS

The previous section showed how you could edit an existing Skill's **Display** field as a way to add a new Skill. Another method of adding new Skills is Custom Skills

Custom Skill appears in the available item list on the right pane of the Skills tab. You can add it to a character like any other Skill.

On the **Custom Skill** dialog, edit the **Display** field to indicate what you want the Skill to be called on the character sheet pane. Enter the full cost of the Skill using the value selector box in the **Cost** field and the Skill Roll using the value selector box in the **Roll** field. If the Skill does not

## LANGUAGE FAMILIARITY CHART

Hero Designer, by default, does not use the Language Familiarity Chart from the *HERO System Fifth Edition* and *HERO System 6th Edition* rules to calculate the cost of Languages. However, you can enable the use of this chart in the current campaign rules as described in the "Campaign Rules" section on page 36.

When the Language Familiarity Chart is enabled, you must define a native language. If you do not do so, you will be penalized 1 point for not having at least a 1-point similarity with the first Language you purchase.

The screenshot shows the 'Custom Skill' dialog box. It has a title bar with a green 'X' icon and the text 'Custom Skill'. Inside, there are several input fields and buttons. The 'Name' field is empty. The 'Display' field contains the text 'Custom Skill'. Below it, the 'Cost' field has a value selector with arrows and the number '1'. The 'Roll (0 for none):' field has a value selector with arrows and the number '0'. Below these, it says 'Active Points: 1' and 'Real Cost: 1'. At the bottom, there are six buttons: 'Custom Adder', 'Add Modifier...', 'Create Notes...', 'OK', 'Cancel', and 'Define'.

have a roll, enter 0. If the Skill uses categories and subcategories, enter them as Custom Adders, editing the name appropriately.

The best use for Custom Skills is adding new Skills with an unusual cost structure. If a new Skill has the same cost structure as an existing Skill, it is best to use the method of editing the existing Skill's **Display** field.

## Perks

When you add a Perk to a character, the dialog for that Perk appears. In general, the dialogs for Perks are very simple and easy to fill out.

The **Display** field shows the name of the Perk and is fully editable. The other fields on Perk dialogs are very straightforward. They are used for things such as setting the point value and roll (if any) for the Perk and providing additional details about the Perk (for example, the name of a Contact). Some, such as the **Contact** dialog, feature Perk-specific Adders used to provide additional information that affect the cost of the Perk. In a similar vein, the **Fringe Benefit** Perk uses Adders to represent each of the individual benefits that can be bought as part of the Perk. To add a benefit not listed, use a Custom Adder. For example, if the campaign has the Fringe Benefit “Sanctioned Superhero” that costs 3 points, you would add a Custom Adder worth 3 points to

the **Fringe Benefit** dialog and edit “Custom Adder” to read “Sanctioned Superhero”.

The Well-Connected Skill Enhancer also affects the cost of Perks. Because Well-Connected only affects Perks, Hero Designer actually considers it a Perk Enhancer. Hero Designer implements Skill and Perk Enhancers using Lists. They are discussed in the “Skill and Perk Enhancers” section on page 29.

## CUSTOM PERKS

Custom Perks are similar to Custom Skills in that you use them to add new Perks. Custom Perk appears in the available item list on the right pane of the Perks tab. You can add it to a character like any other Perk.

On the **Custom Perk** dialog, edit the **Display** field to indicate what you want the Perk to be called on the character sheet pane. Enter the full cost of the Perk using the value selector box in the **Cost** field and the roll associated with the Perk using the value selector box in the **Roll** field. If the Perk does not have a roll, enter 0.

## Talents

In general, Talents are added just like any other ability. One exception to this is those Talents which do not have any additional options. Normally, such Talents are added automatically as though you had right-clicked on the Talent name. This ability can be disabled from the **Preferences** dialog as described in the “Application Preferences” section on page 33.

If you are adding a Talent which features additional options, or you are editing a Talent, the dialog for that Talent appears.

The dialogs for Talents are very similar to those for Skills and Perks and can range from the simple to the complex. For example, because the Danger Sense Talent behaves similarly to other Senses, its dialog features the full list of Adders that are normally available to Enhanced Senses.



Finally, a note should be made about the Combat Luck Talent. Because Combat Luck provides PD and ED that you may want to include in your Defense Talents, its dialog has a **Totaling Options** field. This field is described in the “Characteristics From Powers” section on page 21.

## CUSTOM TALENTS

Custom Talents are similar to Custom Skills and Custom Perks in that you use them to add new Talents. Custom Talent appears in the available item list on the right pane of the Talents tab. You can add it to a character like any other Talent.

On the **Custom Talent** dialog, edit the **Display** field to indicate what you want the Talent to be

called on the character sheet pane. Enter the full cost of the Talent using the value selector box in the **Cost** field and the roll associated with the Talent using the value selector box in the **Roll** field. If the Talent has no roll, enter 0.

## Martial Arts

The available item list on the **Martial Maneuvers** subtab of the **Martial Arts** tab contains all the Martial Maneuvers defined in both the *HERO System Fifth Edition* and *HERO System Sixth Edition* rules as well as *The Ultimate Martial Artist* (for *HERO System Fifth Edition*) and *HERO System Martial Arts* (for *HERO System Sixth Edition*). It also includes Weapon Element and +1 Damage Class(es) with both hand-to-hand and ranged Maneuvers.

When you add a Maneuver from this list to a character, the appropriate dialog appears. For the hand-to-hand and ranged Martial Maneuvers, the dialog is similar to the one shown below for Offensive Strike.

The **Display** field contains the name of the Maneuver. This field can be edited if the Maneuver has a different name in the martial style being entered. For example, if you were entering the Boxing style, you would edit “Offensive Strike” to instead read “Hook”.

The **Type** field contains a dropdown list that lets you choose whether the Maneuver is used with an empty hand or with a weapon.

The **Phase**, **OCV**, and **DCV** fields show how many phases the Maneuver takes to perform, its OCV modifier, and its DCV modifier.

The **Effect** field shows the effect of the Maneuver. This includes damage and other effects. Damage and STR-based effects indicated in this field include the base effect of the character’s STR plus any extra Damage Classes that apply to the Maneuver. They do not, however, include the base weapon damage, which can vary widely

The dialog for ranged Martial Maneuvers



CUSTOM MANEUVERS

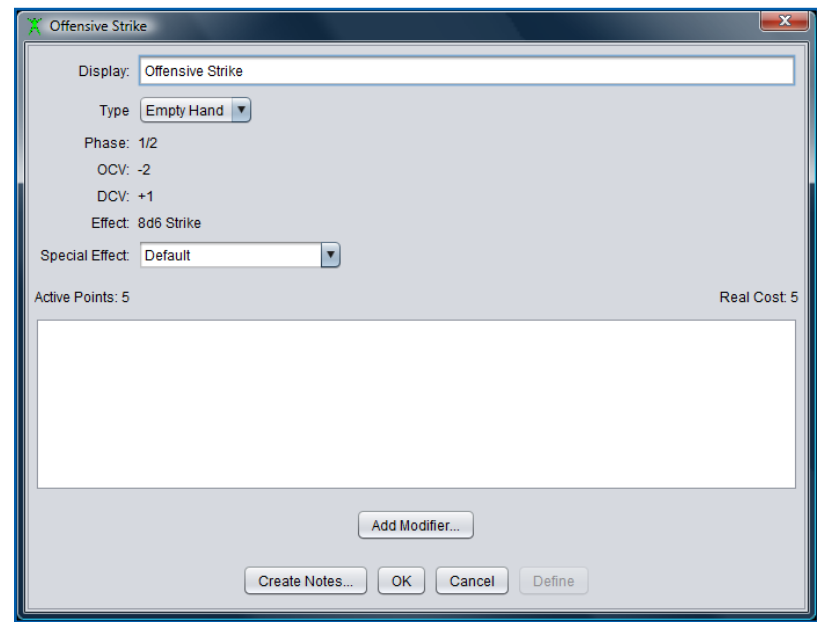
Custom Maneuvers let you add new Martial Maneuvers. Custom Maneuver appears in the available item list on the right pane of the Martial Arts tab. You can add it to a character like any other Martial Maneuver.

The **Custom Maneuver** dialog features several fields describing the new Maneuver. By default, these fields are set to the values for the Basic Strike Maneuver.

The **Display** field indicates the name of the Maneuver. Edit it from “Basic Strike” to the name desired.

The **Cost** field features a value selector box that lets you set the cost in Character Points for the Maneuver. You can either pick an appropriate cost based on the costs of existing Maneuvers or calculate the cost using the rules for creating new Maneuvers given in *The Ultimate Martial Artist* (for *HERO System Fifth Edition*) and *HERO System Martial Arts* (for *HERO System Sixth Edition*) .

The **Phase** field contains a dropdown list from which you can select how long it takes to perform the Maneuver.



also includes a **Range** field which indicates the additional OCV modifier for using the Maneuver at range.

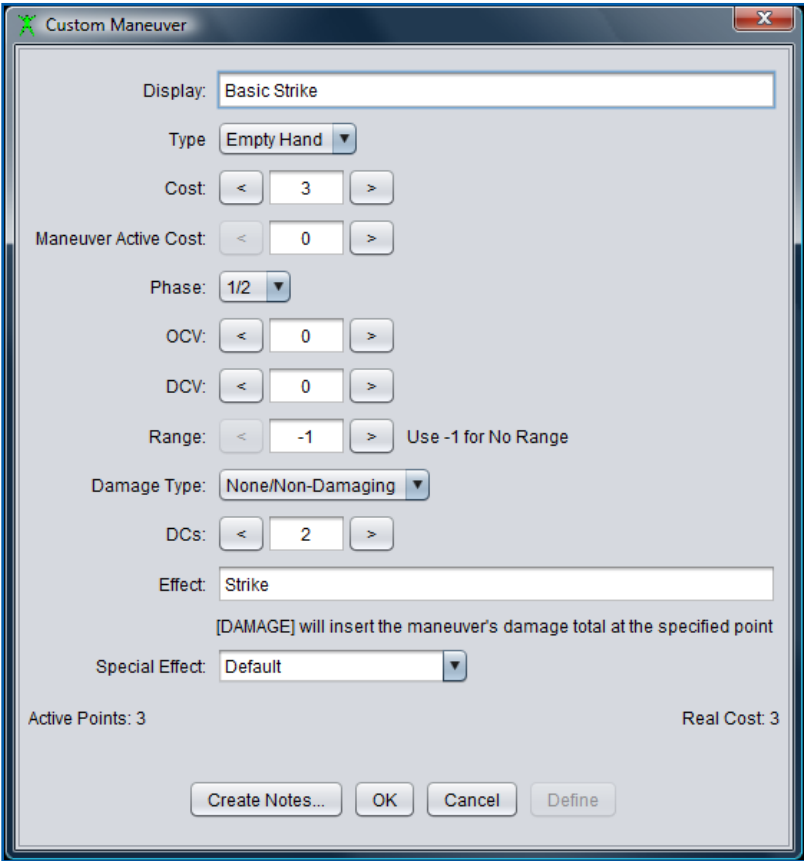
For +1 HTH Damage Class(es) and +1 Ranged Damage Class(es), the dialog simply lets you choose the number of extra damage classes you want to purchase for that type of maneuver. As noted earlier, these extra damage classes are automatically included in the effects for appropriate maneuvers.

The **Weapon Element** dialog simply lets you specify which weapons a style applies to.

To purchase an entire Martial Arts style, separately purchase each of the Martial Maneuvers as well as any Weapon Element that applies to that style. Any Weapon Familiarities, Knowledge Skills, or other Skills that might be listed as part of the style are purchased from the **Skills** tab.

Lists are a good way to organize the Maneuvers and Weapon Elements of a given style. Lists are described in the “Working with Lists and Frameworks” on page 25.

Also, because Martial Arts styles are often used over and over again in different characters. This makes them a prime candidate for placing in Prefabs. Prefabs are described in the “Prefabs And Package Deals” chapter on page 40.



The **OCV**, **DCV**, and **Range** fields each feature a value selector box for setting the OCV modifier, DCV modifier, and ranged OCV modifier for the Maneuver. If the new Maneuver is not ranged, set the **Range** field to -1.

Finally, the **Effect** field describes the effects of the Maneuver. Edit it from “Strike” to appropriate text that describes the effect. If the effect of the new Maneuver would normally be affected by extra Damage Classes, you should include those Damage Classes in the text that you enter to keep it consistent with other Maneuvers.

## Powers

The available item list on the right pane of the **Powers** tab includes all appropriate Powers described in the *HERO System Fifth Edition* or *HERO System Sixth Edition* rules. It also has entries for adding Characteristics, Skills, Perks, Talents as Powers as well as entries for Compound Powers, Naked Modifiers, and Custom Powers.

When you add a Power to a character, the dialog for that Power appears. Because of the complexity of Powers, the dialog for each Power is different and there is no way that this manual can describe all of them. However, most of the fields on a Power’s dialog should be easy to figure out if you review the Power’s description in the appropriate *HERO System* rulebook.

The following sections cover some of the areas that require additional information.

### CHARACTERISTICS FROM POWERS

Many Powers (including Characteristics bought as Powers) add to a character’s Characteristics. For example, *Armor* and *Force Field* in *HERO System Fifth Edition* and *Resistant Protection* in *HERO System Sixth Edition* increase PD and ED, while *Fifth Edition Growth* adds to STR, BODY, and STUN and *Sixth Edition Growth* adds to STR, CON, PRE, PD, ED, BODY, STUN, and Running.

The dialogs for such Powers (like the **Resistant Protection** dialog above) have a **Totaling Options** field which contains a dropdown list. Normally, this dropdown has three options: **Add to Primary Value**, **Add to Secondary Value**, and **Do Not Add to Totals**. The **Add to Primary Value** option adds Characteristics granted by that Power to the primary values for those Characteristics.

The primary value is either the only value shown in the **Totals** column for that Characteristic on the **Characteristics** tab, or if a secondary value also exists, it is the value to the left of the / in that column. The primary value of a Characteristic is normally in effect at all times.

The **Add to Secondary Value** option adds any Characteristics granted by the Power to the secondary values for those Characteristics. The secondary value will be shown to the right of the / in the **Totals** column for that Characteristic on the **Characteristics** tab. Normally, the secondary value of a Characteristic represents a value that is only in effect some of the time. For example, if you have Characteristics bought with the *Only In Heroic Identity Limitation*, you would normally choose to have them added to the secondary value.

The **Do Not Add to Totals** option does not add the Characteristics granted by the Power to any totals. These Characteristics only appear in the Power’s description on the character sheet pane.

### CHARACTERISTICS AS POWERS

As well as the **Totaling Options** field discussed previously, the dialog for a Characteristic bought as a Power (including *Running*, *Swimming*, and *Leaping* which Hero Designer treats as Characteristics) also contains an **Add Modifiers to Base Characteristics** checkbox. If this box is checked, Hero Designer includes the value for the Characteristic from the **Value** column of the **Characteristics** tab when calculating the cost of any Modifiers attached to the Characteristic.

For example, if a character has 13 INT in the **Value** column of the **Characteristics** tab and purchases an additional 10 INT as a Power with

## BUYING SPD AS A POWER

When purchasing SPD as a Power, it is important to note that you can only buy it in full increments of +1 for 10 points. You cannot buy fractional SPD.

If you are creating a character using a *HERO System Sixth Edition* template, this is really not relevant. However, it does have some implications if you are creating a character using a *HERO System Fifth Edition* template.

For example, suppose a character has a DEX of 13/25 and you want the character to have a SPD of 3/5. The primary SPD of 3 is bought on the **Characteristics** tab at a cost of 7 Character Points. This means that the secondary SPD has a base value of 4.5 (1 + 2.8 + .7) which, for all purposes, is treated as SPD 4. You need to buy another full point of SPD as a Power (and add it to the secondary value) with an Active Cost of 10 points to get a secondary SPD of 5.

Some *HERO System Fifth Edition* campaigns have a house rule that lets you buy fractional SPD as a Power. In such campaigns, you would only need to buy .5 SPD as a Power for an Active Cost of 5 points to raise the secondary SPD to 5. To do this in Hero Designer, you would purchase the full 1 point of SPD and then use a negative Custom Adder to reduce the Active Cost to simulate purchasing fractional SPD.

TARGETING AND NONTARGETING SENSES

Sense-Affecting Powers like Flash and Invisibility have different costs for affecting Targeting and Nontargeting Senses. The *HERO System Fifth Edition* and *HERO System Sixth Edition* templates designate the following Senses as Targeting Senses:

- Active Sonar
- Infrared Perception
- Mind Scan
- Nightvision
- Normal Sight
- Radar
- Spatial Awareness
- Ultraviolet Perception

Also, *HERO System Fifth Edition* templates designate the following as a Targeting Sense:

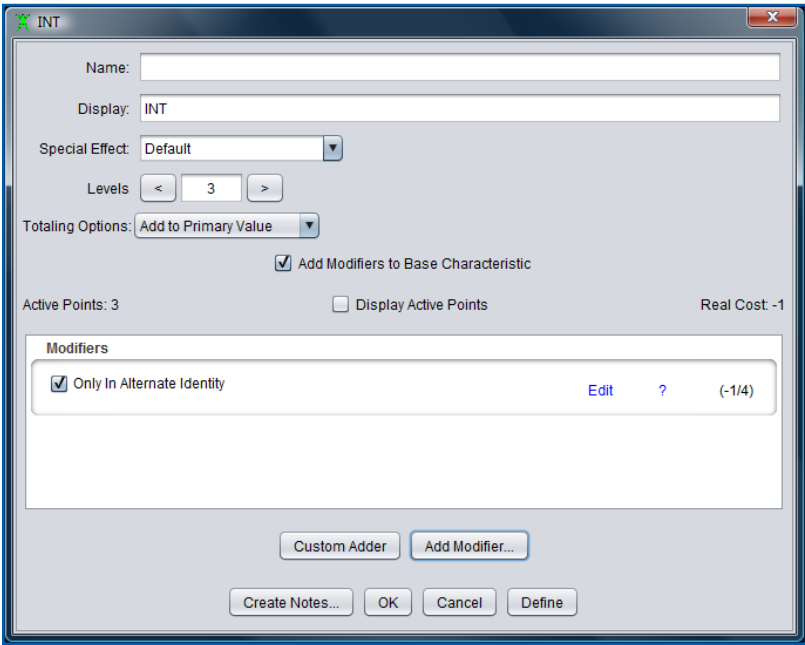
- N-Ray Perception

The Sight Group is the only Targeting Sense Group. All other Senses and Sense Groups are Nontargeting.

In campaigns with other Targeting Senses or Sense Groups, you must purchase Powers that affect those Senses or Sense Groups as affecting one of the above Targeting Senses or the Sight Group. You would then edit the sense name to reflect the desired Targeting Sense or Sense Group.

In campaign where any of the Targeting Senses above or the Sight Group are Nontargeting, you must purchase Powers that affect those Senses as affecting one of the normally Nontargeting Senses or Sense Groups. You would then edit the name of the Sense or Sense Group appropriately.

A more complete solution for changing Targeting Senses and Sense Groups is to create a custom character template. Details on creating and editing character templates can be found in the “Character Templates” chapter on page 43.



**Add Modifiers to Base Characteristics** checked, any Modifiers that are added to the 13 INT bought as a Power will have their cost calculated as if bought on 13 INT (an effective Active Cost of 13 points). The whole cost of such Modifiers is included in the cost of the Characteristic on the **Powers** tab.

This technique can be used to apply Modifiers to just the base Characteristic value. For example, suppose a character has a 25 STR in the **Value** column of the Characteristics tab and you want to purchase a +1/2 Reduced Endurance Advantage to reduce it to an END cost of 0. You can do this by purchasing 0 STR as a Power, checking **Add Modifiers to Base Characteristics**, and attaching the Reduced Endurance Advantage.

COMPOUND POWERS

Compound Powers are two or more Powers attached together to form a single Power construct. Compound Powers can represent partially limited Powers, linked Powers in a Power Framework,

and a variety of similar constructs. When you add a Compound Power, the **Compound Power** dialog appears.

This dialog differs from most ability dialogs in that it displays a miniature version of the character sheet pane and features a different set of buttons.

To add a Power to the Compound Power, click the Add button. A list of available Powers appears. Select the Power that you want to add from this list. The dialog for the selected Power appears. Fill out this dialog and attach Adders and Modifiers in the same way you would for any other Power. Click

**OK** when you are done and the Power description appears on the **Compound Power** dialog.

You can edit a Power in a Compound Power by highlighting it and either clicking the **Edit** button or pressing Enter.

The **Compound Power** dialog also features **Up-Arrow**, **Down-Arrow**, and **Insert** buttons that work similarly to the corresponding buttons on the character sheet pane.

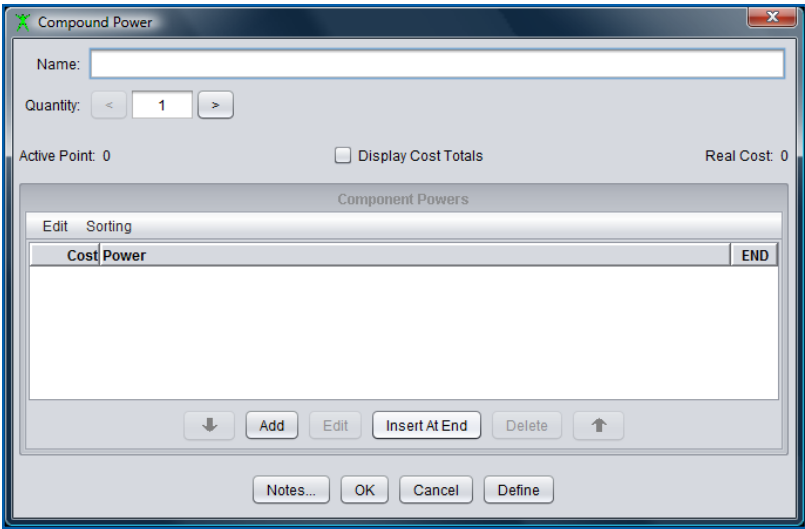
Once you have entered all the Powers that are going to make up the Compound Power, click the **OK** button on the **Compound Power** dialog. The Compound Power will be added to the character sheet pane. The description of the Compound Power is made up of the descriptions of its component Powers separated by the word “plus” in bold. This is similar to the format used for such Power constructs in the *HERO System Fifth Edition* and *HERO System Sixth Edition* rulebooks.

