



Hero Helper v2.0 User Manual

Table Of Contents

Overview.....	3	Deleting A Dice Preset.....	13
Quick Help.....	4	Moving A Dice Preset Up/Down.....	13
General.....	4	Load Dice Preset List Into Dice Roller.....	13
Game Manager.....	5	Closing Dice Roller Control Panel.....	13
To View Files.....	5	Dice Roller Main Page.....	14
To Modify Files.....	5	Dice Roller Settings.....	14
To Create Files.....	5	Roll Dice.....	14
Launch Files.....	5	Save Rolled Dice.....	14
Name Maker.....	6	Dice Roller Quick Roll.....	14
Special Notes.....	6	Roll Quick Dice.....	14
Making A Name.....	6	Mini-Dice Roller.....	15
Keep Names.....	6	Open Mini-Dice.....	15
Saving My List.....	6	Inspiration.....	16
Deleting Names From My List.....	7	Getting Inspired.....	16
Phase Tracker.....	8	Adding Your Ideas.....	16
Phase Tracker Control Panel.....	8	Saving Your Ideas.....	16
Creating A New Control Panel.....	8	Importing.....	16
Opening A Control Panel.....	8	Exporting From Hero Designer™.....	16
Entering A Character Preset.....	8	Importing A Character.....	16
Entering A Header.....	8	Advanced Features And Hints.....	17
Modifying A Character Preset.....	9	General.....	17
Duplicating A Character Preset.....	9	Game Manger.....	17
Deleting A Character Preset.....	9	Name Maker.....	17
Moving A Character Preset Up/Down.....	9	Phase Tracker.....	17
Load Character Preset List Into Phase Tracker.....	9	Dice Roller.....	17
Closing Phase Tracker Control Panel.....	9	Inspiration.....	17
Phase Tracker Main Page.....	9	Customizing.....	18
Changing Phases/Segments/Turns.....	10	Preferences.....	18
Changing Character Information.....	10	General Settings.....	18
Reset Character Information.....	10	Phase Tracker.....	18
Reset Everything.....	10	Highlight Colors.....	18
Removing A Character.....	10	Knockout Settings.....	18
Changing Character Actions/Status.....	10	Dice Roller.....	18
List Of Actions/Status.....	10	Inspiration.....	18
Setting Timed Reminders.....	11	Customizing Name Maker.....	19
Timed Reminder Options.....	11	Modifying Existing Files.....	19
Timed Reminder Frequency Options.....	11	Adding Sections To Existing Files.....	19
Save Combat Records.....	11	Creating Your Own Files.....	19
Load Combat Records.....	11	General Layout Rules.....	19
Dice Roller.....	12	Standard Name Files Exception.....	20
Dice Roller Control Panel.....	12	Special Tricks And Example.....	20
Creating A New Control Panel.....	12	Customizing Inspiration.....	21
Opening A Control Panel.....	12	General Layout Rules.....	21
Entering A Dice Preset.....	12	Example.....	21
Entering A Header.....	12	Walk Through The Example.....	23
Modifying A Dice Preset.....	13	List Of Items For Inspiration Lists.....	25
Duplicating A Dice Preset.....	13		

Overview

Hero Helper is a powerful program designed to help GM's run a smoother Hero Games roleplaying game. The manual is broken down into 3 parts.

Part 1: Quick Help

Part 2: Advanced Features

Part 3: Customizing

Quick Help goes over the necessary features to run Hero Helper.

Advanced Features goes into more detail of the various parts of Hero Helper.

Customizing shows how to make Hero Helper fit your campaign style.

Quick Help

General

In the Hero Helper's folder there are two other folders. A **Data Files** folder and an **Import** folder.

The **Data Files** folder contains all the files needed to run Hero Helper. Make sure that this folder is in the same folder as Hero Helper. All folders and files mentioned below are assumed to be in the Data Files folder unless otherwise stated.

The **Import** folder holds the characters exported from Hero Designer™ from Hero Games. See: Import for more details



Game Manager

Game Manger allows you to view, modify, create and launch files needed to run your role playing game. These files can be placed into folders or in the root directory of the **Game Manager** folder.

There are 5 default folders in the **Game Manager** folder.

- **Characters**
- **Game Notes**
- **Inspiration Ideas**
- **My Dice Rolls**
- **My Names**

You can to add, delete, and modify these folders. See Game Manager Advanced Features for more details.

