









MONGOOSE PUBLISHING PRESENTS

Character Portraits: Fantasy Heroes

Contents

- 2 Introduction
- 3 Assassins
- 4 Barbarians
- 6 Bards
- 8 Clerics
- 10 Druids
- 12 Fighters
- 14 Monks
- 16 Paladins
- 18 Rangers
- 20 Rogues
- 22 Magic Users
- 24 Psions
- 25 Commoners
- 26 License

Credits

Editor: Ian Barstow

Cover Art: Anne Stokes, Chris Quilliams, Ralph Horsley

Interior Illustrations: Chad Sergesketter, Nathan Webb, David Griffiths, Anne Stokes, Marcio Fiorito, Stephen Shepherd, Alejandro Villen, Danilo Moretti, Eric Lofgren, Patricio Soler, Eric Bergeron

Production Manager: Matthew Sprange

Proof-Reading: Ted Chang

Open Game Content & Copyright Information

Character Portraits: Fantasy Heroes is ©2003 Mongoose Publishing. All rights reserved. Reproduction of non-Open Game Content of this work by any means without the written permission of the publisher is expressly forbidden. Character Portraits: Fantasy Heroes is presented under the Open Game Licence. See page 26 for the text of this licence.

All artwork and text, with the exception of the colour images on the cover are considered to be Open Game Content. All rights reserved. If you have any questions on the Open Game Content of this product please contact Mongoose Publishing. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

MONGOOSE PUBLISHING

Mongoose Publishing, PO Box 1018, Swindon, SN3 1DG, United Kingdom info@mongoosepublishing.com

Visit the Mongoose Publishing website at www.mongoosepublishing.com for regular updates.

INTRODUCTION

Whenever you create a new character sheet, one item always seems to get neglected – the character's portrait. What does Xandros the Wise, budding human sorcerer actually look like? You probably spend a short amount of time telling the rest of your party about your hook nose and eager face, only to immediately involve yourself in adventuring and abruptly forget your own limited description.

Now you can address this problem without hours of work drawing a portrait which will probably end up looking like the Elephant Man; let Mongoose do it for you! In this first in a series of PDFs containing character portraits, we present more than 100 fantasy heroes, all races and all classes, plus a few novelty ones thrown in for good measure.

Inside you will find fighters and monks, clerics and magic users, even psions. What is more, each one has even been given a name so that if you are feeling uninspired you can leaf through and pick out a suitable name as well! All the pictures are designated Open Games Content, so you may do with them as you will.

The pictures are presented randomly within each class, and with good reason. We are not here to tell you what your elf looks like, nor your gnome, halfling or whatever. If you see a picture you like and you think it works, then go ahead and use it. Got a Charisma 5 human fighter? Why not look at a few of the half-orcs on offer. After all, ugly is as ugly does.

To easily extract individual pictures from your PDF for printing or copying as JPEG files, use the following method:

- 1. Select the Graphics Select Toll from the menu bar.
- 2. Drag a frame around the picture of your choice.
- 3. Right click on the picture you have selected.
- 4. You now have two choices you can select Print and a picture of the selected character can be printed out. Alternatively, you can select Copy and the picture can be transferred to your clipboard. Then open Paint and Paste in the file. You can then save it in whatever format you desire, even edit the portrait if you wish. Feel the need for any eyepatch?

After this, the world is your oyster. If you have a graphics program on your machine, such as Adobe Photoshop, you can open the file, colour it, create a sepia effect or anything else that takes your fancy.

It is also possible, using Adobe's Help menu to extract all the pictures in one go. Simply go into Help, select Index and look up Graphics. It will give you walk through instructions on how to extract graphics.



ASSASSINS ASSASSINS لو لو P Konrad von haag Lucky Agramant لو ட Ъ Laurenzzi Scapizo Bhaguan the Black