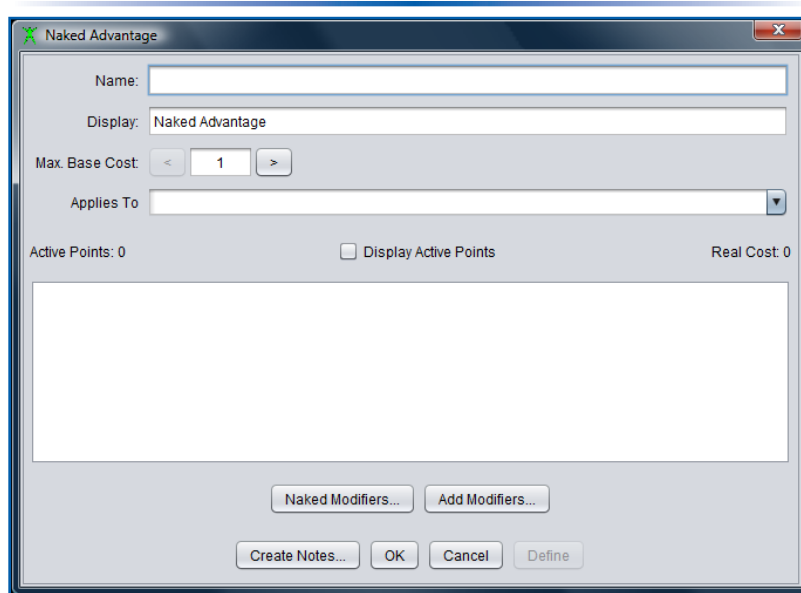
The Active, Real, and END costs for a Compound Power are the sums of the Active, Real, and END costs of its component Powers. Note, however, that the Real Cost may be adjusted if the Compound Power is in a List or Framework.

NAKED ADVANTAGES

The Naked Advantages Power lets you enter Naked Advantages. To create a Naked Adder as described in the rulebook, use a Custom Power.

When you add a Naked Advantage to a character from the available item list, the **Naked Advantage** dialog appears.





Like all Power dialogs, the **Naked Advantage** dialog includes a Name field where you can specify what the Naked Advantage is to be called.

The **Display** field should be edited to identify the precise type of Naked Advantage and what the Advantage modifies. For example, if you were buying Autofire as a Naked Advantage that can be used with any firearm (to represent someone who can shoot any gun quickly), you might edit this field to read “Naked Advantage for All Firearms”.

The **Max. Base Cost** field has a value selector box that specifies the Active Cost of the largest Power to which the Naked Advantage can apply.

To specify the actual Naked Advantages that can be applied to another Power, click the **Naked Modifiers...** button and select the desired Advantages. The costs of these Advantages is based on the value specified in the **Max. Base Cost** field. This is the Active Cost of the Naked Advantage.

To offer maximum flexibility, all Advantages are available as Naked Advantages.

To attach an Advantage or Limitation which only applies to and affects the cost of the Naked Modifier, click the **Add Modifiers...** button and add the Modifiers using the same procedure as adding a Modifier to any other ability.

## CUSTOM POWERS

Custom Powers let you add new Powers to a character that aren't defined in the current character template. You can also use them for Power constructs such as Naked Adders that cannot be added using other methods. You can attach Modifiers and Adders to a Custom Power.

Custom Power appears in the available item list on the right pane of the **Powers** tab. You can add it to a character like any other Power. You can also add Custom Powers to Compound Powers.

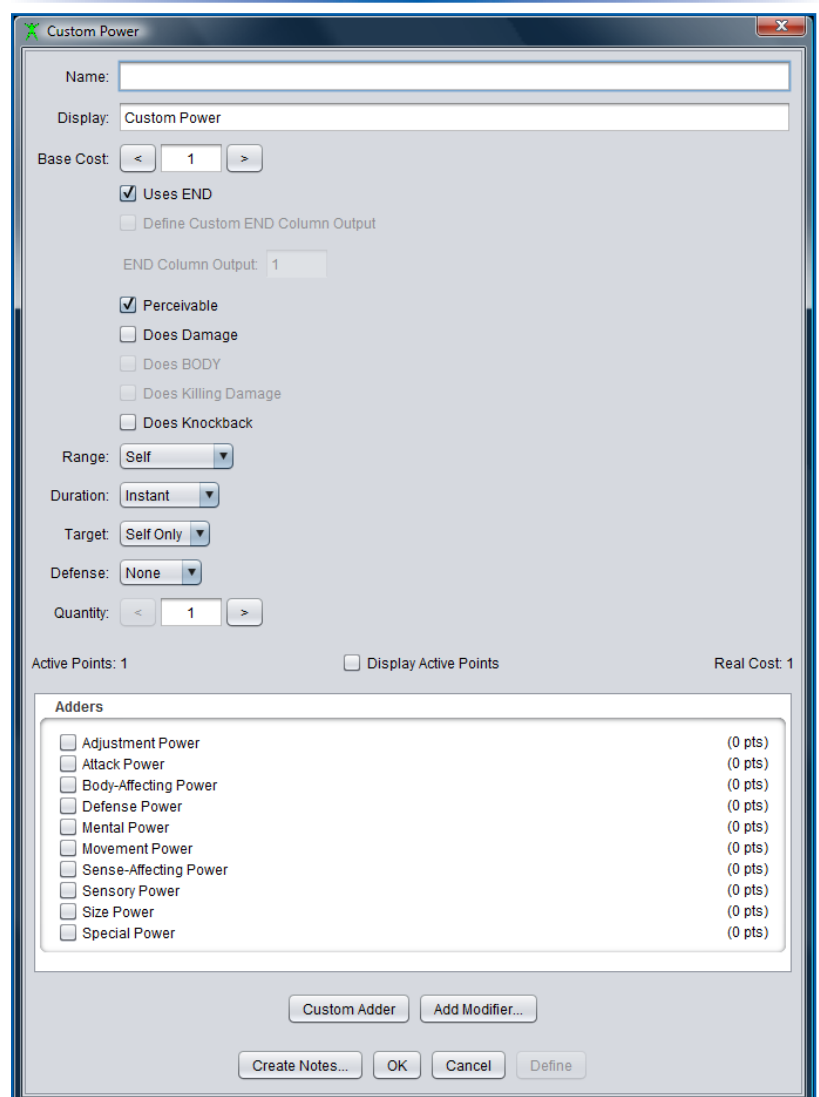
When you add a Custom Power, the **Custom Power** dialog appears. This dialog features a variety of options that let you give the details of the Power.

The **Display** field lets you identify the Power. For example, when creating a character for a campaign that used, as a house rule, the *HERO System Fourth Edition* version of Instant Change, you would enter “Instant Change” in the **Display** field.

The **Base Cost** field has a value selector box used to specify the Active Cost of the Custom Power.

The **Uses END** checkbox determines whether or not END is calculated or specified. When checked, END is calculated like any other Power. When unchecked,

the **Define Custom END Column Output** checkbox is available. Checking this box makes the **END Column Output** field available. In this field, you can enter the specific value or text that will appear in the END column for this Custom





## DISADVANTAGES AND FIFTH EDITION TEMPLATES

As mentioned in the section “Ability and Complications Tabs” on page 16, *HERO System Fifth Edition* uses the term Disadvantage instead of Complication and thus, *Fifth Edition* templates have a **Disadvantages** tab instead of a **Complications** tab.

When the **Normal Characteristic Maxima** box is checked on the **Characteristics** tab (see the “Characteristics Tab” section on page 8) of a *Fifth Edition* template, the Normal Characteristic Maxima Disadvantage automatically appears on the character sheet pane of the **Disadvantages** tab. Similarly, when an age restriction is selected, the Age Disadvantage also appears on the **Disadvantages** tab. These Disadvantages can be moved up and down on the character sheet pane and sorted but they cannot be deleted, edited, cut, or copied. They only change when the setting on the **Characteristics** tab changes.

Power. If neither the **Uses END** or **Define Custom END Column Output** checkboxes are checked, the Custom Power is displayed with an END value of 0.

The other checkboxes, dropdown lists, and 0 point Adders let you specify properties of the Custom Power that are primarily used to determine the Modifiers that can be used with the Power.

## Complications

Adding Complications to a character is very straightforward. When you add a Complication from those listed in the available item list, the dialog for that Complication appears.

All Complication dialogs have a **Display** field that contains the name of the Complication. The other fields are usually either dropdown lists from which you choose the various factors that affect the Complication value or blank fields in which you provide additional details about the Complication. Occasionally, some Complication dialogs also use Adders and even Modifiers to specify information.

If, for some reason such as house rules, you need to adjust the value of a Complication, attach a Custom Adder.

The **Active Points** and **Real Cost** fields on the dialog indicate the value of the Complication. As you select options that affect this value, you will see these fields change to reflect these choices.

When you have finished filling out the dialog, click the **OK** button. The Complication appears on the character sheet pane.

The current campaign rules specify the maximum number of points in a given type of Complication you can add to a character. For details

on setting campaign rules, see the “Campaign Rules” section on page 33.

## CUSTOM COMPLICATIONS

Custom Complications let you add new Complications to a character. You might also use it for such things as Experience Points needed to balance a Powerful supervillain and Mystery Complications.

Custom Complication appears in the available item list on the right pane of the **Complications** tab. You can add it to a character like any other Complication.

The **Display** field should be edited to reflect the name of the new Complication (for example, Mystery Complication).

The **Points** field has a value selector box used to set the value of the Complication.

When using Custom Complication to represent a new Complication that has a cost based on several factors, you may want to set the Points field to 0 and use Custom Adders to represent each factor and how much it is worth. Edit the name of each Custom Adder to reflect the factor it is representing.

*HERO System Fifth Edition* templates use the term Custom Disadvantage rather than Custom Complication but otherwise the two are identical.

## Equipment

Constructing equipment on the **Equipment** tab is similar to constructing Powers on the **Powers** tab. There are two significant differences.

The first difference is that points spent on equipment are not included in the character's point total. The equipment point total is, however, displayed above the character sheet pane. The campaign

rules, as described in the “Campaign Rules” section on page 36, may specify a maximum number of equipment points per character. The second difference is that abilities purchased on the **Equipment** tab have an **Equipment Info** section on their dialogs. This section lets you specify information about that particular piece of equipment.

The **Weight** field specifies the weight of the item in either kilograms or pounds as set on the **Preferences** menu as described in the “Application Preferences” section on page 33.

The **Price** field specifies the price of the item. The format of the **Price** field depends upon the current campaign rules as described in the “Campaign Rules” section on page 36.

Finally, the **Carried** checkbox specifies if the item is carried by the character. When checked, the weight of the item is added to the weight of all other items carried by character. If this total is greater than the amount than the character can carry (based on the character’s STR), a warning appears.

## WORKING WITH LISTS AND FRAMEWORKS

Lists are used to organize abilities into groups on the character sheet pane. Hero Designer uses Lists to implement Frameworks as well as Skill and Perk Enhancers.

### Lists

In their generic form, Lists can contain any item allowed on the tab. Items in a List are numbered 1), 2), 3) and so on.

Possible uses for Lists include Powers that share common Modifiers (for example, a powered armor character might put all the Powers that have the powered armor as a Focus in a List), Martial Arts styles, or Skills associated with specific training (for example, ninja training).

The **Resistant Protection** dialog box is used to configure a specific ability. It includes fields for Name, Display, Special Effect, PD, ED, Mental Def., Power Def., Totalling Options, and Quantity. The **Equipment Info.** section contains a **Carried** checkbox, Weight, and Price. The **Adders** section lists Flash Defense, Protect Carried Items, and Impermeable. The **Modifiers** section lists Focus. Buttons at the bottom include Custom Adder, Add Modifier..., Create Notes..., OK, Cancel, and Define.

### CREATING A LIST

To create a new list, select **New List...** from the List menu on the character sheet menu bar.

The **Powers -- Total Powers Points: 0 (Total Spent: 0/400)** dialog box shows a menu with **Edit**, **List**, **Sorting**, and **Power Frameworks**. The **List** menu is open, showing **New List...** and **New Separator**. Buttons at the bottom include Create Notes..., OK, Cancel, and Define.

The **New List** dialog appears.

The **New List** dialog box is used to create a new list. It includes a **List Name** field and buttons for **Common Adder**, **Private Adder**, **Create Notes...**, **OK**, **Cancel**, and **Define**.

## ATTACHING MODIFIERS TO LISTS AND FRAMEWORKS

Modifiers on Lists and Frameworks can be divided into two groups: Common Modifiers and Private Modifiers.

Common Modifiers apply to all items in a List or Framework as well as to the reserve of a Framework. To attach a Common Modifier, click the **Add Common Modifier** button on the List or Framework dialog.

Private Modifiers apply only to the reserve of a Multipower or Variable Power Pool. They don’t affect slot costs. To attach a Private Modifier, click the **Add MP-only Modifier** button on a Multipower dialog or the **Add VPP-only Modifier** button on a Variable Power Pool dialog.

When you add a Modifier of the same type as a Common Modifier to an item in a List or Framework, only the Modifier attached to the item is used. For example, if you have a Multipower with the Common OIF Limitation attached and add an OAF Limitation to a slot, only the OAF is applied to the slot’s cost.

The Charges Modifier is an exception. When you attach Charges as a Common Modifier to a Multipower or Elemental Control, those Charges apply to the whole Framework; however, the Modifier only affects the Multipower reserve or the base cost of the Elemental Control. It does not affect slot costs.

You can also attach Modifiers to a List or Framework by pasting them from another ability, List, or Framework as discussed in the “Copying, Cutting, and Pasting Modifiers” section on page 14.

## ATTACHING CUSTOM ADDERS TO LISTS AND FRAMEWORKS

Adders on Lists and Frameworks can be divided into two groups: Common Adders and Private Adders.

Common Adders apply to all items in a List or Framework as well as to the reserve of a Framework. They do not apply to the basic cost of a List. To attach a Common Adder, click the **Common Adder** button on the List or Framework dialog.

Private Adders, on the other hand, apply only to the reserve of a Framework or to the basic cost of a List. They do not affect the cost of the slot at all, only the cost of the reserve or the basic List cost. To attach a Private Adder, click the **Private Adder** button on the List or Framework dialog. These Adders are useful for simulating new Skill or Perk Enhancers. By placing the items to be affected by the simulated Enhancer in a List and applying a Private Adder of 3 and a Common Adder of -1 to that List, you can achieve the same effect as a standard Enhancer.

Enter the name you want to give the List in the **List Name** field and attach any Modifiers and Custom Adders that you want to apply to the List. See the “Attaching Modifiers To Lists And Frameworks” sidebar and the “Attaching Custom Adders To Lists And Frameworks” sidebar on page 26 for details on how Modifiers and Adders affect slots. Click **OK** and the List name appears on the character sheet pane along with the attached Modifiers. The location of the List on the character sheet pane is determined in the same way as adding an item to the character sheet described in the “Adding An Item” section on page 11.

If you attempt to create a List inside another List or a Framework, a warning appears informing you that the new List will be placed outside of the selection. The new List appears after the existing List or Framework on the character sheet pane.

Once you have created a List, you can edit its name, Modifiers, Adders, and attached notes by double-clicking on the **END** or **Cost** column next to the List name on the character sheet pane, by highlighting the List name and clicking the **Edit** button, or by right-clicking on the List name and selecting **Edit** from the pop-up menu.

### ADDING ITEMS TO A LIST

Adding items to a List or Framework is really just a specialized case of adding items to the character sheet pane described in the “Adding An Item” section on page 21.

If no item is highlighted on the character sheet pane, a List is at the bottom of the character sheet pane, and the **Insert** button is set to **Insert At End**, the item added appears as the last item in the List.

If the List name is highlighted and the **Insert** button is set to **Insert After**, the item added appears just after the List name as the first item in the List.

If an item in the List is highlighted and the **Insert** button is set to either **Insert After** or **Insert Before**, the item being added appears just after or just before the highlighted item based on the setting of the **Insert** button.

You can also move an item into a List from elsewhere on the character sheet pane by highlighting the item to be moved and using the **Up-Arrow** and **Down-Arrow** buttons to move the item into the List.

When you add an item to a List, the List's numbering is adjusted to include the new item.

### REMOVING ITEMS FROM A LIST

There are two ways to remove an item from a List or Framework: deleting it from the character entirely or by moving it out of the List.

Deleting a List item entirely is just like deleting any other item on the character sheet pane. This process is described in the “Deleting An Item” section on page 11.

To move an item out of a List, highlight the item and use the **Up-Arrow** and **Down-Arrow** buttons

to move it elsewhere on the character sheet pane. When moving the last item in a List down, the first move down does not actually change the item's position on the screen, it just takes it out of the List (removing the numbering and List Modifiers).

When an item is removed from a List, the List's numbering is automatically adjusted.

### DELETING A LIST

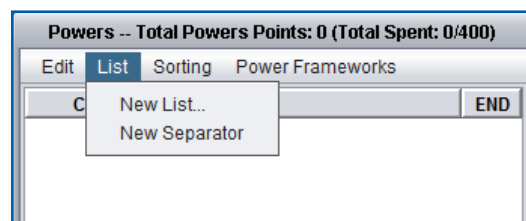
To delete a List or Framework, highlight the List name and either click the **Delete** button or press the Delete key. You can also delete a List by right-clicking on the List name and selecting **Delete** from the pop-up menu that appears or by clicking the **Delete** button on the List's dialog when editing it.

When you attempt to delete a List, a dialog appears prompting you for confirmation of the deletion. If you click **Yes** and there are no items in the List, the List name is removed from the character sheet pane. If you click **Yes** and there are items in the List, you are then prompted if you want to delete all items in the List. If you click **Yes**, the List name and all items in the List are removed. If you click **No**, just the List name is removed and the numbering from the List items is removed, making them the same as any item not in a List. Any Modifiers that were applied to the List items as a result of them being in the List are also removed and the cost of the items is recalculated. If you click **Cancel**, the deletion of the List is cancelled.

If you have turned off deletion confirmation on the Preferences dialog as described in the “Application Preferences” section on page 33, you will not be prompted as to whether you want to delete the List, but you will still be prompted as to whether you want to delete all items in the List.

## Separators

To add a blank line as a separator on the character sheet pane, select **New Separator** from the **List** menu on the character sheet menu bar.



Because separators are handled internally as blank List names (although they cannot have items like Lists), the rules for adding a separator are the same as those for creating a List (see “Creating A List” on page 25). This means that you cannot add a separator in a List or Framework.

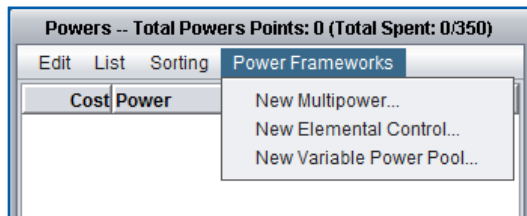
## Elemental Controls

Hero Designer implements Elemental Controls in *HERO System Fifth Edition* templates as Lists.

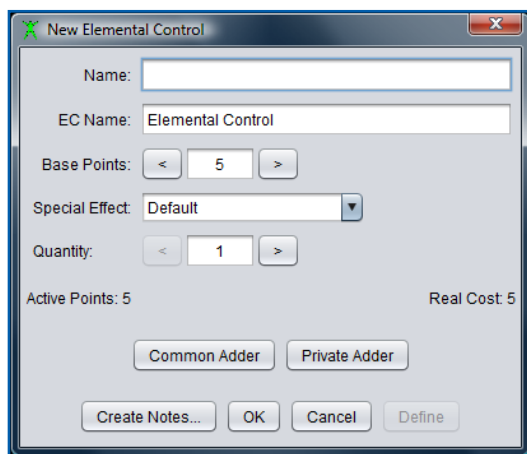
Since *HERO System Sixth Edition* no longer includes Elemental Controls, this Framework is not available when using *Sixth Edition* templates.

Once you have created an Elemental Control, the process of adding and removing items is exactly like that described for Lists in the previous section.

To create an Elemental Control select **New Elemental Control...** from the **Power Frameworks** menu on the character sheet menu bar of the **Powers** tab.



The **New Elemental Control** dialog appears.



Enter the name that you want to assign to the Elemental Control in the **Name** field. When you want to give the Framework a name other than Elemental Control (for example, “EC”), edit the **EC Name** field to reflect this.

The **Base Points** field has a value selector box used to set the base points of the Elemental Control. All Powers added to the Elemental Control must have an Active Cost of at least double that value.

From this dialog, you can also attach any Modifiers and Custom Adders that you want to affect the entire Framework. See the “Attaching Modifiers To Lists And Frameworks” sidebar on page 25 and the “Attaching Custom Adders To Lists And Frameworks” sidebar on page 26.

When you have finished filling out this dialog, click **OK** and the Elemental Control along with the attached Modifiers appears on the character sheet pane. The location of the Elemental Control is determined in the same way as adding an item to the character sheet described in the “Adding An Item” section on page 11.

If you attempt to create an Elemental Control inside another Framework or a List, a warning appears informing you that the new Elemental Control will be placed outside of the selection. It

appears after the existing Framework or List on the character sheet pane.

Once an Elemental Control is created, you can edit its name, base cost, Modifiers, Adders, and attached notes by double-clicking on the Elemental Control on the character sheet pane, by highlighting the Elemental Control and clicking the **Edit** button, or by right-clicking on the Elemental Control and selecting **Edit** from the pop-up menu that appears.

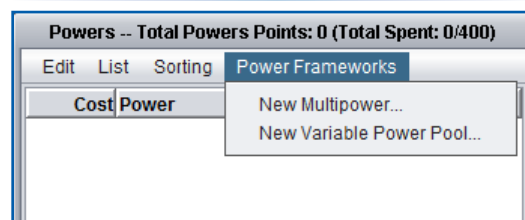
If you try to add a Power whose Active Cost is not at least twice the base cost of the Elemental Control, a warning appears informing you that the cost of that item will be raised to the minimum required. Similarly, if you try to add a Special Power or a Power that does not normally cost END, an appropriate warning appears informing you that adding the Power to an Elemental Control is not normally allowed. However, the Power is still added.

You can set Hero Designer to allow Special Powers and Powers that do not normally cost END without warning or to explicitly forbid such Powers with campaign rules, as described in the “Campaign Rules” section on page 36.

