
Reference

Specifics about *Fuzion Creator* features are covered in the online Help for *Fuzion Creator*. Also, please refer to your copy of the *Fuzion* rules for details of *Fuzion* powers. The *Fuzion Creator* includes the errata listed in the *Alliances* and *Bay City* products from R. Talsorian Games; these errata may also be found online at the Hero Games web site at www.herogames.com .

Product Support

If you have problems with your *Creation Workshop* software, you should first look through this reference manual to see if the problem is addressed in here. If the answers you seek are not there, look in *Creation Workshop's* extensive online help files for answers. Most common difficulties can be resolved by reading the online help. If you can't find any way to fix the problem, contact Hero Games at herogames@aol.com for assistance.

Check the Hero Games web site at www.herogames.com for more information about *Creation Workshop*, new templates, answers to common questions, and the latest updates and information about the software.

Creation Workshop™

Utility Software For
RPG Character Creation

Instruction manual
version 1.4

www.herogames.com

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Introduction

Creation Workshop is a utility software program that lets you create templates (or “creators”) to create characters, items, or nearly anything for virtually any game system. *Creation Workshop* has many powerful features that let you design displays, enter in formulas, tables or lists, and develop the on-screen appearance of templates and the printouts for your game. Other features are also included in the software, including the ability to find names for characters and to roll dice. *Creation Workshop* lets you create scripts that randomly generate characters or other items from the templates you create. In short, *Creation Workshop* is an extremely powerful and versatile utility software program.

Creation Workshop includes *Fuzion Creator* as an example of a template that can be created with the software. *Fuzion Creator* lets you create characters for any *Fuzion* game, and it’s easy to alter the template to suit the changes found in any customized version of *Fuzion*. Templates for specific *Fuzion* games will be posted on World Wide Web.

Hero Plus will be releasing templates for other game systems in the future, including the Hero System and Interlock; templates for other game systems are currently under negotiation.

Conversion scripts are another powerful feature of *Creation Workshop*; these scripts automatically convert a character from one game system to another. Hero Games is working to obtain official conversion system agreements from major RPG publishers, thus allowing

Adding Powers is easy; just select the Powers command in the Data menu to display the Powers the character has (none, to start with). Now choose the **Select Item...** command from the Tools menu, or press the **Insert** key, to display the list of Powers available. Choose the Power you want from the list by double-clicking it; a dialog appears where you can set the level of the Power desired, or adjust any other parameters. If you want to use Adders or Limiters, click the New button at the bottom of this dialog to display a list of those available.

If you’re using a Multipower, you must make sure it is open so that new power you create will be added into the Multipower instead of just added to the list. When you’re finished adding powers to the Multipower, close it so that new powers will be added to the powers list. You can also cut and paste powers into or out of Multipowers, if you want.

The Guided Tour of the *Fuzion Creator* can be found in the Online Help for *Fuzion*; this Tour is quite complete and crosslinked to other references. If you take a few minutes to go through this tour, you’ll be generating *Fuzion* characters easily.

We have included the *Fuzion Creator* in *Creation Workshop* as a free example of a full game system template. Also, all conversion scripts that we are developing use Fuzion as either the starting or ending point, so it's necessary to have the *Fuzion Creator* included with *Creation Workshop* so that all owners of the software can easily use the game system conversion scripts that we will be making available.

Overview

The *Fuzion Creator* lets you create Fuzion characters for *Champions:New Millennium* or for *Bubble Gum Crisis*, including full use of the *Mekton* plug-in for Fuzion. Other Fuzion games are easily supported by modifying the template.

After starting *Creation Workshop*, use the **New...** command in the File menu. This displays a dialog where you can select the Fuzion template (or the *Mekton* plug-in template) in order to create a new Fuzion character. The default setting is for *Champions: New Millennium*. All beginning Primary Characteristics are set to 5 as a default. You can begin here in the Characteristics window by setting all of the basic values; use the **Tab** key to move between fields, or simply click in the field to enter it.

Next, go to the Data menu to access the other types of data for your character. The choices are: Characteristics, Information, Configuration, Picture, Powers, Skills and Options, Equipment, Complications, Life Path, and Generate Life and Origin Path.