BARBARIANS

BARBARIANS



Thjoszolf the Bold



Mord Redeye



Galan Whitelash



Yngvar Yngvarrsson

BARBARIANS



BARDS

BARDS



Ambrosius the Singer



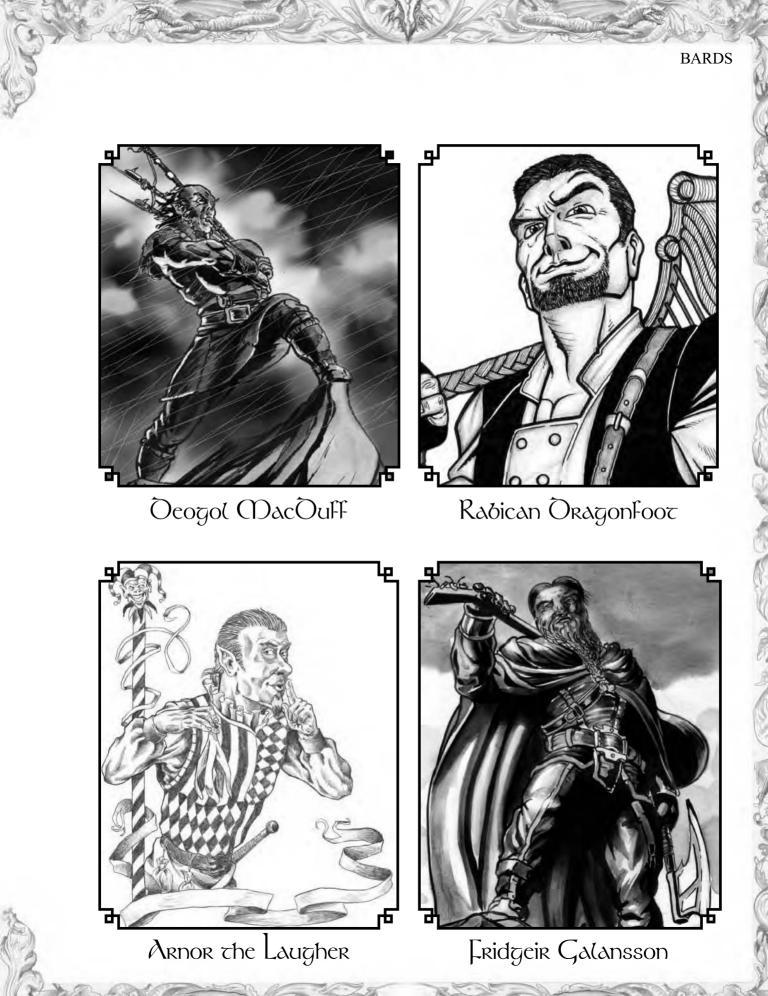
Govannon Coolgarden



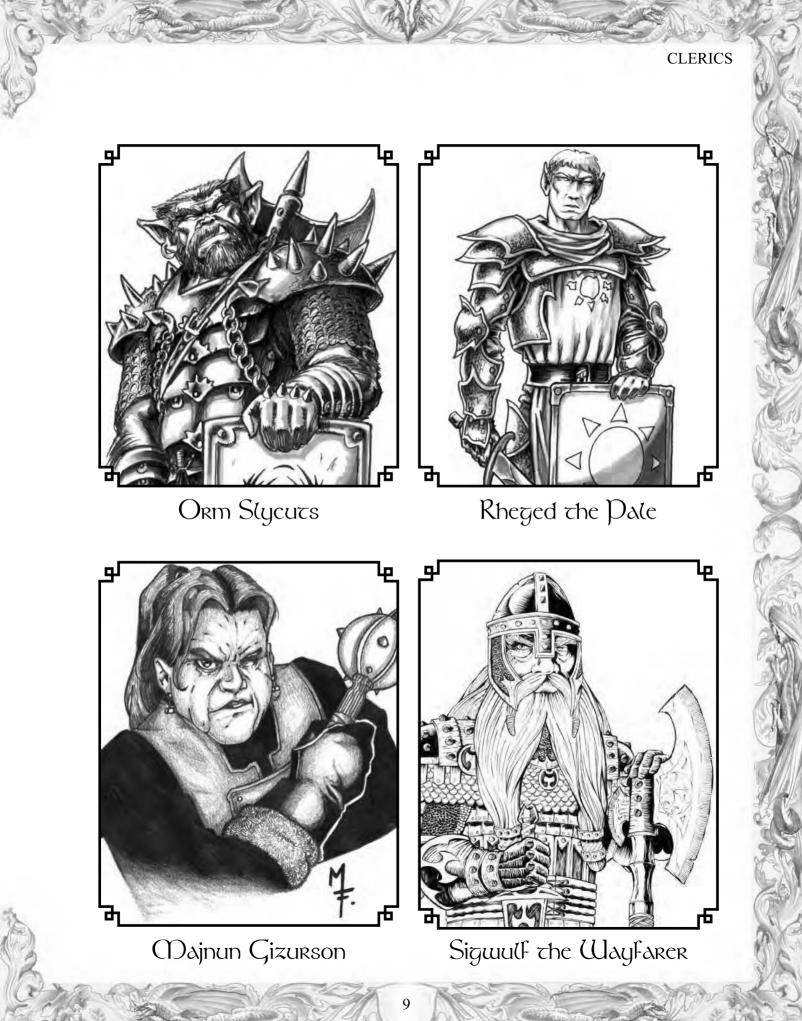
Vachel Blackblade



Aioro the Fair