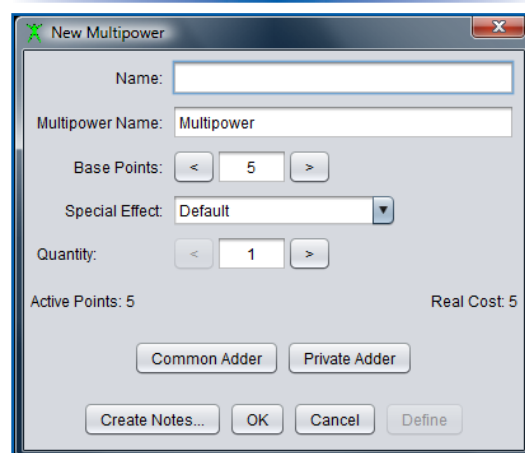
## Multipowers

Like Elemental Controls, Hero Designer implements Multipowers as Lists. Once you have created a Multipower, the process of adding and removing items is exactly like that described for Lists in the “Lists” section on page 25.

To create a Multipower, select **New Multipower...** from the **Power Frameworks** menu on the character sheet menu bar of the **Powers** tab.



The **New Multipower** dialog appears.



Enter the name that you want to assign to the Multipower in the **Name** field. If, for some reason,



you would like the Framework called something else on the character sheet pane (for example, “MP”), edit the **Multipower Name** field to reflect this.

The **Base Points** field has a value selector box used to set the Multipower’s point reserve. All Powers added to the Multipower must have an Active Cost that is equal to or less than this value.

From this dialog, you can also attach any Modifiers and Adders that you want to affect either the reserve or the entire Framework. See the “Attaching Modifiers To Lists And Frameworks” sidebar on page 25 and the “Attaching Custom Adders To Lists And Frameworks” sidebar on page 26.

When you have filled out this dialog, click **OK** and the Multipower along with attached Modifiers appears on the character sheet pane. The location of the Multipower is determined in the same way as adding an item to the character sheet described in the “Adding An Item” section on page 11.

If you try to create a Multipower inside another Framework or a List, a warning informs you that the new Multipower will be placed outside of the selection. The Multipower appears after the existing Framework or List on the character sheet pane.

Once you have created a Multipower, you can edit its name, base cost, Modifiers, Adders, and attached notes by double-clicking on the Multipower on the character sheet pane, by highlighting the Multipower and clicking the **Edit** button, or by right-clicking on the Multipower and selecting **Edit** from the pop-up menu that appears.

By default, all items added to a Multipower are created as fixed (in *HERO System Sixth Edition* templates) or ultra (in *HERO System Fifth Edition* templates) slots. To convert an item from a fixed slot to a variable (in *HERO System Sixth Edition* templates) or multi (in *HERO System Fifth Edition* templates) slot, edit the item (as described in the “Editing An Item” section on page 25) and uncheck the **Fixed Slot** (*Sixth Edition*) or **Ultra Slot** (*Fifth Edition*) box on the item’s dialog.

If you attempt to add a Power whose Active Cost is greater than the Multipower’s reserve, a warning appears informing you that the Power will be added outside the Multipower. The Power appears on the character sheet pane after the last slot in the Multipower. Similarly, if you attempt to add a Special Power, a warning appears informing you that adding the Power to a Multipower is not normally allowed. However, the Power is still added.

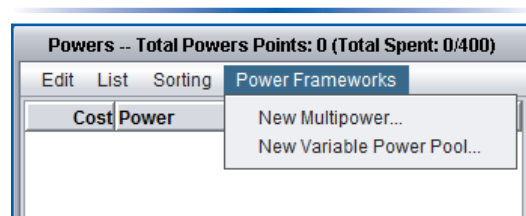
You can set Hero Designer to allow Special Powers or to explicitly forbid such Powers with campaign rules, as described in the “Campaign Rules” section on page 36.

## Variable Power Pools

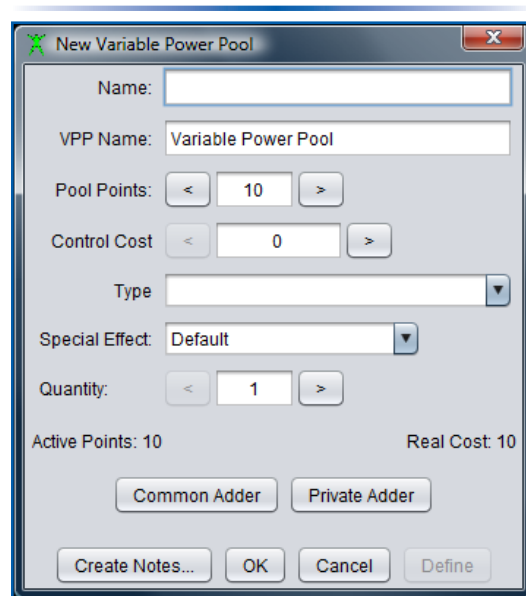
Like Elemental Controls and Multipowers, Hero Designer implements Variable Power Pools as Lists. Once you have created a Variable Power Pool, the process of adding and removing items is exactly

like that described for Lists in the “Lists” section on page 25. However, items in a Variable Power Pool list are actually just sample Powers that can be built with the Pool and will be shown with a cost of 0, although the description of the item includes both the Active and Real Cost of the Power.

To create a Variable Power Pool (VPP), select **New Variable Power Pool...** from the **Power Frameworks** menu on the character sheet menu bar of the **Powers** tab.



The New Variable Power Pool dialog appears.



Enter the name that you want to assign to the VPP in the **Name** field. If, for some reason, you would like the Framework called something else on the character sheet pane (for example, “VPP”), edit the **VPP Name** field to reflect this. The **Type** field identifies the type of the VPP. You can select Gadget Pool, Magic Pool, or Mimic Pool from the dropdown list or fill in the blank field with another type.

The **Pool Points** field has a value selector box used to set the number of points in the Pool. This field determines how many Real Points of Powers the character can use at one time. For *HERO System Fifth Edition* templates, all sample Powers added to the VPP must have an Active Cost that is equal to or less than this value.

The **Control Cost** field in *HERO System Sixth Edition* templates has a value selector box used to set the maximum Active Cost for all Powers in this VPP.

From this dialog, you can also attach any Modifiers and Adders that you want to affect

either the reserve or the entire Framework. See the “Attaching Modifiers To Lists And Frameworks” sidebar on page 25 and the “Attaching Custom Adders To Lists And Frameworks” sidebar on page 26.

When you have filled out this dialog, click **OK** and the VPP along with the attached Modifiers appears on the character sheet pane. The location of the VPP is determined in the same way as adding an item to the character sheet described in the “Adding An Item” section on page 11.

If you attempt to create a VPP inside another Framework or a List, a warning appears informing you that the new VPP will be placed outside of the selection. The VPP appears after the existing Framework or List on the character sheet pane.

Once you have created a VPP, you can edit its name, type, pool points, Modifiers, Adders, and attached notes by either double-clicking on the VPP on the character sheet pane, by highlighting the VPP and clicking the **Edit** button, or by right-clicking on the VPP and selecting **Edit** from the pop-up menu that appears.

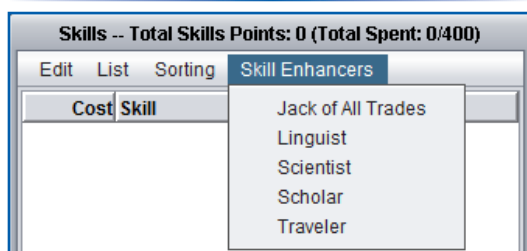
If you try to add a Power whose Active Cost is greater than the value in **Pool Points** (for *HERO System Fifth Edition* templates) or in **Control Cost** (for *HERO System Sixth Edition* templates), a warning appears informing you that the Power will be added outside the VPP. The Power appears on the character sheet pane after the last slot in the VPP. Similarly, if you attempt to add a Special Power, a warning appears informing you that adding the Power to a VPP is not normally allowed. However, the Power is still added.

You can set Hero Designer to allow Special Powers or to explicitly forbid such Powers with campaign rules, as described in the “Campaign Rules” section on page 36.

## Skill And Perk Enhancers

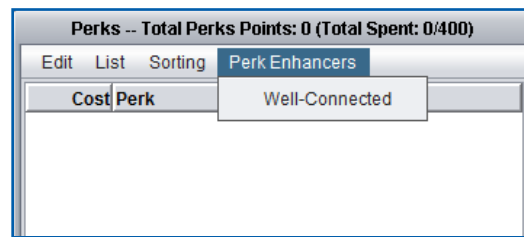
While Skill and Perk Enhancers are implemented as a special form of List, their behavior is quite different from the other forms.

To add a Skill Enhancer, select the desired Enhancer from the **Skill Enhancer** menu on the character sheet menu bar of the **Skills** tab.



The chosen Enhancer appears on the character sheet pane on the appropriate tab. The location of the Enhancer is determined in the same way as adding an item to the character sheet described in the “Adding An Item” section on page 11.

To add a Perk Enhancer, select the desired Enhancer from the **Perk Enhancer** menu on the character sheet menu bar of the **Perks** tab.



If that character sheet pane contains any items affected by the Enhancer, those items are immediately moved into a list beneath the Enhancer and numbered appropriately. Any new Skills or Perks added after this point that are affected by the Enhancer are automatically added to this list.

You can remove an Enhancer by selecting the Enhancer again from the **Skill Enhancer** or **Perk Enhancer** menu. The Skills or Perks in the Enhancer list are moved back into the normal list of Skills or Perks on the character sheet pane.

You can delete both the Enhancer and the items in its list by highlighting the Enhancer and clicking the **Delete** button. You are prompted if you want to delete the list. Click **Yes**. You are then prompted if you want to delete all items contained by the Enhancer. Click **Yes** to delete both the Enhancer and all items in its list. Click **No** to delete just the Enhancer. Click **Cancel** to cancel the deletion.

If you have turned off the need for confirming deletions on the Preferences dialog as described in the “Application Preferences” section on page 33, you will not be prompted as to whether you want to delete the Enhancer, but you will still be prompted as to whether you want to delete all items in the list.

As noted in the sidebar the “Attaching Custom Adders To Lists And Frameworks” sidebar on page 26, you can use a combination of Lists and Custom Adders to simulate new Enhancers.

When you select to use Skill Multipliers as described in the “Campaign Rules” section on page 36, **Skill Enhancers** is replaced with **Skill Multipliers** on the character sheet menu bar of the **Skills** tab. The costs of Skills to which the Skill Multiplier applies are calculated as per the Background Skill Multiplier rules in the *HERO System Fifth Edition* sourcebook *The Ultimate Skill*.

## WORKING WITH MULTIPLE CHARACTERS

Hero Designer lets you work on multiple characters at once. The **Open Files** menu shows the names of all currently active characters. For each character, it also lists the associated file name and a keyboard equivalent. New Hero is displayed for any new characters who do not yet have a name assigned to them. To change to another character,

select that character from the **Open Files** menu or type the character's keyboard equivalent.

By using the techniques described in the “Copying, Cutting, and Pasting” section on page 15, you can move or copy abilities from one character to another.

When you choose to create a new character with one or more characters already loaded, the new character defaults to using the same template as the last character created or loaded.

## COMBAT RECORDS

When you have one or more open characters, Hero Designer lets you create a combat record that summarizes some or all of the open characters. Combat records are often used to create SPD charts or single sheet character briefs for use during play.

The exact format and contents of a combat record are determined by a combat record Export Format. Full instructions on creating and modifying combat record Export Formats are available in the “Export Formats” chapter on page 52.

### Exporting A Combat Record

To create and export a combat record, select **Combat Record Export...** from the **File** menu. The **Combat Record Character Selection** dialog appears.



You can also choose how you want these characters to be sorted. This is a two level sort. Select the first level sorting method from the **Sort Characters By** dropdown list and check the **Ascending** checkbox beside that list if you want the sort to be in ascending order as opposed to the default descending order. Select the second level sorting method from the **Then By** dropdown list and corresponding checkbox. You can choose to sort by Name, SPD, DEX, or Character Points.

When you have selected the characters to be included and specified the sorting methods, click **Done**.

The **Select Export Template** dialog appears showing a list of available combat record Export Formats. Click on a format name to choose a format and see its description. Click **Select** to assign that template to the character.

Next, a standard file selector dialog appears. Choose the directory in which you want to save the exported file, enter the file name for the exported file in the **File Name** field and click **Save**. If the file name has no extension, the first extension in the list of acceptable extensions shown in the **Files of Type** field (specified by the combat record Export Format) is used by default.

To print the exported combat record, load the exported file into the appropriate program and follow the instructions in that program for printing. You can also view, edit, or otherwise manipulate the combat record as desired.

### Previewing A Combat Record

To preview a combat record in your default web browser (or other program associated with the extensions specified in the Export Format), select **Preview Combat Record...** from the **File** menu.

Select the characters to be included, the sorting method to use, and the combat record Export Format to use.

Hero Designer then launches your web browser (or other appropriate program) with your character loaded. Some Export Formats may not preview properly.

## SAVING A CHARACTER

To save the current character, select **Save** from the **Current Character** menu. A sub-menu appears with the following items: **Save Character**, **Save Character As...**, **Save As Package Deal...**, **Save As Prefab...**, and **Save As Template...**. If the character has not been previously saved or has not changed since it was last saved, the **Save Character** item will be grayed out.

Selecting **Save Character** automatically saves the current character with the same file name and in the same directory as when it was last saved. Typing Ctrl-S is the same as selecting **Current Character > Save > Save Character**.

Selecting **Save Character As** displays the **Save Character** file selector dialog. Choose the directory in which you want to save the character, enter the file name in the **File Name** field and click **Save**. The file is always saved with an .hdc extension. If you specify any other file extension, it is replaced with .hdc. Typing Alt-S is the same as selecting **Current Character > Save > Save Character As...**

When a character is saved, the current character template, and the assigned image, if any, are also saved in the character file.

You can also save all open files by selecting **Save All Files** from the **File** menu. This saves all currently open files with the same file names and in

the same directories as when they were last saved. If any of the currently open files have not been previously saved, the **Save Character** file selector dialog appears allowing you to specify a file name and directory for saving the character.

For details on **Save Character As Prefab...** and **Save Character As Package Deal...**, see the “Prefabs And Package Deals” chapter on page 40. For details on **Save Character As Template...**, see the “Character Templates” chapter on page 43.

## CLOSING A CHARACTER

To close the current character, select **Close Character** from the **Current Character** menu or type Ctrl-W. If no changes have been made since the character was last saved, the character is simply closed. If changes have been made or the character has never been saved, you are prompted as to whether or not you want to save the character before closing it. If you select **No**, all changes made since the character was last saved are lost. If you select **Yes**, the character is saved as described in the previous section.

You can also close all open files by selecting **Close All Files** from the **File** menu. As with **Close Character**, you will be prompted as to whether or not to save any new or changed characters before closing.

If you exit Hero Designer without closing a character and that character was previously saved, the saved version of that character is automatically loaded when you next run the program.

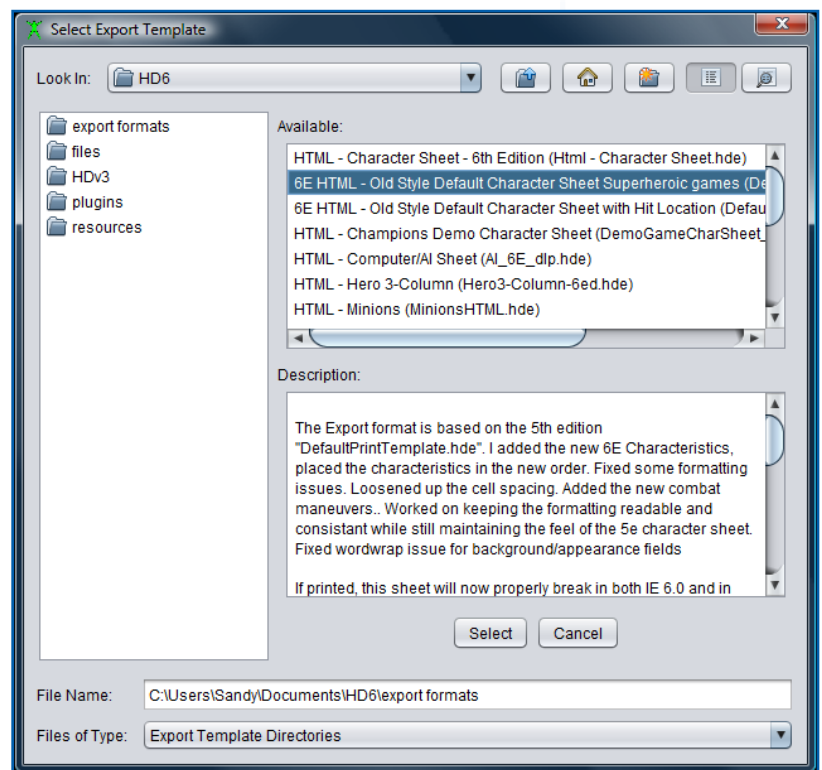
## PREVIEWING, EXPORTING, AND PRINTING A CHARACTER

Once you have created your character, you can export it for printing, viewing, or editing with a web browser, text editor, word processor, or other such program. You can also preview the character before exporting it to see what the exported character will look like.

To export and preview characters, Hero Designer uses Export Formats as described in the “Export Formats” section on page 2. Full details on creating and modifying Export Formats are available in the “Export Formats” chapter on page 52.

### Setting The Export Format

To set or change the Export Format associated with a character, select **Export** from the **Current Character** menu and then select **Set Export Format...** from the sub-menu that appears or type Ctrl+Alt-E. The **Select Export Template** dialog appears showing a list of available Export Formats. Click on a Export Format name to choose a format



and see its description. Click **Select** to assign that Export Format to the character.

## Exporting And Printing A Character

To export a character, select **Export** from the **Current Character** menu and then select **Export to File...** from the sub-menu that appears or type Ctrl-E. If no Export Format is set (either by explicitly setting an Export Format or by previously exporting or previewing the character), the **Select Export Template** dialog appears as described above to let you choose one. Next, a standard file selector dialog appears. Choose the directory in which you want to save the exported file, enter the file name for the exported file in the **File Name** field and click **Save**. If the file name has no extension, the first extension in the list of acceptable extensions shown in the **Files of Type** field (specified by the Export Format) is used by default.

When the character has an image attached, you are prompted as to whether or not you want to include the image with the exported character (that is, save it in the same directory). If you choose to include the image, a standard file selector dialog appears. Enter the file name to use for the image in the **File Name** field and click **Save**. Hero Designer can save the file in either JPG or GIF format based on the file extension you specify. If you do not specify a file extension, the image is saved with a .jpg extension. If you specify an extension other than .jpg or .gif, the image is saved in JPG format with that extension, but you will need to change the extension to .jpg to use the image.



When the character being exported has one or more abilities that are associated with other Hero Designer files (as described in the “Associating Files” section on page 31), you are prompted as to whether or not you also want to export the associated files.

To print an exported character, load the exported file into the appropriate program and follow the instructions in that program for printing. You can also view, edit, or otherwise manipulate the file as desired.

## Previewing A Character

To preview a character in your default web browser (or other program associated with the extensions specified in the Export Format), select **Export** from the **Current Character** menu and then select **Preview Character...** from the sub-menu that appears or type Alt-E. If no Export Format has been set (either by previously exporting or previewing the character or by setting an Export Format as described in the “Setting the Export Format” section on page 31), the **Select Export Template** dialog appears as described above to let you choose one.

Hero Designer then launches your web browser (or other appropriate program) with your character loaded. Some Export Formats, such as the one designed for use with the Hero Games discussion boards, do not preview properly.

## Printing To PDF

Hero Designer can no longer print Characters directly to PDF. The code used to provide this functionality was incompatible with newer versions of Java, so the feature was removed in early 2020.

However, you may still use an Export Format to export a character sheet in a format like HTML (used by web browsers) or RTF (used by Microsoft Word and other word browsers), which can be saved as a PDF. See the documentation for your browser, word processor, or other tool for information on how to do this.

# CONFIGURING HERO DESIGNER

**A**s briefly described in the “Basic Concepts” chapter on page 2, there are two ways that you can tailor Hero Designer to work the way you want it to: applications preferences and campaign rules.

## APPLICATION PREFERENCES

Application preferences let you change the way Hero Designer and its interface work. These changes do not affect the abilities available or the way that Hero Designer interprets the *HERO System Sixth Edition* character template is currently active, the **Preferences** dialog has five tabs: **General**, **System**, **Display**, **Modifier Intelligence**, and **Prefabs**. If a *HERO System Fifth Edition* character template is currently active, the **Preferences** dialog also has a **Template** tab.

To view or edit the current application preferences, select **Preferences** from the **File** menu. The **Preferences** dialog appears.

The number of tabs on the **Preferences** dialog varies depending upon the current active character template. If no character template is currently active (that is, no characters are loaded) or a *HERO System Sixth Edition* character template is currently active, the **Preferences** dialog has five tabs: **General**, **System**, **Display**, **Modifier Intelligence**, and **Prefabs**. If a *HERO System Fifth Edition* character template is currently active, the **Preferences** dialog also has a **Template** tab.

### General Preferences

The **General** tab of the **Preferences** dialog includes five settings that affect the behavior of Hero Designer when it starts. The screenshot below shows the default settings for this tab.

The **Restore window position on startup** checkbox specifies whether or not the size and position of the main Hero Designer window are preserved when you exit the program and restored when you restart the program.

The **Remember dialog position and size** checkbox specifies whether or not Hero Designer uses the position and size of the previous dialog when displaying a new dialog.

The **Load characters on startup** checkbox specifies whether or not Hero Designer

automatically loads characters that were still open when you last exited Hero Designer.

The **Load prefabs on startup** checkbox specifies whether or not Hero Designer automatically loads prefabs that were still open when you last exited Hero Designer.