To View Files

1. Select a file you wish to view.
2. If the file is a text file, the information will appear in the **Information Display** area.

To Modify Files

1. Select a file you wish to modify.
2. If the file is a text file, the information will appear in the **Information Display**.
3. Modify the contents in the **Information Display**.
4. Go to: **File -> Save** to save your changes.

To Create Files

1. Type your information in the **Information Display**.
2. Go to: **File -> Save** to save your changes.

Launch Files

1. Double-Click any non-text file
2. The appropriate program will open the file.



Name Maker

Name Maker creates various types of random names. There are 8 categories.

- **Standard Names**
- **Superhero Names**
- **Fantasy Names**
- **Sci-Fi Names**
- **Superhero Items**
- **Fantasy Items**
- **Sci-Fi Items**
- **Custom Lists**

In each category there are more choices to be made as to the type of names you wish to create. You are also able to modify the files to better reflect your campaign. See Customizing Name Maker for more details.

Special Notes

1. Standard Names section allows you to select more than one file at a time. All other areas allow only one file selected at a time.
2. Superhero Names has a 'Modify Names' check box. This alters the output in various ways.
3. Superhero Items has a Power Namer Text Box. You can put the name of your special effect here or have Hero Helper randomly select one.

Making A Name

1. Select the type of name you wish to make from one of the 8 categories listed on the left.
2. Click: NM Graphic Button

Keep Names

1. If a name appears that you like in the Name Maker Output, Double-Click the name.
2. The name moves from the Name Maker Output to My List

Saving My List

1. Go to: File -> Save My List...

Deleting Names From My List

1. To delete one name: Double-Click on the name
2. To delete the entire list: Go to: Controls -> Delete 'My List'...



Phase Tracker

Phase Tracker tracks combat movement and events. There are two sections in Phase Tracker.

- **Phase Tracker Control Panel**
- **Phase Tracker Main Page**

You will need to load characters into the Phase Tracker from the Control Panel before you can use the Phase Tracker Main Page.

There are also helpful tips in the Phase Tracker Advanced Feature section.

Phase Tracker Control Panel

Creating A New Control Panel

1. Go to: File -> New Control Panel...
2. Enter the name of the New Control Panel

Opening A Control Panel

1. Go to: File -> Open Control Panel...
2. Select the Control Panel file you wish to load.

Entering A Character Preset

1. Enter the name for the Character Preset in the Name section
2. Set up the stats and other settings
3. Click: Save Character

Entering A Header

1. Enter the name for the Header in the Name section
2. Click: Make Header checkbox
3. Click: Save Header

Modifying A Character Preset

1. Select the Character Preset you wish to modify
2. Make changes (except to the Name)
3. Click: Save Character

Duplicating A Character Preset

1. Select the Character Preset you wish to duplicate
2. Change the Name
3. Click: Save Character

Deleting A Character Preset

1. Select the Character Preset you wish to delete
2. Click: Delete

Moving A Character Preset Up/Down

1. Select the Character Preset you wish to move
2. Hold down the mouse button and move it up or down to the position you want
3. Release the mouse button

Load Character Preset List Into Phase Tracker

1. Check the Character Presets you wish to load into Phase Tracker
2. Click: Load List

Closing Phase Tracker Control Panel

1. Click: Cancel (Nothing will load into Phase Tracker).

Phase Tracker Main Page

Any changes made to the character's information in this section is temporary. If you want the changes to be permanent, you will need to change the information in the Phase Tracker Control Panel.

Changing Phases/Segments/Turns

1. Automatically: Click: Next Arrow (advances to the next Phase) or Back Arrow (goes back last Phase)
2. Manually: Click: The Segment/Turn Number and type your desired segment/turn and hit Return

Changing Character Information

1. Select the Character you wish to change
2. Change the information you wish to change

Reset Character Information

1. Select the Character you wish to reset
2. Go to: Controls -> Reset (Character Name)...

Reset Everything

1. Go to: Controls -> Reset All Characters...

Removing A Character

1. Select the Character you wish to remove
2. Go to: Controls -> Remove (Character Name)...

Changing Character Actions/Status

1. Select the Character you wish to change
2. Go to: Controls -> Character Actions -or- Right-Click the Character

List Of Actions/Status

- **Normal**
- **Recovering**
- **No Recovery**
- **Stunned (with choices)**
- **Knocked Out (with choices)**
- **Abort**
- **Hold (with choices)**
- **Haymaker**