Creation Workshop to convert characters from other RPGs to Fuzion or vice-versa. As conversion scripts are completed, they will be made available through our web site at www.herogames.com. Please check there for the latest information regarding conversion scripts and additional templates.

How to Use This Manual

This manual presents the general information about *Creation Workshop* and *Fuzion Creator*. Details of software features can be found in the online help. Read through this manual for installation instructions and to familiarize yourself with the software interface. For specific features, refer to the online help for details and examples.

Read the Tour of *Creation Workshop* first to get an overview of the software's many features. Then read the Using *Creation Workshop* sections, in particular those sections that describe your intended use for the software. If you plan on using the *Fuzion Creator* template, read through the *Fuzion Creator* section for guidelines on how to use that particular template.

If you have purchased or downloaded additional templates for *Creation Workshop*, instructions for use of that template are included with the template. Also, specific online help for each template is provided within the software.

Installation

This section describes how to install *Creation Workshop* and *Fuzion Creator* on your computer. *Creation Workshop* comes on two 3.5" high-density floppies (the *Fuzion Creator* template is on the second floppy).

System Requirements

Creation Workshop and *Fuzion Creator* have the following basic system requirements:

- PC compatible computer running Windows 95, Windows 98 or higher operating system
- 486 or better CPU
- 8 MB of RAM
- Hard drive with at least 4 MB free space
- Mouse or other pointing device

Creation Workshop works with any Windows-compatible printer to produce high quality print-outs.

If you're having difficulty finding a particular feature, work through the Online Help tutorials. They are quite complete, and include references to most things in the software. Also, make sure you look at the Online Help for the specific game system template as well as the overall *Creation Workshop* Help. Finally, use the Search feature in the Online Help to find the specific subject you need.

Reference

Specific features of *Creation Workshop* are covered in the online Help files in the software. These are extensively cross-linked with other relevant subjects, and are referred to in the Tutorials. If you are looking for specific topics, the Search feature in the Online Help is particularly useful; just type the first letter of the word you're looking for, and the Search list will travel right to that section. Double-click on the word in the Search list to head right to the help for that topic.

Fuzion Creator

Fuzion Creator is a *Creation Workshop* template for creating characters in the Fuzion roleplaying system. The *Fuzion Creator* also includes a template for the Mekton plug-in for Fuzion. Templates will be created for future Fuzion games; check the Hero Games web site at www.herogames.com for a list of templates and how to obtain them.

Tips & Hints

Use the scripting feature of *Creation Workshop* to automate processes that involve die rolls, or create your own randomization for character generation. See the *Fuzion Creator* for an example of how a script is used to randomly generate a Life Path and Origin for a character. Random generation adds an interesting option to systems that don't ordinarily have that capability.

Creation Workshop can be used for much more than just character creation. Any tables or lists in a game can be entered into *Creation Workshop* and automated. For instance, many games have lists of equipment and costs; these lists can be entered into *Creation Workshop* and the costs automatically calculated, and deducted from the character's total wealth.

Creation Workshop can automatically convert characters between game systems, if you have templates for those systems. You can write a conversion script using the scripting features included in *Creation Workshop*; details are available in the online help. Note that this is a difficult process that resembles programming, so be warned! Hero Plus will be making conversion scripts available in the future for various game systems; please check our web site for news about conversion scripts and other game system templates.

Installing *Creation Workshop*

Creation Workshop and *Fuzion Creator* are simple to install; just follow the steps listed below for the appropriate version of Windows. Words in **bold type** should be typed into the computer.

For Windows 95 (or higher)

- (1) Insert *Creation Workshop* Disk 1 into your computer's floppy drive.
- (2) Choose Run from the Start button; type **a:\setup.exe** and press **Enter**.
- (3) Follow the on-screen instructions to continue the installation process.

The *Creation Workshop* installation routine automatically proceeds. You are prompted to insert the Fuzion template disk at the appropriate time, and then you can install other game system templates as well.

A Tour of *Creation Workshop*

Creation Workshop is a powerful and complex program, and therefore it has many features. Because *Creation Workshop* is intended to allow you to create templates for virtually any game system, the software offers tremendous power in controlling the appearance of the screen, formulas used to calculate values, and the printouts. Once you're familiar with the interface, using *Creation Workshop* templates to create characters is easy; modifying an existing template is only slightly more difficult.