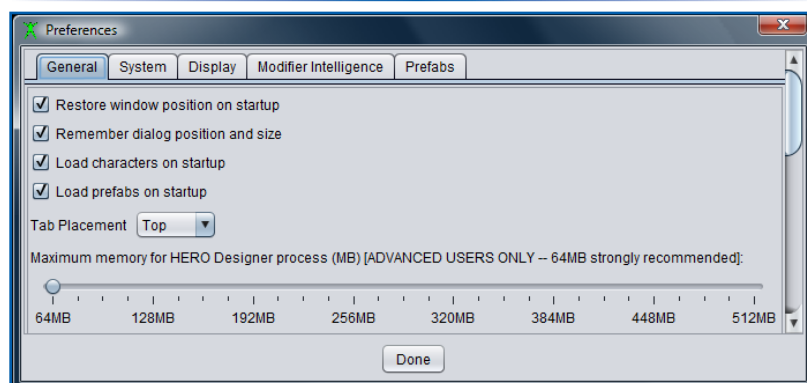
The **Tab Placement** dropdown list lets you select where tabs are displayed for the main Hero Designer window as well as any dialogs which use tabs. From this dropdown list, you can select to display tabs at the **Top**, **Left**, **Bottom**, or **Right** of the window or dialog.

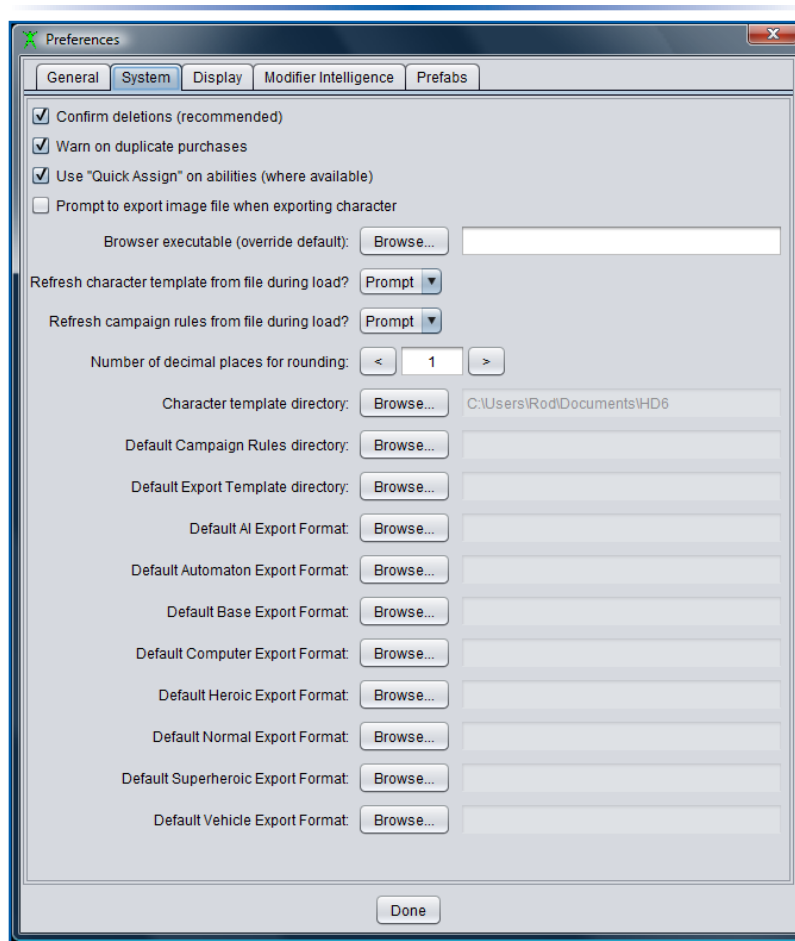
Finally, there is a slider which sets the amount of memory available for use with Hero Designer. Hero Designer is optimized to use 64 MB of memory and while increasing the memory available can allow more characters and Prefabs to be open at once, it can also slow down the program. For this reason, changing the available memory from 64 MB is not recommended.

## System Preferences

The **System** tab of the **Preferences** dialog includes settings which affect the overall operation of Hero Designer. The screenshot below displays the default settings for this tab.

The **Confirm deletions** checkbox specifies whether or not Hero Designer prompts you for confirmation when you attempt to delete an item from the character sheet pane. When this box is unchecked, Hero Designer still prompts you as to whether or not you want to delete all items in a list or Framework.





The **Warn on duplicate purchases** checkbox specifies whether or not Hero Designer issues a warning when you attempt to purchase an ability that you have already purchased.

The **Use “Quick Assign” on abilities** checkbox specifies whether you can add an ability at its base level without having that ability’s dialog displayed. When this box is not checked, you can still add these abilities without displaying their dialogs by right-clicking on the ability in the available item list.

The **Prompt to export image file when exporting** character checkbox specifies whether or not Hero Designer prompts you to export an attached image file when exporting a character. When this box is not checked, Hero Designer automatically exports the attached image file.

The **Refresh character template from file during load** dropdown list describes how Hero Designer handles loading a character whose character template has changed since the character was saved. There are three possible settings: **Always**, **Prompt**, and **Never**. When **Always** is selected, a changed character template is always refreshed from the original template file when a character is loaded. When **Prompt** is selected, the user is prompted as to whether or not to refresh a changed character template. When **Never** is selected, a changed character template is never refreshed from the original file.

The **Refresh campaign rules from file during load** dropdown list describes the behavior of Hero

Designer whose attached campaign rules have changed since the character was saved. There are three possible settings: **Always**, **Prompt**, and **Never**. When **Always** is selected, changed campaign rules are always refreshed from the original campaign rules file when a character is loaded. When **Prompt** is selected, the user is prompted as to whether or not to refresh changed campaign rules. When **Never** is selected, a changed campaign rules are never refreshed from the original file.

The **Number of decimal places for rounding** field specifies the number of digits Hero Designer calculates to before rounding.

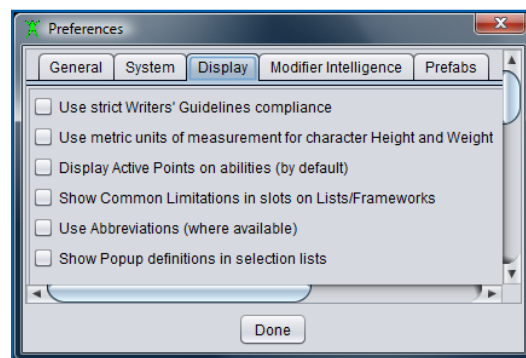
The **Character template directory**, **Default Campaign Rules directory**, and **Default Export Template directory** fields specify the directories in which Hero Designer will look for character

templates, campaign rules, and Export Formats, respectively. You can either enter directory names directly in the text boxes provided or you can use the **Browse** buttons to find the desired directories using a standard file selector.

Finally, there are several fields which specify the default Export Formats to be used with the specified built-in character templates.

## Display Preferences

The **Display** tab of the **Preferences** dialog includes six settings which affect how abilities are displayed on the character sheet pane and thus, how they are exported. The screenshot below shows the default settings for this tab.



The **Use strict Writers' Guidelines** compliance checkbox specifies whether or not Hero Designer displays abilities in a format as close to that of the Hero Games Writers' Guidelines as possible. Normally, Hero Designer displays additional information for some abilities and Modifiers.

The **Use metric units of measurement for character height and weight** checkbox specifies whether or not Hero Designer uses metric measurements for entering and displaying the height and weight of a character as well as the weight of equipment. If this box is unchecked, English units are used instead.

The **Display Active Points on abilities (by default)** checkbox specifies whether or not Hero Designer defaults to automatically displaying the Active Points of any ability to which Modifiers have been attached. The **Display Active Points** checkbox, which normally appears on an ability's dialog when you attach a Modifier is automatically checked. It can still be unchecked if you don't want Active Points displayed for a particular ability.

The **Show Common Limitations in slots on Lists/Frameworks** checkbox specifies whether or not Hero Designer displays Limitations which apply to all slots of a Framework or list on each slot.

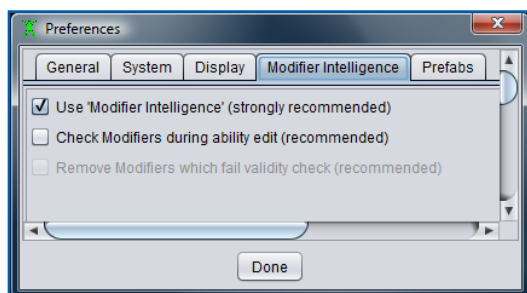
The **Use Abbreviations (where available)** checkbox specifies whether or not Hero Designer will display commonly-used abbreviations for certain abilities or Modifiers. For example, DI is displayed instead of Density Increase. When the **Use strict Writers' Guidelines compliance** checkbox is also checked, only those abbreviations allowed by the Writers' Guidelines are included.

The **Show Popup definitions in selection lists** checkbox specifies whether or not you can view an ability's definition by simply moving your mouse over the ability's name in a selection list.

Note that changing these settings only affects those abilities added after the change is made. The change has no effect on abilities already added.

## Modifier Intelligence Preferences

The **Modifier Intelligence** tab of the **Preferences** dialog has three checkboxes that define how Hero Designer handles Modifier intelligence. The screenshot below shows the default settings for these checkboxes.



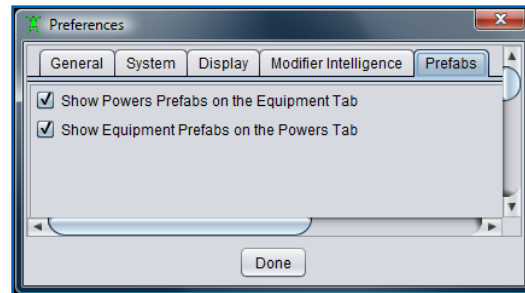
The **Use 'Modifier Intelligence'** checkbox specifies whether or not Hero Designer uses Modifier intelligence when determining what Modifiers can be attached to abilities. When this box is unchecked, Modifier intelligence is still used to separate out non-recommended Modifiers but these Modifiers are still available to be attached. Additionally, if this box is unchecked, the other two settings in this section are grayed out and have no effect.

The **Check Modifiers during ability edit** checkbox specifies whether or not Hero Designer examines all Modifiers attached to an ability for validity each time you edit that ability. When this box is unchecked, Hero Designer also does not check Modifiers for validity when a character is loaded. Additionally, if this box is unchecked, the **Remove Modifiers which fail validity check** setting is grayed out and has no effect.

The **Remove Modifiers which fail validity check** checkbox specifies whether or not Hero Designer automatically removes Modifiers that it does not consider valid for an ability.

## Prefabs Settings

The **Prefabs** tab of the **Preferences** dialog includes two settings that deal with how Hero Designer handles Prefabs. The screenshot below displays the default settings for this tab.



The **Show Powers Prefabs on the Equipment Tab** checkbox specifies whether or not Powers stored in Prefabs are displayed on the **Equipment** tab as well as the **Powers** tab.

The **Show Equipment Prefabs on the Powers Tab** specifies whether or not equipment stored in Prefabs is displayed on the **Powers** tab as well as the **Equipment** tab.

## Template Preferences

When the currently active character template is a *HERO System Fifth Edition* template, the **Preferences** dialog also includes a **Template** tab.

This tab displays a list of *HERO System Fifth Edition* sourcebooks and other sources from which *Hero Designer Fifth Edition* character templates draw the abilities available in various selection lists. When the checkbox for a source listed on this tab is checked, Hero Designer includes the abilities defined in that source. When the checkbox is

## HERO GAMES WRITERS' GUIDELINES

The Hero Games Writers' Guidelines (available at [www.herogames.com/get/WritersGuidelines.pdf](http://www.herogames.com/get/WritersGuidelines.pdf)) describe the format to be used when submitting character sheets and other write-ups for publication.

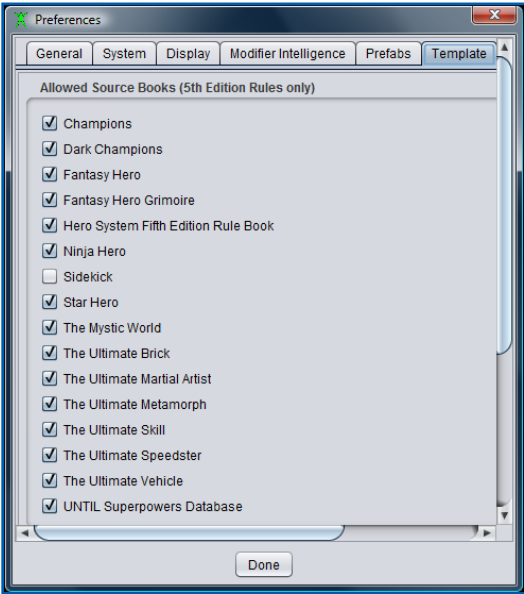
When **Use strict Writers' Guidelines compliance** is selected, Hero Designer displays and exports all abilities in a format as close as possible to the Writers' Guidelines.

This option works best with Export Formats that also follow the Writers' Guidelines. There are still a few idiosyncrasies in the Writers' Guidelines that can't be generated by Hero Designer. Thus, when submitting character sheets produced by Hero Designer for publication by Hero Games, you should double check those sheets to ensure that they fully meet Writers' Guidelines requirements and edit them manually if they do not.



not checked, those abilities are not included. The screenshot below displays the default settings for this tab.

When there are no characters loaded or the currently active character template is a *HERO System Sixth Edition* template, this tab does not appear on the **Preferences** dialog.



## CAMPAIGN RULES

Almost every *HERO System* campaign operates under slightly different rules. Sometimes the difference is simply a matter of different point limits. Sometimes, it's the use of Active Point limits. Other times, it's the use of options listed in a *HERO System* rulebook or sourcebook. With all of these possibilities, it can sometimes be difficult to keep track of what limits and options are in use in a given campaign.

To make this task easier, Hero Designer lets you create sets of campaign rules that you can assign to characters to enforce campaign-related options. Once you have defined a set of rules for a campaign, you can attach those rules to each individual character created for that campaign. If that character is then moved to another campaign, you can attach the campaign rules for that new campaign to the character and the old rules will be replaced. You can then ensure that the character is in line with the new campaign rules.

To view or edit the campaign rules for the current character, select **Campaign Rules** from the **Current Character** menu and then select **View/Edit Campaign Rules** from the sub-menu that appears. The **View/Edit Rules** dialog appears.

At the top of this dialog is the **Ruleset Name** field. When you are viewing or editing a set of campaign rules that was previously attached to the character, the name assigned to those rules is displayed in this field. When no campaign rules have been attached to the current character, this field is blank.

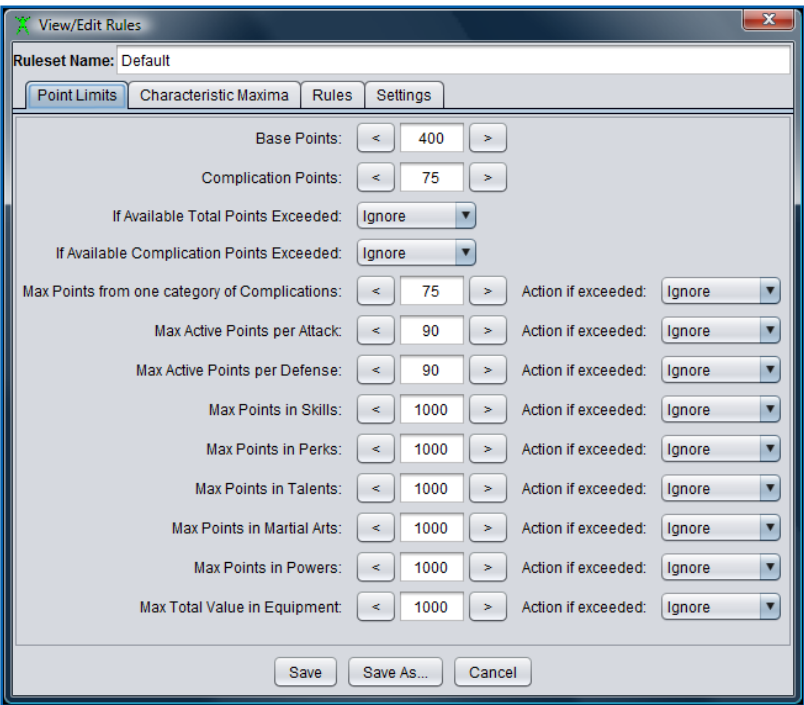
When the current character is based on a *HERO System Fifth Edition* character template, the **View/Edit Rules** dialog has three tabs: **Point Limits**, **Rules**, and **Settings**. When the current character is based on a *Sixth Edition* template, the dialog also has a **Characteristic Maxima** tab.

## Point Limits Tab

The Point Limits tab lets you specify a variety of point limits for a campaign. These point limits apply to all characters to which this set of rules is attached. The screenshot below shows the default values for this tab.

For each point limit, you can select **Ignore**, **Warn**, or **Do not allow** from the associated dropdown list. If you select **Ignore**, Hero Designer takes no action when the point limit is exceeded. If you select **Warn**, a warning is displayed when the point limit is displayed. If you select **Do not allow**, Hero Designer does not permit you to add any ability that would cause the point limit to be exceeded.

Note that the screenshot is for *HERO System Sixth Edition* character templates; when the current character is based on a *HERO System Fifth Edition*



character template, the term “Disadvantage” or “Disad” is used in place of “Complication”.

## Characteristic Maxima Tab

The **Characteristic Maxima** tab is only available when the current character is based on a *HERO System Sixth Edition* character template. This tab lets you specify the campaign maximum (if any) for each Characteristic. The maximum for a Characteristic represents the point where, when exceeded, the Characteristic begins to cost double.

Characteristic	Maximum Value Before Cost Doubles
STR	999
DEX	999
CON	999
INT	999
EGO	999
PRE	999
OCV	999
DCV	999
OMCV	999
DMCV	999
SPD	999
PD	999
ED	999
REC	999
END	999
BODY	999
STUN	999
Running	999
Swimming	999
Leaping	999

## Rules Tab

The **Rules** tab lets you implement several optional rules (such as the Language Familiarity Chart and cost multipliers) and alter how Hero Designer interprets other rules. The screenshot below shows the default values for this tab for *HERO System Sixth Edition* character templates.

Many of the rules on this tab are turned on or off by checking or unchecking the corresponding checkbox. For example, if you want to allow the

use of the Standard Effect rule in your campaign, you would check the **Standard Effect allowed** checkbox.

**Ruleset Name:** Default

**General**

- ☐ Allow Cost Multipliers
- Characteristic Roll Base: < 9 >
- Characteristic Roll Denominator: < 5 >

**Languages**

- ☒ Use Language Familiarity Chart
- ☒ Penalize for no 1 Point Similarity
- ☒ Literacy free for all Languages
- ☒ Literacy free for Native Language
- ☐ Languages as INT-based Skill

**Skills**

- ☐ Use Normal Skill Maxima Limit: < 13 >
- ☐ Use Skill Multipliers
- Skill Roll Base: < 9 >
- Skill Roll Denominator: < 5 >

**Characteristics**

- ☐ Use Increased Damage Differentiation on STR

**Power Frameworks**

- Link different slots of a Power Framework: Do not allow
- "Special" type Powers in Frameworks: Warn

**Standard Effect**

- ☒ Standard Effect allowed
- ☐ Standard Effect selected by default

Save Save As... Cancel

If the campaign uses the optional Skill Maxima rule, check the **Use Normal Skill Maxima Limit** checkbox and set the maximum Skill Roll value. Beyond this value, increasing a Skill Roll costs double. Similarly, if the optional Background Skill Multiplier rule is in use, check the **Use Skill Multiplier** check box.

You can also use this tab to change how Characteristic Rolls and Skill Rolls are calculated by specifying different values for their bases and denominator. For example, if you want Skill Rolls to be calculated as  $8 + (\text{CHAR}/3)$  instead of as  $9 + (\text{CHAR}/5)$ , you would set the **Skill Roll Base** field to 8 and the **Skill Roll Denominator** field to 3.

For other rules, there is a dropdown list to determine the action taken by Hero Designer in certain situations. These dropdown lists are similar to the ones described in the “Point Limits Tab” section on page 36. For example, you can set

Hero Designer not to react to linking different slots of a Power Framework by selecting **Ignore** from the **Linking different slots of a Power Framework** dropdown list.

When the current character is based on a *HERO System Fifth Edition* character template, the **Rules** tab contains additional rules options for features like Elemental Controls and Figured Characteristics that are not part of the *HERO System Sixth Edition* rules.

## Settings Tab

The **Settings** tab includes a variety of additional settings that will be applied to characters to which this set of rules is attached. The screenshot below shows the defaults values for this tab.

The **Active Points per END** field specifies how many Active Points of an endurance-using ability (except STR) cost 1 END to use. The **Active Points per END (STR)** does the same thing for STR. By default, both these fields are set to 10 for superheroic templates and to 10 and 5, respectively, for heroic and normal templates.

When the **Equipment Allowed** checkbox is checked, the Equipment tab becomes available for all characters to which these campaign rules are attached. Additionally, when this box is checked, several equipment-related fields become available.

The **Monetary Units** field lets you specify the symbol or string that represent monetary units in

your campaign. For example, you might specify “\$” for a modern Champions campaign, “GP” (for gold pieces) for a Fantasy Hero campaign, or “Cr” (for credits) for a Star Hero campaign.

The **Prepend unit string to value** checkbox specifies where the symbol or string specified where the **Monetary Units** field should appear in relation to a monetary value. When this box is checked, the string or symbol appears before the value (for example, \$1.00). When it is unchecked, the string or symbol appears after the value (for example, 1GP).