Setting Timed Reminders

1. Select the Character you wish to have the reminder applied to
2. Go to: Controls -> Timed Reminder -or- Double-Click the Character

Timed Reminder Options

- Reason for the reminder
- Frequency
- Able to have the Reminder repeat after it has displayed

Timed Reminder Frequency Options

- Every Phase
- Every Post 12
- Every Turn
- Every Minute
- Every 5 Minutes
- Every Segment
- Every Segment 1
- Bleeding
- Custom

Save Combat Records

1. Go to: File -> Save Combat...

Load Combat Records

1. Go to: File -> Load Combat Record...



Dice Roller

Dice Roller allows for a variety of dice rolling settings as well as saving the settings to frequently used rolls.

There are 4 sections in Dice Roller

- **Dice Roller Control Panel**
- **Dice Roller Main Page**
- **Dice Roller Quick Rolls**
- **Mini-Dice Roller**

There are also helpful tips in the Dice Roller Advanced Feature section.

Dice Roller Control Panel

Creating A New Control Panel

1. Go to: File -> New Control Panel...
2. Enter the name of the New Control Panel

Opening A Control Panel

1. Go to: File -> Open Control Panel...
2. Select the Control Panel file you wish to load.

Entering A Dice Preset

1. Enter the name for the Dice Preset in the Name section
2. Set up the stats and other settings
3. Click: Save Configuration

Entering A Header

1. Enter the name for the Header in the Name section
2. Click: Make Header check box
3. Click: Save Header

Modifying A Dice Preset

1. Select the Dice Preset you wish to modify
2. Make changes (except to the Name)
3. Click: Save Configuration

Duplicating A Dice Preset

1. Select the Dice Preset you wish to duplicate
2. Change the Name
3. Click: Save Configuration

Deleting A Dice Preset

1. Select the Dice Preset you wish to delete
2. Click: Delete

Moving A Dice Preset Up/Down

1. Select the Dice Preset you wish to move
2. Hold down the mouse button and move it up or down to the position you want
3. Release the mouse button

Load Dice Preset List Into Dice Roller

1. Check the Dice Presets you wish to load into Dice Roller
2. Click: Load List

Closing Dice Roller Control Panel

1. Click: Cancel (Nothing will load into Dice Roller).

Dice Roller Main Page

Show Settings

1. Click 'Dice Roller Settings - Click Here To Show Settings'

Hide Settings

1. Click 'Click Here To Hide Settings' located above the settings

Dice Roller Settings

- **Dice** (Number of d6 dice to roll)
- **Rolls** (Number of times to roll the dice)
- **Half Die** (Include a Half Die in each roll)
- **Plus/Minus** (Plus or Minus added to each roll)
- **Killing** (If the dice rolled are Killing Dice)
- **Stun Multiplier** (Only available if Killing Dice)
- **Stun/Dice Total** (Total face value of the dice)
- **Body** (Body value of the dice)
- **Labels** (Place labels next to each roll)
- **Each** (Show individual die as Exploding style layout or just Each Die)
- **Sort** (Only available if Each Die is selected)
- **Header** (Places a header separating each roll. Choice between Large or Small type)
- **Hit Locations** (Modifies dice damage based on the location hit)

Roll Dice

1. Optional: Select a Dice Preset from the Dice Preset list
2. Set the Dice Roller Settings
3. Click: Dice Graphic under the Dice Roll Output

Save Rolled Dice

1. Go to: File -> Save Dice Roll...

Dice Roller Quick Roll

Special Note: You are unable to save the results of the Quick Rolls.

Roll Quick Dice

1. Optional: Select a Dice Preset from the Dice Preset list
2. Select either Combat -or- Skill/Activation
3. Click: Dice Graphic in the Quick Rolls box

Mini-Dice Roller

The Mini-Dice Roller uses the Dice Presets from the Dice Roller Main window. This allows you to be on a different page (usually Phase Tracker) and have easy access to the Dice Roller.

Open Mini-Dice

1. Go to: View -> Mini Dice Window



Inspiration

Inspiration creates random ideas for stories and character creation. There are 5 categories.

- **Plot Seeds**
- **Background**
- **Concepts**
- **NPC Aid**
- **Custom**

In each category there are more choices to be made as to the type of ideas you want to create. You are also able to modify the files. See Customizing Inspiration for more details.