Creating your own templates, though, can be considerably more difficult, or at least time-consuming, if the game system is at all complex. Unlocking the ultimate power of *Creation Workshop* requires thorough knowledge of the software's features and a full knowledge of the game system that you're going to automate with *Creation Workshop*. Ultimately, creating new templates is a process very close to programming, since you must state complex formulas in a rigorous manner. A familiarity with programming is very helpful in understanding and using the full power of template creation.

This manual does not provide complete instructions for creating new templates; examples and instructions for creating new templates is included in the Online Help for *Creation Workshop*. Studying these examples should provide the information you need, if you are familiar with programming languages.

Creating New Templates

Creating a template for new game system is *Creation Workshop's* most powerful ability, and with this great power comes a great deal of work, if the game system is at all complex. A game system like the Hero System is very detailed, with many relationships between elements of the system, and therefore a great deal of work is required to create a template for that system. A simple system with few choices and very few inter-relations, such as Instant Fusion, is relatively easy to implement as a template.

The process starts off easily enough. Create a new blank character sheet with the **New...** command from the File menu. Then you use the Tools and Modify menus to begin drawing on this blank form you have created. With most game systems, though, you are advised to do some planning before you begin, so you have an idea of how you want to structure the dialogs and lists that you'll be creating.

A complete tutorial is included in the Online Help for *Creation Workshop*; see the Tutorial For Creating Game System Modules. We recommend that you follow this tutorial carefully; it's best done in the software so that you can see every step. Also, you can look at the templates included with *Creation Workshop* for examples of how to implement various structures. Every part of the template is accessible to you for reference.

Once again, the process of creating a new template is not easy, and in most cases a knowledge of programming is virtually a requirement.

Modifying Existing Templates

Modifying an existing template is far easier than trying to create a template from a blank sheet. Modifying a template lets you introduce your own house rules and variations. You can add new skills, change names, change the costs or any other feature of the system. The commands for doing this are contained in the Modify and Tools menus; their use is detailed in the online help.

Specifically, reference the section on How To Add Campaign-Specific Items in the Online Help. You can use the instructions here to create a data sheet for your own campaign, or to modify the original character template file. However, it's best to create your own campaign data sheet rather than modifying the original sheet. If you modify the original sheet and you later upgrade to a newer version of the game system template, your changes would be overwritten and therefore lost. Creating a new campaign data sheet avoids this problem.

Creating a new campaign data sheet may be fairly easy to do, or it may get more involved depending on the changes you wish to make. Adding new complex cost functions will take more time, and require you to understand how *Creation Workshop* handles complex functions. Simply adding new skill names with existing cost functions is quite easy.

This tour will introduce you to the interface of *Creation Workshop*, show you the main features of the software, and show you how to use those features. For more detailed information, you can refer to the extensive Online Help included in the software. There is also a complete Tutorial in the software to show you the process involved in creating your own game system template. Additionally, the *Fuzion Creator* template included in the software can be a valuable reference for examining how to construct formulas.

Hero Plus is planning to release more templates in the future for *Creation Workshop*, including a *Hero System Creator* and an *Interlock Creator*, among others. We will also be providing official conversion scripts for other RPGs to and from Fuzion. Please refer to the Hero Games web site at www.herogames.com for the latest information on available templates and conversion scripts for *Creation Workshop*.

Starting *Creation Workshop*

Double-click the *Creation Workshop* icon (or use the Start menu) to launch *Creation Workshop*. When you start *Creation Workshop*, the Tips window automatically appears. This window provides suggestions for the next actions you might want to take, depending on the context. This is an important feature that will help you use the software to its full extent. Leaving the Tips window open is an excellent way to find out about some of *Creation Workshop's* key features.

For now, we'll ignore the Tips window suggestions as we take a look at some of *Creation Workshop's* features. Note that you can turn off the Tips window by clicking on the check box in the lower corner of the window.

When *Creation Workshop* starts, there are only 5 menus active: File, Edit, Utilities, Window, and Help. The general features of these menus are as follows:

File: Lets you Open, Save, or Print *Creation Workshop* files. You can create a new character, or start to create a new template from this menu. This menu also lets you load or unload data sheets; these are the master lists of items that you can select for your character. Data sheets are dedicated to particular game systems.