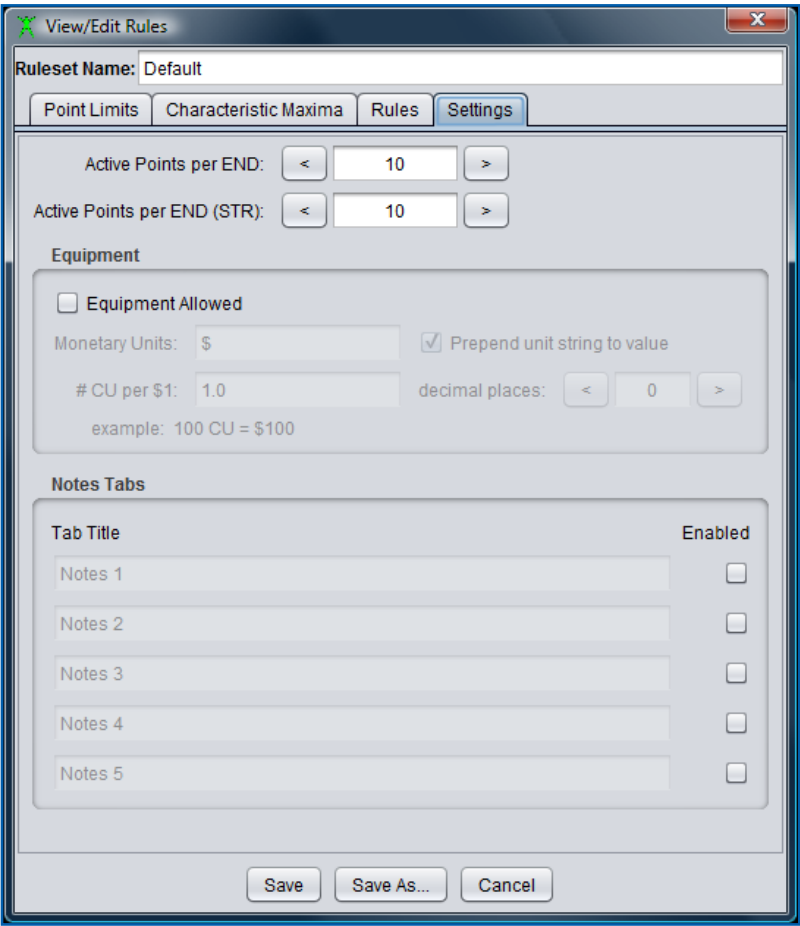
The **# CU per \$1** field specifies the value of 1 current monetary unit in the generic currency units used by Hero Designer to track prices. The \$1 in this field’s name is altered based on the value of the **Monetary Units** field. For example, if **Monetary Units** is set to “GP” and the **Prepend unit string to value** checkbox is unchecked, the field name will be **# CU per 1GP**.

The purpose of this value is to allow easy conversions between currency. For example, suppose an American GM creates a prefab full of modern day equipment with prices in American dollars and a **# CU per \$1** setting of “1” in the campaign rules. This GM then shares the prefab with a British GM who likes the prefab but would prefer the prices to be in British pounds. To accomplish this, the British GM simply sets the **# CU per £1** field in his campaign rules to “1.57” (the current value of a British pound in American dollars). Thus, when adding equipment from the prefab to characters with these campaign

rules attached, the prices of the equipment will automatically be displayed in British pounds.

The decimal places field specifies how many decimal places will be displayed for monetary values. For example, for American dollars, you would likely set this field to “2”, yielding a display of \$1.00, while for fantasy gold pieces, you would likely set this field to “0”, yielding a display of 1GP.

Finally, the **Notes Tabs** section allows you to add up to five additional tabs to the main Hero Designer window. Each new tab is essentially one large text box in which information about the character not included on other tabs can be entered. To add a new tab, check the **Enable** checkbox for the tab and enter the desired title for the new tab in the **Tab Title** field. By default, the five



available new tabs are titled **Notes 1**, **Notes 2**, ... **Notes 5**.

It is important to note that information entered on these additional tabs will not be exported unless the Export Format selected specifically exports the information from those tabs.

If the current character is based on a *HERO System Fifth Edition* character template, this tab will include two additional checkboxes which let you specify if NCM (Normal Character Maxima) is automatically applied to all characters and whether or not the NCM choice can be changed on a character by character basis. For more information on Normal Characteristic Maxima in *HERO System Fifth Edition*, see “Characteristic Maxima” on page 8.

## Saving Campaign Rules

Once you have set up your campaign rules, you must save them before they have any effect.

If you are modifying an existing set of campaign rules (other than the default rules), two buttons will be available on the **View/Edit Rules** dialog: **Save** and **Save As...**

Clicking the **Save** button saves the campaign rules with the same name under which they were previously saved.

Clicking the **Save As...** button launches a standard file selector. Choose the directory in which you want to save the character, enter the file name in the **File Name** field and click **Save**.

In either case, the campaign rules are saved with a .hdr extension.

When you are creating a new set of campaign rules, only the **Save As...** button is available.

Once you have saved a set of campaign rules, those rules are automatically applied to the current active character. The status line at the bottom of the Hero Designer window is updated to show the name of the new campaign rules attached.

To exit the **View/Edit Rules** dialog without saving the rules and applying them to the current active character, either click **Cancel** or close the dialog.

## Attaching Campaign Rules To A Character

As mentioned in the previous section, when you save campaign rules, those rules are then attached to the current active character.

To attach an existing set of campaign rules to the current active character, select **Load Campaign Rules...** from the Campaign Rules menu. A standard file selector dialog appears. Select the file containing the campaign rules you want to load and click **Load Campaign Rules** to load that file and apply the rules. The status line at the bottom of the Hero Designer window is updated to show the new of campaign rules as being attached.

To attach the default HERO System campaign rules to the current active character, select **Set to Hero System Default from the Campaign Rules** menu. The default campaign rules are applied to the character and the status line is updated.



# PREFABS AND PACKAGE DEALS

**A**s briefly described in the “Basic Concepts” chapter on page 2, a Prefab is a Hero Designer file that contains lists of abilities and Disadvantages that you want to make available for multiple characters to choose items from.

Similarly, a Package Deal (also briefly described in the “Basic Concepts” chapter) is a Hero Designer file containing a set of Characteristic modifications, abilities, and Complications (or Disadvantages for characters built on *HERO System Fifth Edition* character templates) that can be added in total (that is, all items in the Package Deal are added) to any character.

Hero Designer Package Deals are most commonly used for implementing Package Deals from *HERO System Fifth Edition* and Templates from *HERO System Sixth Edition*, which are the same concept with two different names.

## PREFABS

Possible uses for Prefabs include Martial Arts styles, equipment lists, spell lists, lists of Everyman Skills, lists of common Complications, and so on. Basically, any time that you have a list of abilities or Disadvantages that you want to use with more than one character, you may find it useful to put those items in a Prefab.

For details on sharing Prefabs and Package Deals with other users, see the “Sharing Hero Designer Files” sidebar on page 3.

## Creating A Prefab

To create a Prefab, select **New Prefab** from the **File** menu. A blank form similar to a character form appears. Unlike a character form, this form has no **Background** or **Characteristics** tabs, because the information on these tabs is not used in Prefabs.

The **Basic Info** tab has two fields. In the **Prefab Name** field, enter the name of the Prefab. In the **Created By** field, enter your name, e-mail address, or other identifying information. The **Created By** field lets other users with whom you may share this **Prefab** know who created it.

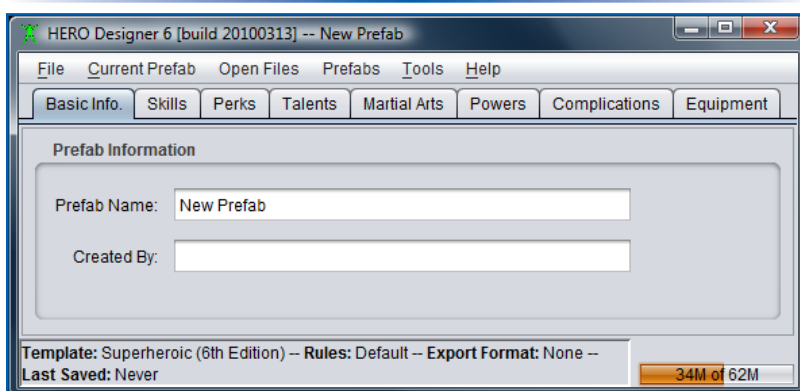
Using this character form, add the abilities and Complications that you want to include in the Prefab. You do this in the same way that you add abilities and Complications to a character. Any abilities with costs that normally may depend upon a character’s point total (for example, the Follower and Vehicle & Bases Perks) have their costs calculated based on a point total of 0. When these abilities are added to a character from the Prefab, their costs are recalculated based on that character’s point total.

You may find it handy to organize some of the items in the Prefab into lists because, as discussed in the “Using Prefabs” section on page 41, you can add an entire List or Framework from a Prefab with a single action.

For example, if you were using Prefabs to store Martial Arts styles, you could do it in one of two ways. You could create a separate Prefab for each style or you could create one Prefab that contained all the styles. When using the latter method, you would create a List for each style and put all the Martial Maneuvers for that style in the List.

As another example, suppose you were creating a Prefab for a Package Deal that gives you a choice of one of three particular Skills. In this case, you might put those Skills in a List named “Choose one of”.

Once you have entered all the items that you want to include in the Prefab, it is time to save the Prefab. This is just like saving a character, as described in the “Saving A Character” section on page 30, except that the sub-menu of the **Save** item on the **Current Prefab** menu contains **Save Prefab** and **Save Prefab As** instead of **Save Character** and **Save Character As**. By default, the



name of the Prefab file will be the same as the name of the Prefab. The Prefab file is saved with a .hdp extension.

### CREATING A PREFAB FROM A CHARACTER

As an alternative, you can create a Prefab from a character. To do so, simply create or load a character that has the abilities and Complications you want to include in the Prefab. Note that anything on the **Basic Info**, **Background**, and **Characteristics** tabs will not be included in the Prefab.

To turn this character into a Prefab, select **Save** from the **Current Character** menu and then **Save As Prefab...** from the sub-menu that appears or type Alt-P. The **Save As Prefab** dialog appears prompting you to enter the name for the Prefab. This is not the name of the file that is going to contain the Prefab but rather the name that will be used to refer to the Prefab in the **Prefab** menu. Enter the Prefab name and click **OK**. A standard file selector dialog appears. Choose the directory in which you want to store the Prefab file and enter the desired name for the file in the **File Name** field and click **Save**. The Prefab file is saved with a .hdp extension.

## Loading And Unloading Prefabs

To load a Prefab, select **Load Prefabs...** from the **Prefabs** menu or type Ctrl-L. A standard file selector dialog appears. Select the file containing the Prefab you want to load and click **Load Prefab**. The selected Prefab is loaded and will remain loaded until it is explicitly unloaded. If you exit Hero Designer with one or more Prefabs loaded, those Prefabs will be loaded automatically when you next restart the program (unless you have specified otherwise on the **Preferences** dialog as described in the “Application Preferences” section on page 33).

To unload a Prefab, go to the **Prefabs** menu and move the mouse down to **Unload Prefab**. A list of currently loaded Prefabs appears to the right of the menu. Click on the name of the Prefab you want to unload and that Prefab is unloaded.

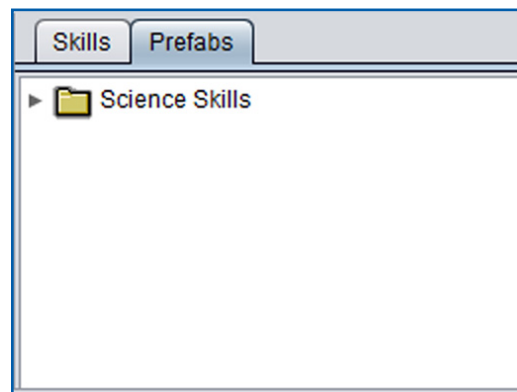
## Using Prefabs

Once you have loaded one or more Prefabs, you can add any of the abilities or Complications in those Prefabs to any active character.

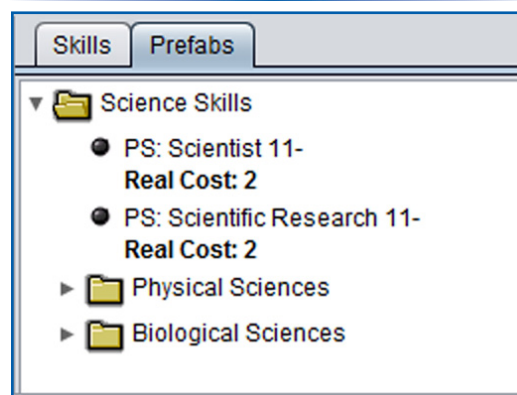
To see the list of available items in the loaded Prefabs that you can add to a given tab's character sheet, select that tab and then select the **Prefabs** subtab on the right pane. If the loaded Prefabs do not contain any items that can be added on that tab, the available item list is empty. Otherwise, you will see the list of items in the Prefab that can be added on the current tab.

The Prefab item list is shown in tree format with folders being used to represent both Prefabs and Lists within the Prefabs. For example, suppose you

had a Prefab named **Science Skills** that contained a collection of various science skills. With this Prefab loaded, the first time you look at the **Prefabs** subtab of the **Skills** tab, you would see the following:



As you can see from the screenshot, it just shows a folder for the entire Prefab. You can open and close this or any other folder by clicking on the symbol to the left of the folder icon. After opening this folder, the **Prefabs** subtab looks like this:



You can now add any item from the **Prefabs** subtab in the same way as you would add any other item (see “Adding An Item” on page 11). However, no dialog appears when you add an item from a Prefab. Items in Prefabs include any name, options, Modifiers, Adders, or notes set for the item when it was originally added to the Prefab.

## Editing A Prefab

Occasionally, you will find that you need to go back and edit a Prefab. Usually, this is either to correct an error or to add new abilities or Complications.

To edit a Prefab, select **Open Prefab...** from the **File** menu. A standard file selector dialog appears. Select the file containing the character you want to load and click **Open Prefab** to load that file as well as the associated character template and campaign rules.

Make the desired changes to the Prefab's contents and save the Prefab as described in the “Creating A Prefab” section on page 40.

## PACKAGE DEALS

In some ways, Package Deals are similar to Prefabs in that they are collections of items that can be added to any Hero Designer character. However, unlike Prefabs, which essentially provide lists of items for users to choose individual items from, Package Deals are applied in whole to a character. Package Deals are particularly useful for representing things like professions, cultures, and fantasy or alien races and other groups represented by Package Deals (in *HERO System Fifth Edition*) or Templates (in *HERO System Sixth Edition*).

### Creating Package Deals

To create a Package Deal, you create a character with the Characteristics, abilities, and Disadvantages that a basic character with that Package Deal would have. Next, load any Prefabs that you want included as part of the Package Deal. Prefabs in Package Deals are useful for representing lists of abilities that can be chosen from.

For example, many HERO System Package Deals and Templates include lists like “Choose two of the following skills”. Such lists are best implemented as Prefabs that will be stored as part of the Package Deal.

Finally, to save that character as a Package Deal, select **Save** from the **Current Character** menu and then select **Save As Package Deal ...** from the sub-menu that appears. The **Enter Package Deal Name** dialog appears prompting you to enter the name for the Package Deal. This is not necessarily the name of the file that is going to contain the Package Deal but rather the name of the deal itself. Enter the **Package Deal** name and click **OK**. A standard file selector dialog appears. Choose the directory in which you want to store the Package Deal file and enter the desired name for the file in the **File Name** field and click **Save**. If you have any Prefabs loaded, you are prompted as to whether or not you want

those Prefabs saved as part of the Package Deal. The Package Deal file is saved with a .hpk extension.

It should be noted here that the Characteristics entered when creating a Package Deal are those of a basic character that has that deal. That is, the only differences in Characteristics from the base values are those that are a result of that deal.

For example, if a Package Deal gives +2 STR, you should enter 12 in the Value field for STR on the Characteristics tab When this deal is applied (as described in the next session) to a character, Hero Designer adjusts each Characteristic’s Value field by the difference between that Characteristic’s **Value** and **Base** fields in the Package Deal.

### Applying Package Deals

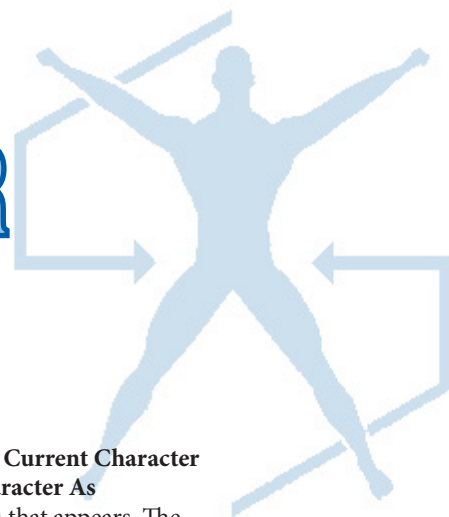
To apply a Package Deal to a character, select **Apply Package Deal...** from the **Current Character** menu. The **Apply Package Deal** file selector appears. Select the Package Deal you want to apply and click **Apply Package Deal**.

When a Package Deal is applied, the current character’s Characteristics are adjusted as described in the previous section and any abilities or Complications in the Package Deal are added to the character. In addition, any Prefabs that were included in the Package Deal will be loaded, allowing to select items from those Prefabs to add to the character.

### Editing Package Deals

Currently, Hero Designer does not provide any method for editing Package Deals. However, if you save the “character” you are using as the basis for your Package Deal as a character (with a .hdc extension) before you save it as a Package Deal, you can reload that character, edit it, and then resave it as both a character and as a Package Deal (using the same file names as when you first saved them). You have then effectively edited your Package Deal.

# CHARACTER TEMPLATES



**A**s briefly described in the “Basic Concepts” chapter on page 2, character templates are XML (Extensible Markup Language) files that define various aspects of the rules used to build *HERO System* characters. This includes the points available to build a character as well as a complete list of Characteristics, abilities (Skills, Powers, Perks, and so forth), Complications (or Disadvantages), and Modifiers (Advantages and Limitations) along with their costs.

Because the character template also defines exactly what options are available for abilities and Modifiers as well as the relationships between different abilities and Modifiers, you can change how Hero Designer interprets the *HERO System* rules by creating custom versions of the standard templates. This chapter provides an overview of the structure and format of character templates so that you can create your own by either editing a copy of one of the standard templates or creating your own template from scratch. See the “Copies Of Standard Character Templates” sidebar for more information about copies of the standard templates.

There are two methods for creating a character template: saving a character as a template and creating a character template from scratch.

## SAVING A CHARACTER AS A TEMPLATE

When your template does not involve making any changes to the standard *HERO System* rules, it is easiest to create it by saving a character as a template. For example, if all the characters in a given campaign will be created using the same campaign rules, have the same Everyman Skills, and have a common set of campaign-specific Perks and Complications, you may want to use this method to create a character template that can then be used to create all characters for that campaign.

To do so, create a new character with the desired starting Characteristics, abilities, and Complications.

Next, assign the desired set of campaign rules (if any) and load any prefabs you want to have available to all characters built with the template.

Finally, select **Save** from the **Current Character** menu and then select **Save Character As Template...** from the sub-menu that appears. The **Enter Template Name** dialog appears prompting you to enter the name for the character template. This is not necessarily the name of the file that is going to contain the template but rather the name of the template itself. Enter the template name and click **OK**. A standard file selector dialog appears. Choose the directory in which you want to store the character template file and enter the desired name for the file in the **File Name** field and click **Save**.

If you have any prefabs loaded, you are prompted as to whether or not you want those prefabs saved as part of the template. The character template file is saved with a **.hdt** extension.

You may also want to save the “character” you used to create the character template as a character file (with a **.hdc** extension), so that if you want to make changes to the template, you can edit the saved character then resave it as a character template.

## Creating A Template From Scratch

If you want to create a character template that requires changes to the standard *HERO System* rules, you should consider creating a new custom character template from scratch.

You can edit or create a character template using any standard text editor such as the Notepad application on Windows systems or the VI editor on Linux and UNIX systems. Once you have finished editing or creating a template, be sure to save the template with a **.hdt** extension. Only files with a **.hdt** extension are recognized as character templates.

While the following sections describe the structure of a character template and define the containers and attributes used in the template, a greater understanding can be obtained by viewing the copies of the standard templates provided, so you can see how these items are actually used.

### COPIES OF STANDARD CHARACTER TEMPLATES

You can get copies of the standard Hero Designer character templates by extracting the **.hdt** files from the **HDv3.jar** file using WinZip or a similar program for unzipping archives. This is best done in a directory other than the Hero Designer install directory.

As an alternative, you can send an e-mail message to [support@herodesigner.com](mailto:support@herodesigner.com) and ask for the latest version of the templates.



## CUSTOM TEMPLATES FROM PREVIOUS VERSIONS

Due to the redesign of how character templates work, it is strongly recommended that you not use any Hero Designer v1 custom templates. Hero Designer v2 templates should work without problem if they were created as extensions to the built-in templates.

Templates for *HERO System Fifth Edition* characters may need editing before being used with *HERO System Sixth Edition* characters.

## The Hierarchical Structure of Character Templates

Hero Designer character templates use a hierarchical structure. That is, one character template can be defined as an extension of another template. When a character template is defined in this way, it need only describe the differences between it and the other template. Such templates are called extension templates.

The standard templates are all defined in this manner. They are extensions of the built-in Main.hdt template.

It is recommended that you create a custom template as an extension template based on an existing built-in template. This ensures not only that all users of the custom template have the template on which it is based but that you need only define the differences from the built-in template. This latter benefit means not only less work for you but makes it much easier for another user to understand what is customized in the template. Finally, if the built-in template is updated, those changes are automatically inherited by the extension template.

For more information on creating extension templates, see the “Creating Extension Templates” on page 50.

## XML Basics

As noted earlier, character templates use XML. An XML document is comprised of “containers”. Containers have the form:

```
<TAG Attribute1="value1" Attribute2="value2" ... >
  <SUBCONTAINER ... >
    </SUBCONTAINER>
  </TAG>
```

Each container begins with an opening tag (such as <TAG> and <SUBCONTAINER>) and ends with a corresponding closing tag (such as </TAG> and </SUBCONTAINER>). As a shorthand for containers that do not contain anything, you can use the following format:

```
<TAG Attribute1="value1" Attribute2="value2" ... />
```

Note the / before the closing >. That ends the empty container.

As you can see from the basic format shown above, containers may contain other containers. This nesting structure can go as deeply as you want.

Additionally, containers can have attributes. An attribute is a simple name/value pair. The name of the attribute must be unique within the tag. The value of the attribute must be surrounded by double quotes.

Finally, all names in XML are case-sensitive, so TAGNAME is a different name from TagName.

## Structure Of A Character Template

The basic structure of a Hero Designer character template is as follows:

```
<TEMPLATE ...>
  <MAINAPP ...>
  ...
</MAINAPP>
<CHARACTERISTICS>
  ...
</CHARACTERISTICS>
<SKILLS>
  ...
</SKILLS>
<SKILL_ENHANCERS>
  ...
</SKILL_ENHANCERS>
<PERKS>
  ...
</PERKS>
<TALENTS>
  ...
</TALENTS>
<POWERS>
  ...
</POWERS>
<MODIFIERS>
  ...
</MODIFIERS>
<DISADVANTAGES>
  ...
</DISADVANTAGES>
</TEMPLATE>
```

Each of these containers defines a major section of the template. These sections are discussed later in this chapter.