Getting Inspired

1. Select the type of idea you wish to make from one of the 5 categories listed on the left.
2. Click: Lightbulb

Adding Your Ideas

1. Enter your ideas in the Inspiration Output area

Saving Your Ideas

1. Go to: File -> Save Inspiration...

Importing Characters

Hero Helper is able to import characters that have been exported from Hero Designer™ (a product from Hero Games).

Exporting From Hero Designer™

1. Place the Hero Helper Export Filter into the Hero Designer's ExportFilter folder
2. Follow the instructions on Exporting a character from Hero Designer
3. Place the Exported character into the Hero Helper's Import folder

Importing A Character

1. Go to: Import -> Import Character

Advanced Features And Hints

General

- Everything in the Menu can be accessed with keyboard shortcuts
- You can show and hide the bottom Menu Buttons. Go to: View -> Button Menu

Game Manger

- You can add folders within folders to help organize your files
- Go to: Controls -> Reload List to update the files anytime
- Double-Click on the folders to open and close them
- Select a folder before saving will allow saving in the folder as default choice

Name Maker

- You can have different types of names in the “My List” section
- Save “My List” in a folder accessed by Game Manager to modify during the game

Phase Tracker

- Selecting a Character in the Segment Output list will select it in the Character List.
- Right-Click a Character in the Segment Output list will change the status:
 - If the status is ‘Normal’ it will change to ‘Already Moved’
 - If the status is anything else, it will convert the Character back to ‘Normal’
- Double-Click a Character in the Segment Output will open the Action window

Dice Roller

- Turn the Dice Roller Main Output on/off. Go to: Controls -> Dice Roller Output
- Save Dice Rolls in a folder accessed by Game Manager to modify during the game
- Double-Click a Dice Preset will roll that preset

Inspiration

- Turn the Overwrite Text on/off. Go to: Controls -> Overwrite Text
- If Overwrite Text is turned off, any new ideas generated will add on to the previous output and any text you have added will still be in place.

Customizing

Hero Helper can be customized to fit your campaign style.

Preferences

General Settings

- **Display Menu Graphics** (turns on/off Button Menu at startup)
- **Open To Last Location** (remembers the last page when you quit)
- **Warn If Changes Made** (reminds you if you want to save your changes)
- **Path To Data Files Folder** (you can move the Data Files or make multiple copies of the Data Files Folder for different gaming sessions)
- **Set Double-Click Speed** (sets Double Clicking speed)

Phase Tracker

- **Show Only Acton Phases** (only show segments which a character moves)
- **Automatic Post 12 Update** (gives post 12 recoveries to all Characters automatically)
- **Automatic Recovery Update** (gives recovering Characters Stun/END recovery)
- **Display Bleeding Damage** (displays all levels of Bleeding Damage)
- **Automatic Knockout** (displays Knockout Level if Stun is set below 0)
- **Show 'Post 12' Message** (displays a message box reminding you that it's Post 12)

Highlight Colors

- You can select the different highlight colors for Phase Tracker's Character Status

Text Colors

- You can select the different text colors for Phase Tracker's Character Status

Knockout Settings

- You can set the levels when a Character is Knocked Out.
Used with Automatic Knockout above

Dice Roller

- **Hit Locations On By Default** (turns on/off Hit Locations at startup)

Inspiration

- **Overwrite On By Default** (turns on/off Overwrite Text startup)

Customizing Name Maker

There are two ways to customize Name Maker.

The first way is to add/delete text from the already existing files. This can be done to any of the files.

The second way is to create your own files. Only a few of the categories will accept newly created files.

Modifying Existing Files

- **Open up the file in a Text Editor.**
- **Make the modifications, making sure not to change the Section Titles format or name (see below)**
- **Save the file as a Text File**

Adding Sections To Existing Files

There are a few files that will not recognize new sections (although they can be modified). You will recognize these files by their Section Titles.

If a file has 3 dashes, a space, followed by a number, then that file can have sections added to it (see:Creating Your Own Files below for format instructions).

If the file has 3 dashes, a space, followed by a word or letter, then that file will not recognize any new sections added. Be careful not to alter the Section Titles of these files or Name Maker may not work properly.

Creating Your Own Files

Only Standard Names, Fantasy Names, Sci-Fi Names and Custom Lists can accept new files. Below are the formatting rules required for Name Maker to be able to read your file.

Remember to always save your file as a Text File.