Edit: This menu contains standard editing functions for Windows software; these can be useful in *Creation Workshop* as well, particularly to move information between characters (more than one character may be displayed at one time).

Utilities: This menu contains some of *Creation Workshop's* other key abilities. The Name Finder lets you find a name for characters; the Die Roller lets you roll any number of dice; and you can also access the Preferences for *Creation Workshop* from this menu. This menu also includes the Show Tips Window command to display the Tips window. Finally, the Update Character Sheets command lets you update all existing character sheets when you've made changes to a game template.

parenthesization.

With the ':' operator you can specify that only a certain number of the higher-valued dice rolled be summed. For example, "3:4d6" would roll four dice and sum the three highest values. If the rolls were 6, 4, 3, and 1 the total would be 13.

Finally, the '*' operator specifies the number of independent rolls to be made. Each roll is separated from the previous one with a comma. For example, "3*3d" would produce a list of 3 numbers between 3 and 18: 12,8,15.

Copying Die Rolls to the Clipboard

To copy the contents of the latest die roll to the clipboard, click the **Copy** button. If you have rolled dice, the **Copy** button will be active.

Deleting Die Specifications

To remove a die spec from the die spec list, click on the one you want to delete and then click the **Delete** button. When you close the Die Roller, the changes you have made to the list will be saved away.

Setting the Text of Buttons in the Die Roller

First, type the die specification that you want in the die specification edit box. Then hold down the shift key and click the button that you want to set the text of. The text in the die spec edit box will replace the text of the button.

The values of the buttons and the die spec list are remembered between sessions.

Die Specifications

The simplest die specifications consist of the letter 'd' (or 'D') followed by a number. For example, "d6". This is like rolling a six-sided die; it will generate a number between 1 and 6. If you omit the number following the 'd', a six-sided die is assumed. A 'F' after the 'd' indicates a "FUDGE" die, which generates a value from -1 to +1.

If you want to roll a number of dice, you can specify the number before the 'd'. For example, "3d6" (or "3d") will roll three six-sided dice, generating a number between 3 and 18.

You can perform addition (+), subtraction (-) and multiplication (x, the letter 'x') with die specifications and numbers. For example: 2d4+2 would generate a number between 4 and 8, 2d-1 would generate a number between 1 and 11, 3d10x10+1 would generate a number between 31 and 301. Note that there is no

Window: This menu lets you alter how the open windows are displayed in *Creation Workshop*. You may Cascade the windows (overlapping them) or Tile them (arrange them next to one another).

Help: This important menu lets you access the online help features of *Creation Workshop*. Note that there will be more than just the basic *Creation Workshop* Help when you have a game system template opened; in that case, you'll also see commands for specific game system help.

Once you have started a new character sheet, or opened a new template, by using the **New...** command in the File menu, three new menus appear: Data, Tools, and Modify.

Data: This menu shows all the dialogs or lists associated with the main dialog for the character. Select any item to display it for use. The list of items in the Data menu will vary depending on the game system template in use.

Tools: This menu contains commands to edit the dialogs of the game system template, such as Modify, Open Item, Delete Item, and Edit Properties. The first few commands in this menu let you Select Item, Insert a Sublist, or Select from the Master List; all of these commands let you add items to the character. The Show Requirements and Check Requirements commands deal with any requirements that may exist for the selected items in the character sheet. Finally, the Add, Subtract, and Reset

commands affect the fields in the current dialogs. The Sort command lets you arrange items in a list that's selected. All of these commands in the menu are grayed out unless they operate upon the selected item; you must select the appropriate item in a character template before most of these commands will operate.

Modify: This menu lets you change basic things about the character template. Note that when you choose Dialog Item Properties, an entire new button bar appears, with many additional features designed to modify the display of items in a dialog. The Window Information, Character Sheet Info, and Data Menu commands bring up the appropriate dialogs where you can alter the basic information about the template. The Defines command shows a dialog with the basic definitions of the template, where you can add to or modify the list of definitions.

Using *Creation Workshop*

Now that you're familiar with *Creation Workshop's* interface, let's look at how you use *Creation Workshop* to accomplish specific tasks.