## COMMON ATTRIBUTES

The following attributes are used throughout character templates:

**XMLID:** All items defined in the template should have this attribute. Its value can be any string, but the string must be unique within the item’s context. For example, if you’re defining a Modifier, the XMLID must be unique within the context of all Modifiers. There are cases where you may want to repeat a given XMLID (that is, have it not be unique), such as when you want a new Modifier to replace an existing one.

Items which have unique containers (such as ACROBATICS or ABSORPTION) automatically have an XMLID which is the same as the container name.

**DISPLAY:** This attribute specifies the initial display value for the item. Any string value can be used here. Usually, this is the name of the item.

**BASECOST:** The cost or value for the item. For example, for Powers, this is the base cost to purchase the Power. For Modifiers, it is the

value of the Modifier. Any decimal value can be inserted here (positive or negative).

**MINCOST:** This attribute specifies the minimum cost or value for the item.

**MAXCOST:** This attribute specifies the maximum cost or value for the item.

**LVLCOSt:** This attribute specifies the cost to increase a level with the item. Any decimal value can be used here. For example, most standard Skills have a LVLCOSt of 2, that is, it costs 2 points to add a +1 to the Skill Roll.

**LVLVAL:** This attribute specifies the value of increasing a level. For example, in *HERO System Sixth Edition*, STUN increases (by default) 2 points for every Character Point. The template represents this as LVLCOSt="1" LVLVAL="2". Any integer value can be used here.

**LVLPOWER:** This attribute is used for "Power-based" items. If you want an ability to increase by 2x for each level, you would use this tag, setting its value to "2". Any integer value can be used here.

**LVLMULTIPLIER:** This attribute, if present, causes the levels to be multiplied (once) by the specified value. Any integer value can be used here.

**LVLSTART:** This attribute specifies the default starting level for an item.

**MINVAL:** This attribute specifies the minimum level for the item.

**MAXVAL:** The attribute specifies the maximum level for the item.

**USESEND:** This attribute specifies whether or not the ability uses END. Valid values are "Yes" or "No".

**APPEREND:** This attribute specifies the Active Points per point of END for the item. This value will only be used for STR or items purchased as Powers. Any integer value can be used here. If you specify the APPEREND attribute for STR or a Power in a template, it overrides any END cost settings specified in the current campaign rules.

**INPUTLABEL:** This attributes specifies the label for a field on the item's dialog that requires input from the user. Any string can be specified here.

**OTHERINPUT:** This attributes specifies whether the user can specify their own input or whether they must use one of the provided values. Valid values are "Yes" and "No".

**ALLOWSOTHERMODIFIERS:** This attribute specifies whether non-specific Modifiers can be added to this item. Valid values are "Yes" and "No". If it is set to "Yes", there will be an Add Modifier... button on the item's dialog.

**ALLOWSOTHERADDERS:** This attribute specifies whether or not non-specific Adders can be added to this ability. Valid values are "Yes" and "No". If it is set to "Yes", there will

be a Custom Adder button on the item's dialog.

**EXCLUSIVE:** This attribute specifies whether the item can normally be purchased more than once within its given context. Valid values are "Yes" and "No".

**SHOWDIALOG:** This attribute specifies whether or not to display the item's dialog when the item is added. Valid values are "Yes" and "No". This attribute has no effect when "Quick Assign" is turned off on the **Preferences** dialog as described in the "Application Preferences" section on page 33. It can be used in all sections but the POWERS section.

**ABBREVIATION:** This attribute specifies the abbreviation for the item. This value is only used when abbreviations are enabled on the **Preferences** dialog as described in the "Application Preferences" section on page 33.

**WGABBREVIATION:** This attribute specifies the abbreviation to use when both abbreviations and writers' guidelines compliance are enabled on the **Preferences** dialog as described in the "Application Preferences" section on page 33.

**WARNSIGN:** This attribute specifies whether a warning sign appears beside the ability's name in the available item pane. Valid values are "Yes" and "No".

**STOPSIGN:** This attribute specifies whether a stop sign appears beside the ability's name in the available item pane. Valid values are "Yes" and "No".

## COMMON SUBCONTAINERS

The following subcontainers are used throughout character templates:

**OPTION:** This subcontainer is used to present the user with a list of options for defining the Power. Base Cost, Level Cost, and so forth can all be specified on an option by option basis.

Each option must have an XMLID attribute assigned to it which is unique within the context of the item. Options can contain Modifiers and Adders which will only appear when the user selects that option. If an option has a definition assigned to it, the definition of the main ability will be swapped out when the option is selected.

**DEFINITION:** This subcontainer defines the definition for the item. Any text can be used here for the container's contents.

**ADDER:** Use this subcontainer to define any Adders which are available for the ability. Each ADDER container should specify at least the XMLID (unique within the context of the item), DISPLAY, BASECOST, and EXCLUSIVE attributes. You may also specify the various level parameters defined above.

## BASIC INFO FIELDS

The following list shows the subcontainers that can be specified to label fields on the **Basic Info** tab:

- NAME1
- NAME2
- CAMPAIGN
- GENRE
- PLAYER
- GM

## BACKGROUND FIELDS

The following list shows the subcontainers that can be specified to label fields on the **Background** tab:

- EYE\_COLOR
- HAIR\_COLOR
- BACKGROUND
- PERSONALITY
- QUOTE
- TACTICS
- USE
- APPEARANCE

An ADDER may contain other ADDER containers, giving a hierarchical structure similar to that which is found in abilities like Transport Familiarity.

Adders can contain EXCLUDES and REQUIRES containers which define the XMLIDs of other Adders which are either excluded or required by this Adder.

Up to six Adders per ability may contain a REQUIRED attribute. Valid values for REQUIRED are “Yes” and “No”. When set to “Yes”, the Adder will be part of the item’s dialog and will always be selected. Only Adders with Options should use this Attribute.

**MODIFIER:** Use this subcontainer to define any ability-specific Modifiers which are available. If you want to replace one of the standard Modifier definitions, you should create a Modifier with the same XMLID as the Modifier you wish to replace. MODIFIER containers can contain Adders and other Modifiers.

The MODIFIER subcontainer may use a MULTIPLIER attribute to specify whether or not the Modifier is to appear as a multiplier on the dialog. Valid values for MULTIPLIER are “Yes” and “No”. For example, when MULTIPLIER is set to “Yes”, a +1 Modifier is displayed as a x2 multiplier.

**TYPE:** This subcontainer defines the type of the item (for example, ATTACK or DEFENSE). The type determines what Modifiers should be made available as well as what Enhancers will apply to a given Skill or Perk. The container’s contents should be text. This container may be repeated multiple times so that an item may actually have multiple types.

**EXAMPLE:** If the item’s container has an INPUTLABEL attribute, this subcontainer specifies a predefined input example that will appear in the dropdown list for the field in the item’s dialog labeled by INPUTLABEL. Repeat this container for every input example you want.

## TEMPLATE CONTAINER

The main TEMPLATE container contains all the other containers used in the template. The following are valid attributes for the TEMPLATE container:

**version:** This attribute specifies the version of Hero Designer character template tags with which the template was designed to be used. For example, templates designed for Hero Designer v2, v3, and 6th Edition would have this attribute set to “2.0”.

**extends:** This attribute specifies the template that this template extends. For example, the built-in Superheroic template extends the built-in Main template and thus, has this attribute set to “builtIn.Main.hdt”.

## ABILITY CONTAINERS

Most abilities (Skills, Perks, Talents, and so forth) defined by the template are defined by a container that bears the name of the ability (for example, the Acrobatics Skill is defined in the ACROBATICS container) or a variation of that name (for example, the Darkness Power is defined in the DARKNESS container).

Each ability container features an appropriately named generic container that allows you to define new abilities of that type. For example, you can use the generic SKILL container to define new Skills within the SKILLS container. Adders, Modifiers, and Disadvantages are also defined with generic containers.

When creating new abilities, it is often useful to copy the definition of a similar ability to use as your starting point and edit it appropriately. As always, be sure to assign a unique XMLID when defining new items.

## MAINAPP SECTION

The MAINAPP section of the template is specified with the MAINAPP container.

This container defines the basic application level parameters for characters built with the template. This includes the fields that appear on the **Background** tab and, for *HERO System Fifth Edition* templates, information on how Normal Characteristic Maxima affect characters built with the template.

All attributes of the MAINAPP tag are fixed, that is, you can modify the values, but you cannot create new attributes. The following are valid attributes for the MAINAPP container:

**HEIGHT:** This attribute specifies whether or not a **Height** field appears on the **Background** tab allowing users to enter the height of a character. Valid values are “Yes” or “No”.

**WEIGHT:** This attribute specifies whether or not a **Weight** field appears on the **Background** tab allowing users to enter the weight of a character. Valid values are “Yes” or “No”.

**EYECOLOR:** This attribute specifies whether or not an **Eye Color** field appears on the **Background** tab allowing users to enter the eye color of a character. Valid values are “Yes” or “No”.

**HAIRCOLOR:** This attribute specifies whether or not a **Hair Color** field appears on the **Background** tab allowing users to enter the hair color of a character. Valid values are “Yes” or “No”.

**BACKGROUND\_TAB:** This attribute specifies whether or not the **Background** tab is included. Valid values are “Yes” or “No”.

**NCM\_COST\_MULTIPLIER:** This attribute specifies the effect of exceeding the Normal Characteristic Maxima level on a given Characteristic, that is, the value indicates by

how much to multiply the cost of increased levels. The value must be an integer.

This attribute can be omitted if the characters to be built with the template do not use Normal Characteristic Maxima. For example, the standard Vehicle template does not use this attribute nor do *HERO System Sixth Edition* characters.

**GENERAL\_LEVEL:** This attribute specifies the value for the “General” Characteristic. This is used for Skills such as Knowledge Skills which are based off of “General” rather than a Characteristic. The standard templates have this attribute set to “10”.

The MAINAPP section also defines Normal Characteristic Maxima with the NCM container. If you do not want Normal Characteristic Maxima available for characters built with this template, do not include the NCM container.

The NCM container has the following attributes:

**XMLID:** This attribute is described in the “Common Attributes” section on page 44.

**DISPLAY:** This attribute specifies what you want Normal Characteristic Maxima to be called in this template. This is normally set to “Normal Characteristic Maxima”.

**BASECOST:** This attribute specifies the base value of the Disadvantage associated with Normal Characteristic Maxima. The value must be an integer.

For example, standard Heroic templates have this attribute set to “0”, while standard Superheroic templates have it set to “20”.

Within the NCM container, you can specify any number of OPTION containers that define the various age restrictions available. Each of these OPTION containers must have a unique XMLID. Each Characteristic affected by the age restriction must also have a corresponding attribute (with the same name as the OPTION’s XMLID attribute) that specifies the Characteristic maximum for that age restriction. Examples of this can be seen in the copies of the standard templates provided.

Each OPTION container used to define an age restriction also has a DISPLAY attribute that specifies the name of the restriction (for example, “40+ Years Old”) and a BASECOST attribute that specifies the value of the Disadvantage associated with taking Normal Characteristic Maxima and this age restriction.

Finally, the MAINAPP section also uses several subcontainers to specify the labels used for fields on the **Basic Info** and **Background** tabs. These subcontainers are listed in the “Basic Info Fields” and “Background Fields” sidebars on page 46. If any of these subcontainers (except EYE\_COLOR or HAIR\_COLOR) are empty (for example, <PERSONALITY></PERSONALITY> or <QUOTE/>), the field that it labels is removed from the appropriate tab.

## CHARACTERISTICS SECTION

This section defines the Characteristics available for characters built with this template.

A template can include any of the Characteristics listed in the “Available Characteristics” sidebar, as appropriate. For example, in the standard Hero Designer templates, the DEF and SIZE Characteristics are only used in the Vehicle template, while the BASESIZE Characteristic is only used in the Base template. There are also 10 custom characteristics (CUSTOM1, CUSTOM2, ... CUSTOM10) that you can use to define new characteristics.

To include a Characteristic in a template, the CHARACTERISTICS section should include a container with the name of the Characteristic. Such a container can have the following attributes:

**BASE:** This attribute specifies the base value for the Characteristic on the **Characteristics** tab. Any levels gained from this are free.

**POSITION:** This attribute specifies position in the Characteristic list in which the Characteristic should appear (relative to the others)

**[XXX]INCREASE:** This attribute specifies the amount to increase another Characteristic (or other aspect of the character) relative to this one.

**[XXX]INCREASELEVELS:** This attribute specifies the number of levels of the Characteristic before the increase defined by [XXX]INCREASE takes effect. For example, the DEX container in *HERO System Fifth Edition* templates has the attributes SPDINCREASE=“1” and SPDINCREASELEVELS=“10”.

Using the [XXX]INCREASE and [XXX]INCREASELEVELS attributes let you specify which Characteristics are Figured Characteristics as well as the formula used to determine their value. Valid values for [XXX] are STR, DEX, CON, BODY, INT, EGO, PRE, COM, PD, ED, SPD, REC, END, STUN, KB, REACH, HEIGHT, WIDTH, DCV, OCV, PER, ECV, DEF, SIZE, LEAPING, RUNNING, and SWIMMING as well as CUSTOM1, CUSTOM2, ... CUSTOM10. You should never have a Characteristic increase itself in this manner (that is, the STR container should never have the STRINCREASE or STRINCREASELEVELS attributes).

The OCVINCREASE, DCVINCREASE, OCVINCREASELEVELS, and DCVINCREASELEVELS attributes are only usable with the calculated OCV and DCV in *HERO System Fifth Edition* templates, and not with the OCV and DCV Characteristics in *HERO System Sixth Edition* templates.

In templates that use Normal Characteristic Maxima (NCM), Characteristic containers also define the various limits for NCM. These attributes take the form of NCM=“10” or NCM40=“15”, and so forth. The name of the attribute (that is,

## AVAILABLE CHARACTERISTICS

There are many built-in Characteristic containers that can be specified in a Hero Designer character template. The following are from *HERO System Fifth Edition*:

- STR
- DEX
- CON
- BODY
- INT
- EGO
- PRE
- COM
- PD
- ED
- SPD
- REC
- END
- STUN
- DEF
- SIZE
- BASESIZE
- RUNNING
- SWIMMING
- LEAPING

In addition, the following built-in Characteristic containers from *HERO System Sixth Edition* are available:

- OCV
- DCV
- OMCV
- DMCV

Finally, the following custom Characteristic container are available:

- CUSTOM1
- CUSTOM2
- CUSTOM3
- CUSTOM4
- CUSTOM5
- CUSTOM6
- CUSTOM7
- CUSTOM8
- CUSTOM9
- CUSTOM10



NCM or NCM40) should match the XMLID of the appropriate NCM OPTION specified in the MAINAPP section. The value is the maximum value before the Normal Characteristic Maxima cost multiplier kicks in.

In addition, Characteristic containers can include Adders and Modifiers, although these will only be used when the Characteristic is purchased as a Power.

An example of modifying Characteristic definitions and adding new Characteristics appears in the “Creating Extension Templates” section on page 50.

## SKILLS SECTION

The SKILLS section defines the Skills available for characters built with the template.

In addition to the common subcontainers listed on page 45, Skills use a subcontainer called CHARACTERISTIC\_CHOICE. This subcontainer specifies on what Characteristic a Skill is based. When multiple CHARACTERISTIC\_CHOICE subcontainers are present, users are presented with a dropdown selection list, letting them choose on which Characteristic to base the Skill. Each CHARACTERISTIC\_CHOICE subcontainer has a single subcontainer of its own: ITEM.

ITEM can define the following values: BASECOST, LVL COST, LVLVAL, and CHARACTERISTIC. The CHARACTERISTIC value should match one of the Characteristics defined in the template’s CHARACTERISTICS section. Additionally, you may use the value GENERAL to refer to the GENERAL\_LEVEL defined in the MAINAPP section.

As a general rule, you should not change flat-cost Skills (that is, Skills that do not have a LVL COST, LVLVAL, and so forth defined) to level-based Skills or vice-versa. The safest way to edit abilities in this section is to just change the values of attributes that are already specified.

You can add Adders and Modifiers to any Skill.

To create new Skills, use the generic SKILL container and assign it a unique XMLID. This container uses the same attributes and subcontainers as the predefined Skills. An example of creating a new Skill appears in the “Creating Extension Templates” section on page 50.

## SKILL\_ENHANCERS SECTION

All Skill Enhancers (Scholar, Scientist, and so forth) are defined in this section. The available Skill Enhancers are fixed, though you can change any of the attributes and set what types of item each affects (for example, KNOWLEDGE, CONTACT, and so forth) by using the TYPE container. The only attribute unique to Skill Enhancers is COSTSAVINGS. This attribute should be set to an integer value and represents the amount to deduct from the cost of any abilities which match the Enhancer’s type.

You cannot add new Skill Enhancers. Nor can you remove a Skill Enhancer from the menu. However, you can use the REMOVE container described in “Creating Extension Templates” on page 50 to disable a Skill Enhancer and prevent it from being selected from the **Skill Enhancer** menu. You can also use Custom Adders to simulate new Skill Enhancers as described in the “Attaching Custom Adders To Lists And Frameworks” sidebar on page 26.

## MARTIAL\_ARTS SECTION

All Martial Maneuvers and related abilities (extra Damage Classes, Weapon Element, and so forth) are defined in this section. The related abilities (extra Damage Classes, Weapon Element, and so forth) are fixed (that is, you cannot add new ones), though the attributes can all be edited to change their structure.

All maneuvers are defined with the generic MANEUVER container. The valid attributes for the MANEUVER container are as follows:

**DISPLAY:** This attribute specifies the default name of the maneuver.

**CATEGORY:** This attribute specifies the category of the Maneuver. By default, there are two categories: “Hand To Hand” and “Ranged”. If you define a Maneuver with a different value for CATEGORY, it will be placed in a list for that category. Any string value may be used here.

**OCV:** This attribute specifies the OCV modifier for the Maneuver. Any String value may be used here (so you may specify “--“ for Maneuvers like Dodge), though the length of the string should be limited for formatting.

**DCV:** This attribute specifies the DCV modifier for the maneuver. Any String value may be used here, though the length of the string should be limited for formatting.

**DC:** This attribute specifies the number of additional damage classes of effect this Maneuver provides. Any integer value may be used here.

**PHASE:** This attribute specifies how many phases it takes to perform the Maneuver. Any string value may be used here, though for formatting, you should limit the length to 3 characters or less.

**EFFECT:** This attribute specifies the text that should appear in the effect column for this Maneuver.

**WEAPONEFFECT:** This attribute specifies the text that should appear in the effect column for this Maneuver if the user specifies that it is used with a weapon. The presence of this Attribute will create a drop-down list for the user to select whether they are purchasing the maneuver for use with a weapon or empty hand.

The EFFECT and WEAPONEFFECT attributes specify the damage that a Maneuver

does. To represent the different types of damage (normal, killing, NND, and so forth), you can use the following special strings within the value definitions for these attributes: [NORMALDC], [WEAPONDC], [FLASHDC], [NNDCC], [STRDC], [KILLINGDC], and [WEAPONKILLINGDC]. These special strings include, where appropriate, all Damage Classes from both the maneuver itself and the character's STR as well as any appropriate extra Damage Classes purchased.

For example, the EFFECT attribute for the Basic Strike Maneuver is set to "[NORMALDC] Strike" in the standard templates resulting in a display of "6d6 Strike" for a STR 15 character who has purchased +1HTH Damage Class(es).

## PERKS SECTION

All Perks are defined in this section. The list of available Perks is fixed, though the attributes for any given Perk can be edited to change most aspects of the Perk itself.

As a general rule, you should not change flat-cost Perks (that is, Perks that do not have LVLDCOST, LVLVAL, and so forth defined) to level-based Perks or vice-versa. The safest way to edit abilities in this section is to change the values of Attributes that are already specified. Also, you cannot change a roll-based Perk to a non-roll-based Perk (or vice versa) as the formatting for display on the character sheet pane (and thus, exporting as well) is contained within the application itself.

You can add Adders and/or Modifiers to any of the Perks.

To create new Perks, use the generic PERK container and assign it a unique XMLID. This container uses the same attributes and subcontainers as the predefined Perks.

## TALENTS SECTION

All Talents are defined in this section. The list of available Talents is fixed, though the attributes for any given Talent can be edited to change most aspects of the Talent itself.

In addition to the common subcontainers listed on page 45, Talents use a subcontainer called CHARACTERISTIC\_CHOICE. This subcontainer specifies on what Characteristic a Talent is based. When a Talent container has multiple CHARACTERISTIC\_CHOICE subcontainers, the users are presented with a dropdown selection list, letting them choose on which of these Characteristics to base the Talent. Each CHARACTERISTIC\_CHOICE subcontainer has a single subcontainer of its own: ITEM.

ITEM can define the following values: BASECOST, LVLDCOST, LVLVAL, and CHARACTERISTIC. The CHARACTERISTIC value should match one of the Characteristics defined in the template's CHARACTERISTICS section. Additionally, you may use the value

GENERAL to refer to the GENERAL\_LEVEL defined in the MAINAPP section.

As a general rule, you should not change flat-cost Talents (i.e. Talents that do not have a LVLDCOST, etc. defined) to level-based Talents or vice-versa. The safest way to edit abilities in this section is to change the values of Attributes that are already specified. Also, you cannot change a roll-based Talent to a non-roll-based Talent (or vice versa) as the formatting for display on the character sheet pane (and thus, exporting as well) is contained within the application itself.

You can add Adders and/or Modifiers to any of the Talents.

To create new Talents, use the generic TALENT container and assign it a unique XMLID. This container uses the same attributes and subcontainers as the predefined Talents..

## POWERS SECTION

All Powers are defined in this section. The list of available Powers is fixed, though the attributes for any given Power can be edited to change most aspects of the Power itself.

In addition to the common attributes listed on page 44, Power containers can have the following attributes:

**DURATION:** This attribute specifies the duration of the Power. Valid values are "INSTANT", "CONSTANT", "PERSISTENT", and "INHERENT".

**TARGET:** This attribute specifies how the Power is targeted. Valid values are "SELFONLY", "DCV", "ECV", and "HEX".

The value "HEX" is also used for Powers that target a 2 meter area in *HERO System Sixth Edition*.