General Layout Rules

- **Extra Spaces are ignored.**
- **Comments are represented by two ##**

Example: ## This is a comment

- **Sections are divided by Titles: 3 dashes, space, number, space and 3 dashes**

Example: --- 1st Part ---

The Title must start with a number. Text following the number is optional

You can have up to 9 different sections

The exception is Standard Name Files (see below)

Standard Name Files Exception

Standard Name Files don't following the 3 dashes, space, number, and 3 dashes rule.

Instead, the Titles **MUST** be in the following order.

--- Last Name ---
--- Male Names ---
--- Female Names ---

Special Tricks And Example

When Name Maker reads in a file, it starts at '1' and goes to '2' and so on. It does not put a space between the sections. This is good if you are creating, say, an alien name

But what if you want to create an alien race with two names? Or make a dictionary of 'Orc' words (the Orc word first followed by the English Translation)?

Here are a few 'tricks'

1. Make a Section with only a space.
2. Make a Section with only two options [like (m) and (f)]
3. Adding a tab, plus sign, number after the line will make that line have a higher chance of appearing

Example: Bob +10

Bob will load in 10 times while everything else loads in once, giving Bob a higher chance of being selected. The space between Bob and the +10 is a single Tab (not spaces)

Here is an example that will generate 16 words with the 'h' having 5 extra entries and 'ch' having 10 extra entries to give those lines a higher chance of appearing. The generated words could be (in any order): hat, hit, haps, hips, chat, chit, chaps, chips, slat, slit, slaps, slips, tat, tit, taps, tips

This is an example

--- 1st Part ---

h +5
ch +10
sl
t

--- 2nd Part ---

a
i

--- 3rd Part ---

t
ps

Customizing Inspiration

Inspiration is similar to Name Maker in file construction but has many more layout features.

Remember to always save your files as Text Files

General Layout Rules

- **Extra Spaces are ignored.**
- **Comments are represented by two ##**
Example: ## This is a comment
- **Sections are divided by Titles: 3 dashes, space, title, space and 3 dashes**
Example: --- THIS-IS-A-SECTION-TITLE ---
The Section Title cannot contain any spaces and must be all UPPER CASE with the exception of Required Sections (see below)
- **You can retrieve information from another Section by placing that Section Title between two asterisks.**
Example: *THIS-IS-A-SECTION-TITLE*

Example

It will be easier to show the features Inspiration has to offer in an example. A walk-through the example follows. Copy/Paste into a Text Editor and save it in your Custom folder and run it in Inspiration to see how it works.

START

This part is the Required Section. Notice that the Titles here are in Title Case and not UPPERCASE.

--- Required ---

FirstPart	3	This is part can have anywhere between 1 to 3 calls to it
SecondPart	*3	This part will have EXACTLY three calls to it

--- FirstPart ---

I walked to the beach wearing my *CLOTHES*
Hey, look at the *ITEM+P*. I think I'll have one.
Everyone loves Hero Helper because *REASON*
++

--- SecondPart ---

What can I say... I'm *SAYING*
I want a *ANIMAL-A* and two *ANIMAL+P*
It's a bird, it's a plane, no... it's *CLICHE-HERE*

This is the rest of the Sections. All of the Titles will be UPPERCASE

--- CLOTHES ---

sandle
sock
t-shirt
birthday suit

--- ITEM ---

toy truck
calculator
computer game
elf

--- DESCRIPTION ---

hot
cold
sexy

--- REASON ---

it's the most loved program around
it comes with a smile
it comes with *ITEM+A* inside
it's *SAYING* and *REASON* -OR- it's *SAYING* and comes with a *DESCRIPTION* *ITEM*

--- SAYING ---

the best
the hottest
the one with a great *CLOTHES*

--- ANIMAL ---

a dog
a cat
a penguin
a fox

--- CLICHE-HERE ---

DESCRIPTION+A *CLOTHES*

DESCRIPTION+A *ITEM*

someone with too much time on their hands

a disaster

Walk Through The Example

Let's walk through the example as Inspiration would.

Inspiration starts with the --- Required --- section which lists all of the required lines. The lines are read in order. The first line is:

FirstPart 3 This is part can have anywhere between 1 to 3 calls to it

The format is the title of a Required Line, followed by a tab, followed by MAXIMUM number of times that section will be called, followed by another tab, and finally the Title what will be printed out in the Inspiration Output.

So, in this case, it is saying "Go to: --- FirstPart --- and read me up to three lines from there.

The --- FirstPart --- Section has 4 lines (3 lines that are sentences and one line that is ++)

Some of the sentences have UPPERCASE words between two asterisks. This is telling Inspiration to select something from that category and place it there.