DRUIDS

DRUIDS



Verner Szulpnazel



 $\operatorname{Aldhelm}\nolimits$ of the Trees



Bedrosian of the Seven Rings



Ulf Treestump



FIGHTERS

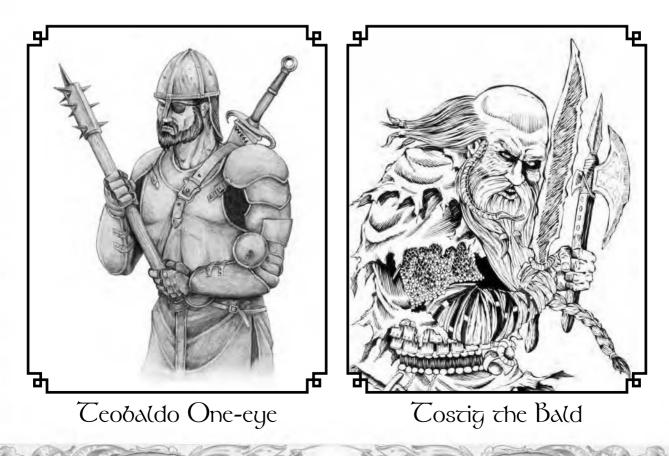
FIGHTERS



Scur Stonearrow



Wu Chang





MONKS

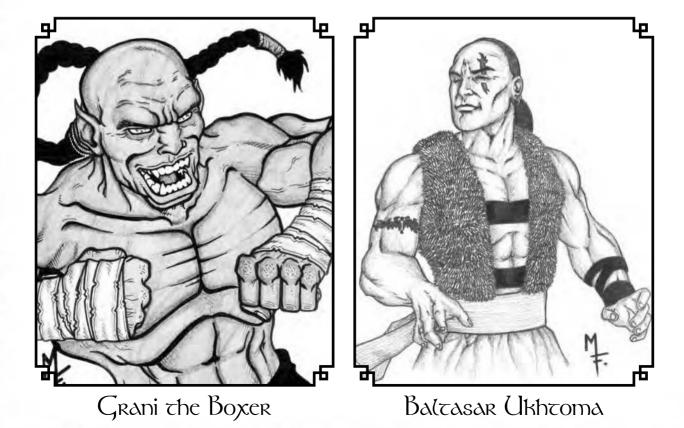
MONKS



Boris Armanov