**RANGE:** This attribute specifies the range of the Power. Valid values are "SELF", "Yes", "No", and "LOS".

**VISIBLE:** This attribute specifies whether or not a Power is visible. Valid values are "Yes" and "No".

In addition, Power Containers can also use the attributes [XXX]INCREASE and [XXX]INCREASELEVELS as defined in "CHARACTERISTICS Section" on page 47.

## MODIFIERS SECTION

All Modifiers are defined in this section. Modifiers use the generic MODIFIER container combined with a unique XMLID. This means you can create as many new Modifiers as you like. Each Modifier is defined in a MODIFIER container.

A MODIFIER container may use the EXCLUDES and REQUIRES attributes. These attributes hold a simple string which should be equal to the XMLID of the Modifier that you wish to make exclusive or required.

## BUILT-IN TEMPLATE NAMES

The following are the names of the built-in templates to be used with the extends attribute of the TEMPLATE container:

- builtIn.Main6E.hdt
- builtIn.Heroic6E.hdt
- builtIn.Superheroic6E.hdt
- builtIn.Vehicle6E.hdt
- builtIn.Base6E.hdt
- builtIn.Automaton6E.hdt
- builtIn.Computer6E.hdt
- builtIn.AI6E.hdt
- builtIn.Main.hdt
- builtIn.Normal.hdt
- builtIn.Heroic.hdt
- builtIn.Superheroic.hdt
- builtIn.Vehicle.hdt
- builtIn.Base.hdt
- builtIn.Automaton.hdt
- builtIn.Computer.hdt
- builtIn.AI.hdt

## DISADVANTAGES SECTION

All Complications (or Disadvantages) are defined in this section. Complications use the generic DISADVANTAGE container combined with a unique XMLID. This means you can create as many new Complications as you like. There are no special Attributes or Containers for Complications.

Complications in the standard templates make heavy use of the REQUIRED attribute for many of their Adders.

## Creating Extension Templates

As mentioned earlier, the recommended way to create a custom template is to create an extension template that is based on one of the existing built-in templates. This section looks at common considerations when creating an extension template based on the built-in Main template.

An extension template contains all the sections of a standard template. So, to begin, it's best to start with an empty template that basically inherits all the features of the Main template. In fact, that is how the built-in Superheroic template is defined.

```
<TEMPLATE version="2.0" extends="builtIn.Main6E.hdt">
  <MAINAPP>
  ...
</MAINAPP>
<CHARACTERISTICS>
...
</CHARACTERISTICS>
<SKILLS>
...
</SKILLS>
<SKILL_ENHANCERS>
...
</SKILL_ENHANCERS>
<MARTIAL_ARTS>
...
</MARTIAL_ARTS>
<PERKS>
...
</PERKS>
<TALENTS>
...
</TALENTS>
<POWERS>
...
</POWERS>
<MODIFIERS>
...
</MODIFIERS>
<DISADVANTAGES>
...
</DISADVANTAGES>
</TEMPLATE>
```

Once you have the basic template defined, you can add the changes you want.

First, you decide you want to add a new Figured Characteristic named Education (EDU) to a *HERO System Fifth Edition* template. EDU will have a base value of INT/2 and can be increased at a cost of 1 point per +1. As mentioned earlier, you can implement the addition of a new Characteristic by using the custom Characteristics, in this case, CUSTOM1. However, because this new Characteristic is based on INT, you must redefine both CUSTOM1 and INT. To do so, include the following in the CHARACTERISTICS container:

```
<INT DISPLAY="INT" BASE="10" LVL COST="1"
  LVLVAL="1" PERINCREASE="1"
  PERINCREASELEVELS="5"
  CUSTOM1INCREASE="1"
  CUSTOM1INCREASELEVELS="2" MINVAL="-999"
  MAXVAL="999" POSITION="5" NCM="20"
  NCM40="25" NCM60="30" NCM10="15"
  NCM10NICE="15">
<SOURCE>Hero System Fifth Edition Rule Book</SOURCE>
<SOURCE>Sidekick</SOURCE>
<DEFINITION>(Hero System Fifth Edition Rule Book,
  page 23; Revised, page 37) Intelligence represents a
  character's ability to take in and process information
  quickly. </DEFINITION>
</INT>
<CUSTOM1 DISPLAY="EDU" BASE="0" LVL COST="1"
  LVLVAL="1" MINVAL="0" MAXVAL="999"
  POSITION="18" NCM="15" NCM40="20"
  NCM60="30" NCM10="8" NCM10NICE="8">
<DEFINITION>(Template extension) Education
  represents a character's level of education. </DEFINITION>
</CUSTOM1>
```

This positions the new EDU Characteristic at the bottom of the Characteristic list following the Movement abilities. To position it somewhere else in the list, you would need to redefine any Characteristics which would follow it in the list to adjust its POSITION attribute.

If you were adding EDU as a Characteristic to a *HERO System Sixth Edition* template, the approach would be slightly different. In this case, EDU will not be based on INT but will simply have a starting value of 2. As a result, there is no need to redefine INT; you need only define EDU.

```
<CUSTOM1 DISPLAY="EDU" BASE="2" LVL COST="1"
  LVLVAL="1" MINVAL="0" MAXVAL="999"
  POSITION="21">
<DEFINITION>(Template extension) Education
  represents a character's level of education. </DEFINITION>
</CUSTOM1>
```

Next you decide to add a new Skill named Leadership based on the example from the *HERO System Sixth Edition* and *HERO System Sixth Edition* rulebooks. To do so, you would make use of the generic SKILL container described in "SKILLS

Section” on page 48 and place the following definition in the SKILLS container of a *HERO System Fifth Edition* template:

```
<SKILL XMLID="LEADERSHIP" SHOWDIALOG="No"
  DISPLAY="Leadership" MINCOST="1"
  FAMILIARITYROLL="8" FAMILIARITYCOST="1"
  EXCLUSIVE="Yes">
<CHARACTERISTIC_CHOICE>
<ITEM CHARACTERISTIC="PRE" BASECOST="3"
  LVL COST="2" LVLVAL="1" />
</CHARACTERISTIC_CHOICE>
<SOURCE>Hero System Fifth Edition Rule Book</
  SOURCE>
<DEFINITION>(Hero System Fifth Edition Rule Book
  sample, page 352; Revised, page 562)Characters
  with this Interaction Skill can lead and inspire men
  in battle.
</DEFINITION>
</SKILL>
```

For a *HERO System Sixth Edition* temple, you would place the following in the SKILLS container:

```
<SKILL XMLID="LEADERSHIP" SHOWDIALOG="No"
  DISPLAY="Leadership" MINCOST="1"
  FAMILIARITYROLL="8" FAMILIARITYCOST="1"
  EXCLUSIVE="Yes">
<CHARACTERISTIC_CHOICE>
<ITEM CHARACTERISTIC="PRE" BASECOST="3"
  LVL COST="2" LVLVAL="1" />
</CHARACTERISTIC_CHOICE>
<DEFINITION>Characters with this Interaction Skill can
  lead and inspire men in battle.
</DEFINITION>
</SKILL>
```

The easiest way to create this definition is to copy the definition of a similar Skill (in this case, Persuasion) and edit it appropriately.

You also decide that you do not want the Universal Translator Talent in this custom template. To accomplish this, you would use the REMOVE container and place the following in the TALENTS container:

```
<REMOVE>UNIVERSAL_TRANSLATOR</REMOVE>
```

The REMOVE container causes the extension template not to inherit an item from the template it is based on. The value placed in the container identifies the item. For items which have a unique container such as Universal Translator, it is the name of that container. For items which have an XMLID attribute, it is the value of that attribute. For example, to remove the Indirect Advantage, which has an XMLID of “INDIRECT”, you would place the following in the MODIFIERS container:

```
<REMOVE>INDIRECT</REMOVE>
```

As these examples show, you can express the differences between the extension template and the base template using three different methods: adding new items, redefining existing ones, and removing items.

So far, the examples given have been of a single extension template extending a single built-in template. That is, the extension template inherits features from a single parent template. However, you can also create an extension template that inherits features from multiple parent templates. To do so, instead of specifying a single template name as the value of the extends attribute, you specify a comma-separated list of template names as the value of that attribute.

The order of the parent templates in this list is very important. The first template in the string gets precedence over all others, and so on down the string. For example, if you have a custom template named C.hdt which has the following extends attribute:

```
extends="A.hdt, B.hdt">
```

If A.hdt and B.hdt both define the Armor Power, A’s definition will be used as the base for C.hdt because A.hdt comes before B.hdt in the list of parent templates.

Things get a little more confusing when dealing with REMOVE containers in the parent templates.

Suppose A.hdt removes the STR Characteristic, but B.hdt does not. C.hdt will contain B.hdt’s definition of the STR Characteristic. If you don’t want this, you will need to either remove STR from C.hdt or redefine it, whichever suits your needs.

The best way to think about this is that C.hdt inherits the first definition of a given ability in the list of parent templates. Since A.hdt removes the definition for STR, it does not have that ability. B.hdt therefore becomes the first template in the list to contain the definition.

Another tricky area is the containers found in the MAINAPP section. In general, the first template in list of parent templates defines the defaults for the MAINAPP section. The only exception is NCM. The first template in the list of parent templates which contains an NCM container defines both the NCM object as well as the default value for the NCM cost multiplier for the extension template.

When you have finished creating your extension template be sure to save it with a .hdt extension. You can then assign it to a character by selecting Choose **File...** from the **Template** menu as described in the “Changing The Character Template” section on page 6.





# EXPORT FORMATS

**A**s briefly described in the “Basic Concepts” chapter on page 2, Export Formats are files which contain special fields that get replaced by information from your character when you export that character.

Because the Export Format determines what information is exported and where it is placed in the exported file, this feature lets you create character sheets with a wide variety of looks.

Hero Designer provides many Export Formats including a HTML template based on the standard *HERO System Fifth Edition* character sheet as well as a variety of *HERO System Sixth Edition* formats and many others. These can be found in the Export Formats section of the Hero Designer area of the Hero Games website ([www.herogames.com](http://www.herogames.com)).

Currently, Hero Designer only exports text files. This means that you can only create templates in text-based formats. This could be HTML (for web browsers), plain text, or more complex formats such as RTF (used by many word processors including Microsoft Word). You cannot create templates in binary formats.

You can edit or create an Export Format using any standard text editor such as the Notepad application on Windows systems or the VI editor on Linux and UNIX systems. Once you have finished editing or creating an Export Format, be sure to save it with a .hde extension. Only files with a .hde extension are recognized as Export Formats.

While the following sections describe the structure of an Export Format and define the tags and containers used, a greater understanding can be obtained by viewing the Export Formats available, so you can see how these items are actually used. You can also often find help with creating Export Formats in the Hero Designer discussion board on the Hero Games website at [www.herogames.com](http://www.herogames.com).

## CREATING AN EXPORT FORMAT

The Export Format structure is based on tags and containers. The definition of a tag is simply anything that looks like the following:

```
<!--TAG_NAME_HERE-->
```

A container has a similar appearance, but (as the name suggests) it contains other items. It has both a beginning and an ending tag. Like this:

```
<!--CONTAINER_NAME_HERE-->
...any text here....
<!--/CONTAINER_NAME_HERE-->
```

The tag for the end of the container is the same as the tag for the beginning with a / inserted before the container name. Note that the “--” at the beginning and end of tag names is two hyphens.

Tags are single entities. They don’t contain anything and Hero Designer simply replaces them with the appropriate value when it creates an export file. You can repeat any tag as many times as you want. Each occurrence is replaced with the appropriate value.

Containers may contain other tags or even other containers. There are several containers that entail certain logical checks be made by the application before inserting any values. These will be discussed below.

A list of the available tags and containers appears in the “Available Tags And Containers” section on page 54. A similar list can be found in the Export Formats section of the Hero Designer area of the Hero Games website ([www.herogames.com](http://www.herogames.com)). As updates to Hero Designer are released, additional tags and containers may be made available. If there is information that you would like to see made available for export, send an e-mail to [support@herodesigner.com](mailto:support@herodesigner.com) requesting it.

To create an Export Format, you simply write the template file in whatever mark-up language you choose (plain text, HTML, RTF, TEX, LaTeX, and so forth) and insert the tags and containers at the point where you want text from the character to be inserted.

Any text that is inside of a container is preserved. This is useful when dealing with containers that represent “1 to many” values (like Powers). These containers loop through the specified values and insert the text and tags contained within them once for each value they encounter. For example, the <!--POWERS--> ... <!--/POWERS--> container will loop through each Power the character has bought and each time, insert the text between the beginning and ending

tag. If there are any subcontainers or tags, they will be evaluated for each Power.

Once you have written and saved your Export Format, you're ready to test it out. Fire up Hero Designer and try exporting a character with the new format.

## Describing The Format

Hero Designer has several containers for specifying general information about the Export Format.

To specify the display name of the Export Format to be used in the list of available formats presented by Hero Designer, use the container:

```
<!--TEMPLATE_NAME-->
<!--/TEMPLATE_NAME-->
```

The text in this container is used as the display. Everything from the beginning tag to the ending tag (inclusive) will be removed from the final export file. The name should be kept short for display purposes.

To specify the description of the Export Format to be displayed in this list, use the container:

```
<!--TEMPLATE_DESCRIPTION-->
<!--/TEMPLATE_DESCRIPTION-->
```

The text contained between these two tags will appear as the format's description in the list of available Export Formats presented by Hero Designer. Everything from the beginning tag to the ending tag (inclusive) will be removed from the final export file.

To specify the valid file extensions for files exported using this Export Format, use the container:

```
<!--FILE_EXTENSION-->
<!--/FILE_EXTENSION-->
```

This container can be repeated multiple times. For example:

```
<!--FILE_EXTENSION-->html<!--/FILE_EXTENSION-->
<!--FILE_EXTENSION-->htm<!--/FILE_EXTENSION-->
```

## Replacement Containers

Occasionally, when creating a Hero Designer Export Format, you may find it useful to be able to replace one string of text in the output with another each time the first string occurs. You can do this by using the REPLACE container and its associated subcontainers. For example:

```
<!--REPLACE-->
<!--DEFSTRING-->abc<!--/DEFSTRING-->
<!--REPSTRING-->xyz<!--/REPSTRING-->
<!--/REPLACE-->
```

replaces each occurrence of the string "abc" (as specified by the DEFSTRING subcontainer) with the string "xyz" (as specified by the REPSTRING subcontainer).

For more sophisticated replacements, Hero Designer provides the REG\_REPLACE container and its subcontainers. This container has the form:

```
<!--REG_REPLACE-->
<!--REGSTRING--> ... <!--/REGSTRING-->
<!--REPSTRING--> ... <!--/REPSTRING-->
<!--/REG_REPLACE-->
```

This is similar to the REPLACE container except that the REGSTRING subcontainer contains a regular expression. Regular expressions are complex constructions that specify a pattern of characters to be matched. They are particularly common in many UNIX utilities and in languages like Perl. A discussion of regular expressions is beyond the scope of this manual; however, the a quick web search should turn up plenty of information if you are not already familiar with the concept. The REPSTRING subcontainer specifies the string that will replace the strings matched by the regular expression in the REGSTRING subcontainer.

## MATH Container

Hero Designer also allows you to perform basic mathematical calculation with the MATH container. The contents of this container is a mathematical expression. In the exported file, the MATH container is replaced with the calculated value of the expression. For example:

```
<!--MATH-->
3 * <!--STR--><!--VAL--><!--/STR-->
<!--/MATH-->
```

is replaced with the value of 3 times the character's STR characteristic.

Mathematical expressions in the MATH container can use the four basic mathematical operations (+, -, \*, and /) as well as parentheses.

## Conditional Containers

Hero Designer features a variety of conditional containers. These containers (which normally begin with IF or IS) only have their contents included in the exported files if the condition is true.

For example, the following container only has its contents included if the character has purchased any Maneuvers:

```
<!--IFMANEUVERS-->
<!--/IFMANEUVERS-->
```

Similarly, the following container only has its contents included if the current item is in a list or Framework:

```
<!--IS_LIST_ITEM-->
<!--/IS_LIST_ITEM-->
```

## Looping Containers

This section describes looping containers and some of the tags and other containers that can be used in conjunction with them.

As mentioned earlier, containers that represent general ability categories such as:

```
<!--POWERS-->
<!--/POWERS-->
```

automatically loop through all abilities of that type, one at a time.

Hero Designer also has several containers which give you greater control over such loops.

To specify the item which begins the loop, use the container:

```
<!--START-->
<!--/START-->
```

For example, the following means “Start with the 10th item in the loop.”:

```
<!--START-->10<!--/START-->
```

Similarly, the following container specifies which item ends the loop:

```
<!--STOP-->
<!--/STOP-->
```

For example the following means “Stop with the 20th item in the loop.”:

```
<!--STOP-->20<!--/STOP-->
```

These containers let you create Export Formats that place sections of an ability list in different places of the exported file.

## COMBAT RECORD EXPORT FORMATS

Combat record Export Formats are a special case of Export Format. As the name indicates, they are used for exporting combat records, as described in the “Combat Records” section on page 31.

In most ways, combat record Export Formats are just like regular Export Formats with one exception. They have a special container:

```
<!--CHARACTER-->
<!--/CHARACTER-->
```

which is a looping container that loops through each character specified to be included in the combat record. Within this container, you can place any appropriate tag or container. The following containers are particularly appropriate for including a table that shows which characters act in which phases:

```
<!--IF_PRIMARY_PHASE_[1 ... 12]-->
<!--/IF_PRIMARY_PHASE_[1 ... 12]-->
<!--IF_NOT_PRIMARY_PHASE_[1 ... 12]-->
<!--/IF_NOT_PRIMARY_PHASE_[1 ... 12]-->
<!--IF_SECONDARY_PHASE_[1 ... 12]-->
<!--/IF_SECONDARY_PHASE_[1 ... 12]-->
<!--IF_NOT_SECONDARY_PHASE_[1 ... 12]-->
<!--/IF_NOT_SECONDARY_PHASE_[1 ... 12]-->
```

Once you have finished editing or creating a combat record Export Format, be sure to save the template with a .hcr extension. Only files with a .hcr extension are recognized as combat record Export Formats.

## AVAILABLE TAGS AND CONTAINERS

### Basic Tags

#### FORMAT INFORMATION TAGS

```
<!--TEMPLATE_NAME-->
<!--TEMPLATE_DESCRIPTION-->
<!--APP_VERSION-->
<!--TIMESTAMP-->

<!--EXPORT_ID-->
<!--CHARACTER_FILE-->
<!--CHARACTER_SAVE_TIMESTAMP-->
```

#### CHARACTER INFORMATION TAGS

```
<!--CHARACTER_NAME-->
<!--ALTERNATE_IDS-->
<!--PLAYER_NAME-->
<!--CAMPAIGN_NAME-->
<!--GENRE-->
<!--GM-->

<!--HAIR_COLOR-->
<!--EYE_COLOR-->
<!--HEIGHT-->
<!--WEIGHT-->
<!--HEIGHT_METRIC-->
<!--WEIGHT_METRIC-->
<!--HEIGHT_ENGLISH-->
<!--WEIGHT_ENGLISH-->

<!--IF_APPEARANCE-->
<!--/IF_APPEARANCE-->
<!--APPEARANCE-->
<!--/APPEARANCE-->
<!--IF_BACKGROUND-->
<!--/IF_BACKGROUND-->
<!--BACKGROUND-->
<!--/BACKGROUND-->
<!--IF_PERSONALITY-->
<!--/IF_PERSONALITY-->
<!--PERSONALITY-->
<!--/PERSONALITY-->
<!--IF_QUOTE-->
<!--/IF_QUOTE-->
<!--QUOTE-->
<!--/QUOTE-->
<!--IF_TACTICS-->
<!--/IF_TACTICS-->
<!--TACTICS-->
<!--/TACTICS-->
<!--IF_CAMPAIGN_USE-->
<!--/IF_CAMPAIGN_USE-->
<!--CAMPAIGN_USE-->
<!--/CAMPAIGN_USE-->

<!--PER_ROLL-->
<!--PRE_ATTACK-->

<!--MENTAL_DEFENSE_TOTAL-->
<!--POWER_DEFENSE_TOTAL-->
```

**IMAGE TAGS**

```
<!--IMAGE-->
  <!--IMAGE_RELATIVE_URL-->
<!--/IMAGE-->
<!--IF_NO_IMAGE-->
  <!--/IF_NO_IMAGE-->
<!--IF_IMAGE-->
  <!--IMAGE_RELATIVE_URL-->
<!--/IF_IMAGE-->
```

**POINT TOTAL TAGS**

```
<!--EARNED_EXP-->
<!--IF_SPENT_EXP-->
  <!--/IF_SPENT_EXP-->
<!--IF_UNSPENT_EXP-->
  <!--/IF_UNSPENT_EXP-->
<!--SPENT_EXP-->
<!--UNSPENT_EXP-->
<!--TOTAL_UNSPENT-->
<!--BASE_POINTS-->
<!--DISAD_POINTS-->
<!--DISAD_POINTS_ALLOWED-->

<!--CHARACTERISTIC_POINTS-->
<!--SKILL_POINTS-->
<!--PERK_POINTS-->
<!--TALENT_POINTS-->
<!--SKILL_PERK_TALENT_POINTS-->
<!--SKILL_PERK_TALENT_MARTIAL_ART_POINTS-->
<!--SKILL_PERK_TALENT_MARTIAL_ART_POWER_POINTS-->
<!--MARTIAL_ART_POINTS-->
<!--POWER_POINTS-->
<!--POWER_MARTIAL_ART_POINTS-->

<!--TOTAL_POINTS-->
<!--TOTAL_ACTIVE_COST-->
```

**OCV, DCV, AND ECV TAGS**

```
<!--OCV-->
<!--PRIMARY_OCV-->
<!--SECONDARY_OCV-->

<!--DCV-->
<!--PRIMARY_DCV-->
<!--SECONDARY_DCV-->

<!--ECV-->
<!--PRIMARY_ECV-->
<!--SECONDARY_ECV-->
```