Take a look at the first line: I walked to the beach wearing my *CLOTHES*

Inspiration will go to --- CLOTHES --- and select one of the four items there. So the sentence could be

I walked to the beach wearing my sandle -OR-

I walked to the beach wearing my sock -OR-

I walked to the beach wearing my t-shirt -OR

I walked to the beach wearing my birthday suit

The second line in the --- FirstPart --- Section is similar to the first except it uses an Inspiration's modifiers

Inspiration has three modifiers that make sentences flow together. These modifiers are always placed after the Title but before the last asterisk.

- **+A (adds an 'a' or 'an' to the beginning of the Selection)**

- **-A (removes the ‘a’ or ‘an’ from the beginning of the Selection)**
- **+P (makes the Selection plural (and removes the ‘a’ or ‘an’ if present))**

Inspiration refers to ‘Irregular Plurals’ text file located in the Misc Folder for irregular plurals. The list can be modified to fit your campaign

Here’s what the second line could look like: Hey, look at the *ITEM+P*. I think I’ll have one.

Hey, look at the toy trucks. I think I’ll have one. -OR-

Hey, look at the calculators. I think I’ll have one. -OR-

Hey, look at the computer games. I think I’ll have one. -OR-

Hey, look at the elves. I think I’ll have one. [Note: Inspiration changed ‘elf’ into ‘elves’ and not ‘elfs’]

The third line is similar to the first line. What’s different is the --- REASON --- Section.

The --- REASON --- Section takes advantage of Inspiration’s ‘Cross Reference’ and OR features. You can have as many Cross References in your lines and can even have References refer to the same Section, as the last line in the --- REASON --- Section does.

Because --- REASON --- calls itself, if the lines

it’s *SAYING* and *REASON* and it’s *SAYING* and comes with a *DESCRIPTION* *ITEM* were on separate lines, you could get something like this (broken down to make it more obvious).

Everyone loves Hero Helper because it’s the best and *REASON* (It’s calling itself again)

Everyone loves Hero Helper because it’s the best and it’s the hottest and comes with a sexy toy truck

While not a bad sentence, it does read a bit awkward. By placing the -OR- between these two sentences, you eliminate the problem. You can have as many -OR- on a line as you wish

Here is what the third line could look like

Everyone loves Hero Helper because it’s the most loved program around -OR-

Everyone loves Hero Helper because it comes with a smile -OR-

Everyone loves Hero Helper because it comes with a toy truck inside -OR-

Everyone loves Hero Helper because it comes with a calculator inside -OR-

Everyone loves Hero Helper because it comes with a computer game inside -OR-

Everyone loves Hero Helper because it comes with an elf inside -OR-

Everyone loves Hero Helper because it’s the best and it’s the most loved program around -OR-

Everyone loves Hero Helper because it’s the best and it comes with a smile

and so on...

There are over 50 different variations that could be created because of the 'Reference' and OR features.

The last line in --- FirstPart --- doesn't print out. It increases the number of lines by 1. So, if --- FirstPart --- was only going to print out 2 lines, coming across the ++ would increase that number to 3.

After --- FirstPart --- is finished, --- Required --- goes to the next line which is called --- SecondPart ---

Everything is the same as the --- FirstPart --- except that there is an asterisk in front of the number. This tells Inspiration to print EXACTLY that many lines. So, while the --- FirstPart --- will print between 1 to 3 (or more with the ++), --- SecondPart --- will print exactly 3.

Here's an overview of everything presented here (and a couple that weren't).

List Of Items For Inspiration Lists

- **There must be a --- Required --- section**
- **The items in the --- Required --- section follow this format**
Required Section-tab-Number Of Calls To That Section-tab-Print Out Title
- **An asterisk in front of the number (*3) means EXACTLY that many calls**
- **Call another Section by placing the Section Title between two asterisks (*TITLE*)**
- **+A, -A, +P come after the Title but before the last asterisks (*TITLE+A*)**
- **You can place -OR- between any two lines (even lines in the Required Section)**
- **If you have something that requires several lines to print out BUT you want to print out to be in a specific order (and not randomly selected) you place a ^* between each item.**

Example: Name: *NAME* ^* Height: *HEIGHT* ^* Weight: *WEIGHT* ^* Age: *AGE*

- **Adding a tab, plus sign, number after the line will make that line have a higher chance of appearing**

Example: This is a good line +10