There are several different important uses for *Creation Workshop*:

- 1) Use an existing template to create characters
- 2) Use other features of *Creation Workshop*: Name Finder, Die Roller, etc.
- 3) Modify an existing template to match house rules

To "compile" the text file, run the following command line in DOS:

compname names.txt names.nam

where **names.txt** is the input text file and **names.nam** is the output name file. The name file should always have the .nam extension. The compname program will be in the CHARCON directory if you installed the name files.

Part of the Anglo-Saxon name file is included in this help file. You can copy it to the clipboard and paste it into an editor such as NotePad, then save it to a file and compile it to produce a .nam file.

Die Roller

The die roller lets you generate random numbers. You can select the die specifications in a number of ways.

The easiest way is to click the buttons with the die specifications on them. This will generate a random number according to the specification on the button and place it in the die roll result box.

The second way is to type a die specification into the die specification edit box and click the **Roll** button. This die spec will be added to the list box if it isn't already present.

The third way is to double click one of the die specifications in the list box beneath the die spec edit box. This replaces the contents of the die spec edit box.

Creating Name Files

To create your own name files, you must first create a name list text file. This must be a standard text file, saved in the Windows character set. The Windows Notepad editor is useful for this purpose.

The input name text file consists of two parts. The first part is introduced by a line with the word “@notes” on it. All text following that line until another line with the word “@names” will be included in the notes for the name file.

Comments are indicated by beginning the line with the # character. Blank lines may occur anywhere within the name list, and are ignored.

Each name in the @names part must be on a separate line. The format for each line is:

name,attribute[,attribute]...[:notes]

For example:

**Aaron,Male,Hebrew:light, enlightened,
brother of Moses**

declares the name “Aaron” to be a male, Hebrew name with the meaning “light, enlightened, brother of Moses.” The name and the attributes should be 20 characters or less.

You can declare attributes to be used for all following names with the @attr directive:

@attr Female,Russian

indicates that all following names are Female Russian names.

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- 4) Create a new template for character creation

Creating Characters

This is the commonest use for *Creation Workshop*, once you have a system template for the game that you’re using. Use the **New...** command from the File menu and choose a character sheet for the game system you want to use. The main dialog appears, and you can enter in basic parts of the character here by clicking in the fields and entering numbers (the **Tab** key moves the highlight from field to field). Other parts of the character can be entered by going to the Data menu and selecting the desired dialogs or lists that are listed in the Data menu. Entering new items in these lists can be done by using the **Select Item...** command from the Tools menu, or by using the **Insert** key. Some of these dialogs or lists may have sublists attached to them, which you can access from the dialog or list.

Use the Windows menu to help arrange the multiple windows you open for a character, or just drag them into place yourself. Don’t forget to save your work from the File menu! When you’re done, go to the **Print** command in the File menu and choose a print template for the character, then print it out.

The *Fuzion Creator* offers specific examples of how to use existing templates to create characters. Each template will be different, of course, but in general templates are set up to make the process of character creation easy once you're familiar with the basic interface of *Creation Workshop*. See the system-specific Online Help for each template for more precise instructions on how to use the template.

Using Other *Creation Workshop* Features

Usually, this means using the Name Finder or the Die Roller, which can be accessed from the Utilities menu. The Name Finder is a database that lets you search for character names. You can create your own name lists, too. Hero Plus will also be making new name lists available; check our web site for news about name lists. The Die Roller lets you roll various numbers and types of dice; you can keep track of previous dice combinations used, for easy reference later on.

The Name Finder

The Name Finder lets you search for names for your character. You can browse through all the names in the name database, or you can narrow your search by specifying attributes for the search. The currently selected name file is shown in the lower left hand corner of the dialog box.

The three areas of the Name Finder display are:

- Primary Attributes
- Secondary Attributes
- Names

Finding Names

- Click an entry in the Primary Attribute list; the entry (male, female) is highlighted.
- Click an entry in the Secondary Attribute list; the entry (Spanish, French, etc.) is highlighted.
- Click the Find button.
- The names that match your criteria are displayed in the Names list.

When you click the Find or Random button, *Creation Workshop* searches for all names that match any of the Primary Attributes and any of the Secondary Attributes. If you select no Attributes, all names in the database are displayed.

Opening Different Name Files

You can search a different name database with the **Open...** button. A list of file names appears; select the one you want.