**EQUIPMENT TAGS**

```
<!--TOTAL_WEIGHT-->
<!--TOTAL_CARRIED-->
<!--TOTAL_COST-->
```

**REPLACEMENT TAGS**

```
<!--REPLACE-->
  <!--DEFSTRING-->
    <!--/DEFSTRING-->
  <!--REPSTRING-->
    <!--/REPSTRING-->
  <!--/REPLACE-->
<!--REG_REPLACE-->
  <!--REGSTRING-->
    <!--/REGSTRING-->
  <!--REPSTRING-->
    <!--/REPSTRING-->
  <!--/REG_REPLACE-->
```

**MATH TAGS**

```
<!--MATH-->
  [simple math formulae including the symbols *, /,
  +, -, (, )]
<!--/MATH-->
```

**NOTE TAGS**

```
<!--IF_NOTES1-->
  <!--/IF_NOTES1-->
<!--NOTES1-->
  <!--/NOTES1-->
<!--NOTES1_LABEL-->
<!--IF_NOTES2-->
  <!--/IF_NOTES2-->
<!--NOTES2-->
  <!--/NOTES2-->
<!--NOTES2_LABEL-->
<!--IF_NOTES3-->
  <!--/IF_NOTES3-->
<!--NOTES3-->
  <!--/NOTES3-->
<!--NOTES3_LABEL-->
<!--IF_NOTES4-->
  <!--/IF_NOTES4-->
<!--NOTES4-->
  <!--/NOTES4-->
<!--NOTES4_LABEL-->
<!--IF_NOTES5-->
  <!--/IF_NOTES5-->
<!--NOTES5-->
  <!--/NOTES5-->
<!--NOTES5_LABEL-->
```

**COMBAT RECORD TAGS**

```
<!--IF_PRIMARY_PHASE_[1 ... 12]-->
  <!--/IF_PRIMARY_PHASE_[1 ... 12]-->
<!--IF_NOT_PRIMARY_PHASE_[1 ... 12]-->
  <!--/IF_NOT_PRIMARY_PHASE_[1 ... 12]-->
<!--IF_SECONDARY_PHASE_[1 ... 12]-->
  <!--/IF_SECONDARY_PHASE_[1 ... 12]-->
<!--IF_NOT_SECONDARY_PHASE_[1 ... 12]-->
  <!--/IF_NOT_SECONDARY_PHASE_[1 ... 12]-->
```

**Movement Tags****RUNNING TAGS**

```
<!--IF_RUNNING-->
  <!--RUNNING_PRIMARY-->
  <!--RUNNING_SECONDARY-->
  <!--RUNNING_PRIMARY_NUMBER-->
  <!--RUNNING_SECONDARY_NUMBER-->
  <!--RUNNING_TOTAL-->
  <!--RUNNING_PRIMARY_NONCOMBAT-->
  <!--RUNNING_SECONDARY_NONCOMBAT-->
  <!--RUNNING_PRIMARY_NONCOMBAT_NUMBER-->
  <!--RUNNING_SECONDARY_NONCOMBAT_NUMBER-->
  <!--RUNNING_TOTAL_NONCOMBAT-->
<!--/IF_RUNNING-->
```

**SWIMMING TAGS**

```
<!--IF_SWIMMING-->
  <!--SWIMMING_PRIMARY-->
  <!--SWIMMING_SECONDARY-->
  <!--SWIMMING_PRIMARY_NUMBER-->
  <!--SWIMMING_SECONDARY_NUMBER-->
  <!--SWIMMING_TOTAL-->
  <!--SWIMMING_PRIMARY_NONCOMBAT-->
```



```
<!--SWIMMING_SECONDARY_NONCOMBAT-->
<!--SWIMMING_PRIMARY_NONCOMBAT_NUMBER-->
<!--SWIMMING_SECONDARY_NONCOMBAT_NUMBER-->
<!--SWIMMING_TOTAL_NONCOMBAT-->
<!--/IF_SWIMMING-->
```

LEAPING TAGS

```
<!--IF_LEAPING-->
  <!--LEAPING_PRIMARY-->
  <!--LEAPING_SECONDARY-->
  <!--LEAPING_PRIMARY_NUMBER-->
  <!--LEAPING_SECONDARY_NUMBER-->
  <!--LEAPING_TOTAL-->
  <!--LEAPING_PRIMARY_NONCOMBAT-->
  <!--LEAPING_SECONDARY_NONCOMBAT-->
  <!--LEAPING_PRIMARY_NONCOMBAT_NUMBER-->
  <!--LEAPING_SECONDARY_NONCOMBAT_NUMBER-->
  <!--LEAPING_TOTAL_NONCOMBAT-->
<!--/IF_LEAPING-->
```

FLIGHT TAGS

```
<!--IF_FLIGHT-->
  <!--FLIGHT_PRIMARY-->
  <!--FLIGHT_SECONDARY-->
  <!--FLIGHT_PRIMARY_NUMBER-->
  <!--FLIGHT_SECONDARY_NUMBER-->
  <!--FLIGHT_TOTAL-->
  <!--FLIGHT_PRIMARY_NONCOMBAT-->
  <!--FLIGHT_SECONDARY_NONCOMBAT-->
  <!--FLIGHT_PRIMARY_NONCOMBAT_NUMBER-->
  <!--FLIGHT_SECONDARY_NONCOMBAT_NUMBER-->
  <!--FLIGHT_TOTAL_NONCOMBAT-->
<!--/IF_FLIGHT-->
```

GLIDING TAGS

```
<!--IF_GLIDING-->
  <!--GLIDING_PRIMARY-->
  <!--GLIDING_SECONDARY-->
  <!--GLIDING_PRIMARY_NUMBER-->
  <!--GLIDING_SECONDARY_NUMBER-->
  <!--GLIDING_TOTAL-->
  <!--GLIDING_PRIMARY_NONCOMBAT-->
  <!--GLIDING_SECONDARY_NONCOMBAT-->
  <!--GLIDING_PRIMARY_NONCOMBAT_NUMBER-->
  <!--GLIDING_SECONDARY_NONCOMBAT_NUMBER-->
  <!--GLIDING_TOTAL_NONCOMBAT-->
<!--/IF_GLIDING-->
```

SWINGING TAGS

```
<!--IF_SWINGING-->
  <!--SWINGING_PRIMARY-->
  <!--SWINGING_SECONDARY-->
  <!--SWINGING_PRIMARY_NUMBER-->
  <!--SWINGING_SECONDARY_NUMBER-->
  <!--SWINGING_TOTAL-->
  <!--SWINGING_PRIMARY_NONCOMBAT-->
  <!--SWINGING_SECONDARY_NONCOMBAT-->
  <!--SWINGING_PRIMARY_NONCOMBAT_NUMBER-->
  <!--SWINGING_SECONDARY_NONCOMBAT_NUMBER-->
  <!--SWINGING_TOTAL_NONCOMBAT-->
<!--/IF_SWINGING-->
```

TELEPORTATION TAGS

```
<!--IF_TELEPORTATION-->
  <!--TELEPORTATION_PRIMARY-->
  <!--TELEPORTATION_SECONDARY-->
  <!--TELEPORTATION_PRIMARY_NUMBER-->
  <!--TELEPORTATION_SECONDARY_NUMBER-->
  <!--TELEPORTATION_TOTAL-->
```

```
<!--TELEPORTATION_PRIMARY_NONCOMBAT-->
<!--TELEPORTATION_SECONDARY_NONCOMBAT-->
<!--TELEPORTATION_PRIMARY_NONCOMBAT_NUMBER-->
<!--TELEPORTATION_SECONDARY_NONCOMBAT_NUMBER-->
<!--TELEPORTATION_TOTAL_NONCOMBAT-->
<!--/IF_TELEPORTATION-->
```

TUNNELING TAGS

```
<!--IF_TUNNELING-->
  <!--TUNNELING_PRIMARY-->
  <!--TUNNELING_SECONDARY-->
  <!--TUNNELING_PRIMARY_NUMBER-->
  <!--TUNNELING_SECONDARY_NUMBER-->
  <!--TUNNELING_TOTAL-->
  <!--TUNNELING_PRIMARY_NONCOMBAT-->
  <!--TUNNELING_SECONDARY_NONCOMBAT-->
  <!--TUNNELING_PRIMARY_NONCOMBAT_NUMBER-->
  <!--TUNNELING_SECONDARY_NONCOMBAT_NUMBER-->
  <!--TUNNELING_TOTAL_NONCOMBAT-->
<!--/IF_TUNNELING-->
```

Characteristic Tags

GENERAL CHARACTERISTIC TAGS

```
<!--VAL-->
<!--PRIMARY-->
<!--SECONDARY-->
<!--SECONDARY_INCREASE-->
<!--IF_SECONDARY>
  <!--/IF_SECONDARY>
<!--BASE-->
<!--TOTAL-->
<!--COST-->
<!--ACTIVE_COST-->
<!--ROLL-->
<!--PRIMARY_ROLL-->
<!--SECONDARY_ROLL-->
<!--NOTES-->
```

SPECIFIC CHARACTERISTIC TAGS

```
<!--STR-->
  <!--STR_DICE-->
  <!--STR_LIFT-->
  <!--IF_END-->
    <!--STR_END-->
  <!--/IF_END-->
  [General Characteristic Tags]
  <!--/STR-->

<!--DEX-->
  <!--INITIATIVE-->
  [General Characteristic Tags]
  <!--/DEX-->

<!--CON-->
  [General Characteristic Tags]
  <!--/CON-->

<!--INT-->
  [General Characteristic Tags]
  <!--/INT-->

<!--EGO-->
  [General Characteristic Tags]
  <!--/EGO-->

<!--PRE-->
```

<!--PRE_DICE--> [General Characteristic Tags] <!--/PRE-->	<!--CUSTOM2--> [General Characteristic Tags] <!--/CUSTOM2-->
<!--OCV_CHAR--> [General Characteristic Tags] <!--/OCV_CHAR-->	<!--CUSTOM3--> [General Characteristic Tags] <!--/CUSTOM3-->
<!--DCV_CHAR--> [General Characteristic Tags] <!--/DCV_CHAR-->	<!--CUSTOM4--> [General Characteristic Tags] <!--/CUSTOM4-->
<!--OMCV--> [General Characteristic Tags] <!--/OMCV-->	<!--CUSTOM5--> [General Characteristic Tags] <!--/CUSTOM5-->
<!--DMCV_CHAR--> [General Characteristic Tags] <!--/DMCV-->	<!--CUSTOM6--> [General Characteristic Tags] <!--/CUSTOM6-->
<!--SPD--> [General Characteristic Tags] <!--/SPD-->	<!--CUSTOM7--> [General Characteristic Tags] <!--/CUSTOM7-->
<!--PD--> <!--PD_NONRESISTANT_TOTAL--> <!--PD_RESISTANT_TOTAL--> <!--PD_RESISTANT_PRIMARY--> <!--PD_RESISTANT_SECONDARY--> [General Characteristic Tags] <!--/PD-->	<!--CUSTOM8--> [General Characteristic Tags] <!--/CUSTOM8-->
<!--ED--> <!--ED_NONRESISTANT_TOTAL--> <!--ED_RESISTANT_TOTAL--> <!--ED_RESISTANT_PRIMARY--> <!--ED_RESISTANT_SECONDARY--> [General Characteristic Tags] <!--/ED-->	<!--CUSTOM9--> [General Characteristic Tags] <!--/CUSTOM9-->
<!--ED--> <!--ED_NONRESISTANT_TOTAL--> <!--ED_RESISTANT_TOTAL--> <!--ED_RESISTANT_PRIMARY--> <!--ED_RESISTANT_SECONDARY--> [General Characteristic Tags] <!--/ED-->	<!--CUSTOM10--> [General Characteristic Tags] <!--/CUSTOM10-->
<!--REC--> [General Characteristic Tags] <!--/REC-->	<!--RUNNING--> [General Characteristic Tags] <!--/RUNNING-->
<!--END--> [General Characteristic Tags] <!--/END-->	<!--SWIMMING--> [General Characteristic Tags] <!--/SWIMMING-->
<!--BODY--> [General Characteristic Tags] <!--/BODY-->	<!--LEAPING--> <!--LEAPING_HORIZONTAL_BASE--> <!--LEAPING_HORIZONTAL_TOTAL--> <!--LEAPING_VERTICAL_BASE--> <!--LEAPING_VERTICAL_TOTAL--> [General Characteristic Tags] <!--/LEAPING-->
<!--STUN--> [General Characteristic Tags] <!--/STUN-->	
<!--COM--> [General Characteristic Tags] <!--/COM-->	
<!--DEF--> [General Characteristic Tags] <!--/DEF-->	
<!--SIZE--> [General Characteristic Tags] <!--SIZE_DCV_EFFECT--> <!--/SIZE-->	
<!--CUSTOM1--> [General Characteristic Tags] <!--/CUSTOM1-->	

## Ability Tags

### GENERAL TAGS

```

<!--SEPARATOR-->
<!--/SEPARATOR-->

<!--START-->
<!--/START-->
<!--STOP-->
<!--/STOP-->

<!--IF_NAME-->
<!--NAME-->
<!--/IF NAME-->

<!--IF_MULTIPLIER-->
<!--MULTIPLIER-->
<!--/IF_MULTIPLIER-->

```

```

<!--IF_NOTES-->
  <!--/IF_NOTES-->

<!--IS_LIST-->
  <!--REAL_COST_TOTAL-->
  <!--ACTIVE_COST_TOTAL-->
  <!--/IS_LIST-->
<!--IS_NOT_LIST-->
  <!--/IS_NOT_LIST-->
<!--IS_LIST_ITEM-->
  <!--LISTPREFIX-->
  <!--/IS_LIST_ITEM-->
<!--IS_NOT_LIST_ITEM-->
  <!--/IS_NOT_LIST_ITEM-->

<!--IS_SEPARATOR-->
  <!--/IS_SEPARATOR-->
<!--IS_NOT_SEPARATOR-->
  <!--/IS_NOT_SEPARATOR-->

<!--IF_END-->
  <!--/IF_END-->

<!--XMLID-->
<!--LEVELS-->
<!--COST-->
<!--ALIAS-->
<!--DISPLAY-->
<!--TEXT-->
<!--INPUT-->
<!--IF_INPUT-->
  <!--/IF_INPUT-->
<!--IF_NO_INPUT-->
  <!--/IF_NO_INPUT-->

<!--IF_NOT_DEFAULT_SFX-->
  <!--SFX-->
  <!--/IF_NOT_DEFAULT_SFX-->

<!--NOTES-->
<!--OPTION-->
<!--OPTION_ALIAS-->
<!--OPTION_ID-->

<!--ACTIVE_COST-->
<!--BASE_COST-->

<!--MODIFIERS-->
  <!--MODIFIER_VALUE-->
  [General Tags]
  <!--/MODIFIERS-->

<!--ADDERS-->
  [General Tags]
  <!--/ADDERS-->

```

### COMBAT LEVEL TAGS

```

<!--IF_COMBAT_LEVELS-->
  <!--/IF_COMBAT_LEVELS-->
<!--IF_NO_COMBAT_LEVELS-->
  <!--/IF_NO_COMBAT_LEVELS-->
<!--COMBAT_LEVELS-->
  [General Tags]
  <!--/COMBAT_LEVELS-->

```

### LIGHTNING REFLEXES

```

<!--IF_LIGHTNING_REFLEXES-->
  <!--/IF_LIGHTNING_REFLEXES-->
<!--IF_NO_LIGHTNING_REFLEXES-->
  <!--/IF_NO_LIGHTNING_REFLEXES-->

```

```

<!--LIGHTNING_REFLEXES-->
  [General Tags]
  <!--/LIGHTNING_REFLEXES-->

```

### MARTIAL ART TAGS

```

<!--IF_MANEUVERS-->
  <!--/IF_MANEUVERS-->
<!--IF_NO_MANEUVERS-->
  <!--/IF_NO_MANEUVERS-->
<!--MANEUVERS-->
  <!--MANEUVER_PHASE-->
  <!--MANEUVER_OCV-->
  <!--MANEUVER_DCV-->
  <!--MANEUVER_EFFECT-->
  [General Tags]
  <!--/MANEUVERS-->
<!--IFNONMANEUVERS-->
  <!--/IFNONMANEUVERS-->
<!--IF_NO_NONMANEUVERS-->
  <!--/IF_NO_NONMANEUVERS-->
<!--NONMANEUVERS-->
  [General Tags]
  <!--/NONMANEUVERS-->
<!--IF_MARTIAL_ARTS-->
  <!--/IF_MARTIAL_ARTS-->
<!--IF_NO_MARTIAL_ARTS-->
  <!--/IF_NO_MARTIAL_ARTS-->
<!--MARTIAL_ARTS-->
  <!--IF_MANEUVER-->
    <!--MANEUVER_NAME-->
    <!--MANEUVER_PHASE-->
    <!--MANEUVER_OCV-->
    <!--MANEUVER_DCV-->
    <!--MANEUVER_EFFECT-->
    <!--/IF_MANEUVER-->
  <!--IF_NON_MANEUVER-->
    <!--/IF_NON_MANEUVER-->
  [General Tags]
  <!--/MARTIAL_ARTS-->

```

### SKILL TAGS

```

<!--IFSKILLS-->
  <!--/IFSKILLS-->
<!--IF_NO_SKILLS-->
  <!--/IF_NO_SKILLS-->
<!--SKILLS-->
  <!--IS_ENHANCER-->
    <!--/IS_ENHANCER-->
  <!--IS_EVERYMAN-->
    <!--/IS_EVERYMAN-->
  <!--SKILL_ROLL-->
  [General Tags]
  <!--/SKILLS-->

```

### PERK TAGS

```

<!--IFPERKS-->
  <!--/IFPERKS-->
<!--IF_NO_PERKS-->
  <!--/IF_NO_PERKS-->
<!--PERKS-->
  <!--IS_ENHANCER-->
    <!--/IS_ENHANCER-->
  <!--PERK_ROLL-->
  [General Tags]
  <!--/PERKS-->

```

**TALENT TAGS**

```
<!--IFTALENTS-->
  <!--/IFTALENTS-->
<!--IF_NO_TALENTS-->
  <!--/IF_NO_TALENTS-->
<!--TALENTS-->
  <!--TALENT_ROLL-->
  [General Tags]
  <!--/TALENTS-->
```

**POWER TAGS**

```
<!--IFPOWERS-->
  <!--/IFPOWERS-->
<!--IF_NO_POWERS-->
  <!--/IF_NO_POWERS-->
<!--POWERS-->
  <!--IF_ADJUSTMENT-->
    <!--/IF_ADJUSTMENT-->
  <!--IF_ATTACK-->
    <!--/IF_ATTACK-->
  <!--IF_BODYAFFECTING-->
    <!--/IF_BODYAFFECTING-->
  <!--IF_DEFENSE-->
    <!--/IF_DEFENSE-->
  <!--IF_MENTAL-->
    <!--/IF_MENTAL-->
  <!--IF_MOVEMENT-->
    <!--/IF_MOVEMENT-->
  <!--IF_SENSEAFFECTING-->
    <!--/IF_SENSEAFFECTING-->
  <!--IF_SENSORY-->
    <!--/IF_SENSORY-->
  <!--IF_SPECIAL-->
    <!--/IF_SPECIAL-->
  <!--COMPOUND_POWER_SEPARATOR-->
    <!--/COMPOUND_POWER_SEPARATOR-->
  <!--IS_MP-->
    <!--/IS_MP-->
  <!--IS_EC-->
    <!--/IS_EC-->
  <!--IS_VPP-->
    <!--/IS_VPP-->
  <!--POWER_RANGE-->
  <!--POWER_DMG-->
  <!--POWER_END-->
  <!--IF_COMPOUND_POWER-->
    <!--COMPONENT_POWERS-->
      <!--POWER_RANGE-->
      <!--POWER_DMG-->
      <!--POWER_END-->
    [General Tags]
    <!--/COMPONENT_POWERS-->
  <!--/IF_COMPOUND_POWER-->
  <!--IF_NOT_COMPOUND_POWER-->
    <!--/IF_NOT_COMPOUND_POWER-->
  [General Tags]
  <!--/POWERS-->
```

**EQUIPMENT TAGS**

```
<!--IFEQUIPMENT-->
  <!--/IFEQUIPMENT-->
<!--IF_NO_EQUIPMENT-->
  <!--/IF_NO_EQUIPMENT-->
<!--EQUIPMENT-->
  <!--IF_ADJUSTMENT-->
    <!--/IF_ADJUSTMENT-->
  <!--IF_ATTACK-->
    <!--/IF_ATTACK-->
  <!--IF_BODYAFFECTING-->
    <!--/IF_BODYAFFECTING-->
  <!--IF_DEFENSE-->
    <!--/IF_DEFENSE-->
  <!--IF_MENTAL-->
    <!--/IF_MENTAL-->
  <!--IF_MOVEMENT-->
    <!--/IF_MOVEMENT-->
  <!--IF_SENSEAFFECTING-->
    <!--/IF_SENSEAFFECTING-->
  <!--IF_SENSORY-->
    <!--/IF_SENSORY-->
  <!--IF_SPECIAL-->
    <!--/IF_SPECIAL-->
  <!--COMPOUND_POWER_SEPARATOR-->
    <!--/COMPOUND_POWER_SEPARATOR-->
  <!--IS_MP-->
    <!--/IS_MP-->
  <!--IS_EC-->
    <!--/IS_EC-->
  <!--IS_VPP-->
    <!--/IS_VPP-->
  <!--EQUIPMENT_RANGE-->
  <!--EQUIPMENT_DMG-->
  <!--EQUIPMENT_END-->
  <!--EQUIPMENT_VALUE-->
  <!--EQUIPMENT_WEIGHT-->
  <!--IF_COMPOUND_POWER-->
    <!--COMPONENT_POWERS-->
      <!--POWER_RANGE-->
      <!--POWER_DMG-->
      <!--POWER_END-->
    [General Tags]
    <!--/COMPONENT_POWERS-->
  <!--/IF_COMPOUND_POWER-->
  <!--IF_NOT_COMPOUND_POWER-->
    <!--/IF_NOT_COMPOUND_POWER-->
  [General Tags]
  <!--/EQUIPMENT-->
```

**COMPLICATION/DISADVANTAGE TAGS**

```
<!--IFDISADS-->
  <!--/IFDISADS-->
<!--IF_NO_DISADS-->
  <!--/IF_NO_DISADS-->
<!--DISADS-->
  [General Tags]
  <!--/DISADS-->
```