

# Hero Designer Templates For Star Aria

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## Summary

By using these templates Hero Designer 2.0 and 3.0 users can automatically apply all of the rule modifications used in the Star Aria campaign world and print out the results on custom character sheets. Templates are provided for all of the available PC races. This should make creating Star Aria PC a breeze! ☺

## Installation

To install these files simply create a directory in your Hero Designer home directory called “Star Aria Templates”. Copy these files into that location. (Do NOT copy these files into the Example Template directory.) When starting a new character select the option to create a new character from a template. Go to the “Star Aria Templates” folder and select the template you want to utilize. When selecting an Export Template simply select the one you want from the “Star Aria Templates” folder.

Here is a brief explanation of the files which are included in the package:

Filename	Description
StarAria.hde	Character Export Template.
Stararia.jpg	Small logo used by the Export Templates.
StarAriaAI.hdt	AI Template.
StarAriaCicadian.hdt	Racial Template.
StarAriaComputer.hde	Computer and AI Export Template.
StarAriaComputer.hdt	Computer Template.
StarAriaGroundVehicle.hde	Ground Vehicle Export Template.
StarAriaHuman.hdt	Racial Template.
StarAriaIchthian.hdt	Racial Template.
StarAriaPakuin.hdt	Racial Template.
StarAriaRobot.hdt	Robot (i.e. Automaton) Template.
StarAriaRules.hdt	Rules Template. Do NOT select this one when creating new characters. This one is automatically called by the other Templates.
StarAriaStarship.hde	Starship Export Template.
StarAriaTrogillian.hdt	Racial Template.
StarAriaVaRulen.hdt	Racial Template.
StarAriaVehicle.hdt	Vehicle Template.

## Revision History

Revision	Date	Description
1.0	4/20/2005	First revision.
1.1	4/21/2005	<ul style="list-style-type: none"> <li>Removed Inherent.</li> </ul>
1.2	4/28/2005	<ul style="list-style-type: none"> <li>Fixed typo in Languages on Rules Template.</li> </ul>
1.3	5/9/2005	<ul style="list-style-type: none"> <li>Updated Starship Export Template with new range modifier changes.</li> </ul>
1.4	6/27/2005	<ul style="list-style-type: none"> <li>Added four Templates for AI, Computers, Robots, and Vehicles. These simply extend the Star Aria rule set to these default Templates.</li> <li>Fixed typo in Life Support.</li> <li>Reordered the Export Template for characters, computers, and vehicles so skills are on top. The old template has powers on top (i.e. it was designed for Superheroic style play).</li> </ul>
1.5	8/2/2005	<ul style="list-style-type: none"> <li>Tuned syntax in the rules template to be consistent. This involved changes in verbiage for Transport Familiarity and Weaponsmith.</li> <li>Added Regeneration and Starting/Maximum Change as new Powers to the rules template.</li> <li>Added “[Race]” to the Space Vehicle Transport Familiarities to reflect the fact that a race must be selected.</li> <li>Modified the race templates with Regeneration and Starting/Maximum Change to reflect the presence of the new powers created above.</li> <li>Modified the Vehicle Template to reflect a Star Aria rule change. All vehicle get a 12 Speed without paying any points. This cuts down on a lot of confusion and complexity in many areas. See the Star Aria rules document for details.</li> <li>Modified the Vehicle Template to add back in the background tab. These fields are applicable to Vehicles and fun to populate. ☺</li> <li>Changed the ordering on the Vehicle template back to the older style with powers on top. This makes more sense for vehicles.</li> </ul>
1.6	2/2/2006	<ul style="list-style-type: none"> <li>Split the Star Aria vehicle export template into one for starships and one for ground vehicle.</li> </ul>
1.7	9/21/2006	<ul style="list-style-type: none"> <li>Modified all of the export templates so List Names are in bold text and a bit larger. This makes long sheets, like those for vehicles, easier to read.</li> </ul>
1.8	10/4/2006	<ul style="list-style-type: none"> <li>Found a problem with the export templates based on the changes above so I reverted these back to the 1.6 versions.</li> </ul>