halig Firmfist



14



PALADINS

PALADINS



Sir Agamar



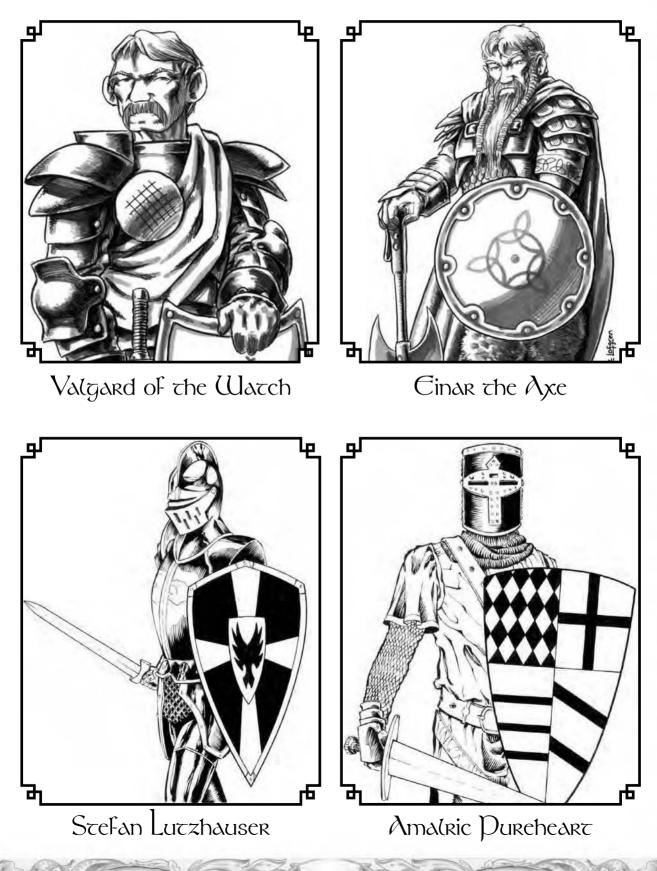
Lothar von holzt



lvar the Boneless

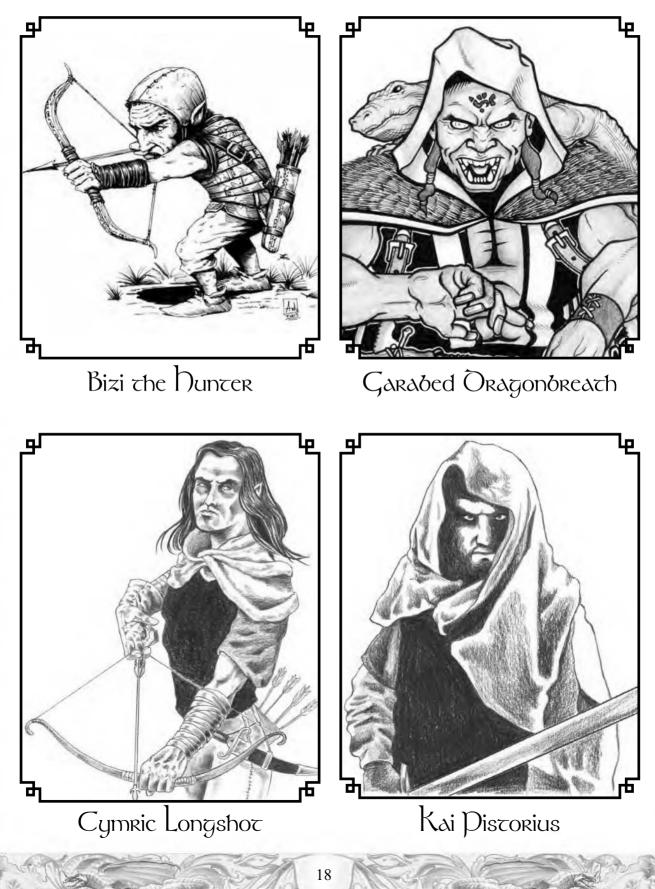


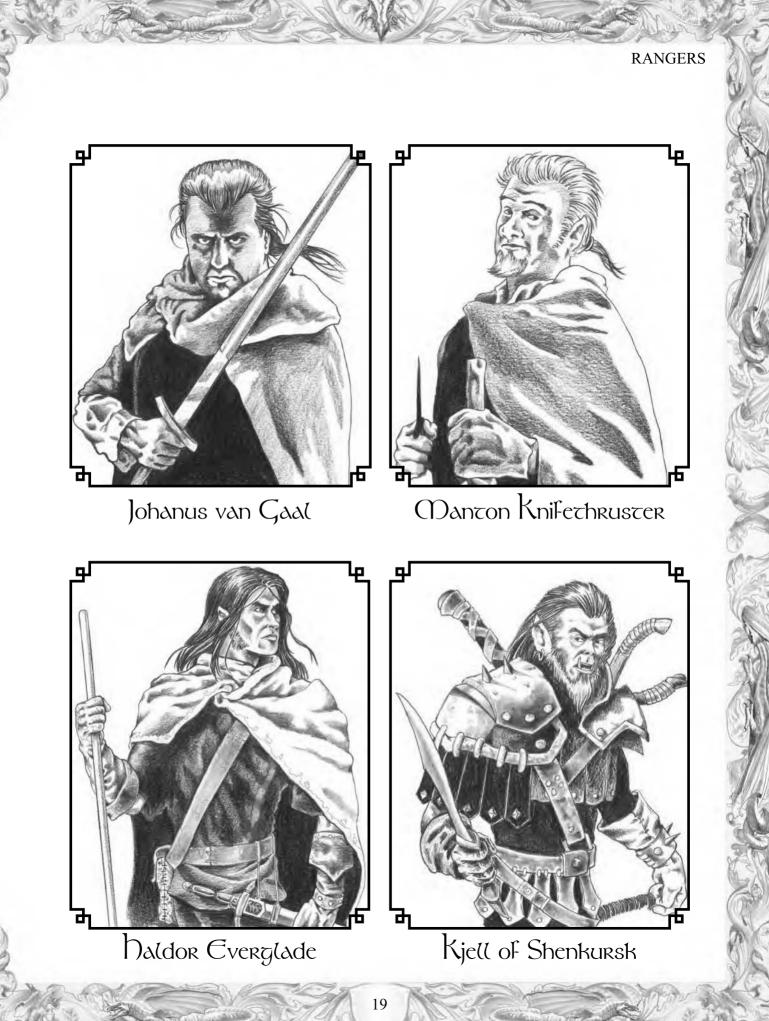
Sasoin EagleFeacher



RANGERS

RANGERS





ROGUES

ROGUES



Odo the Weasel



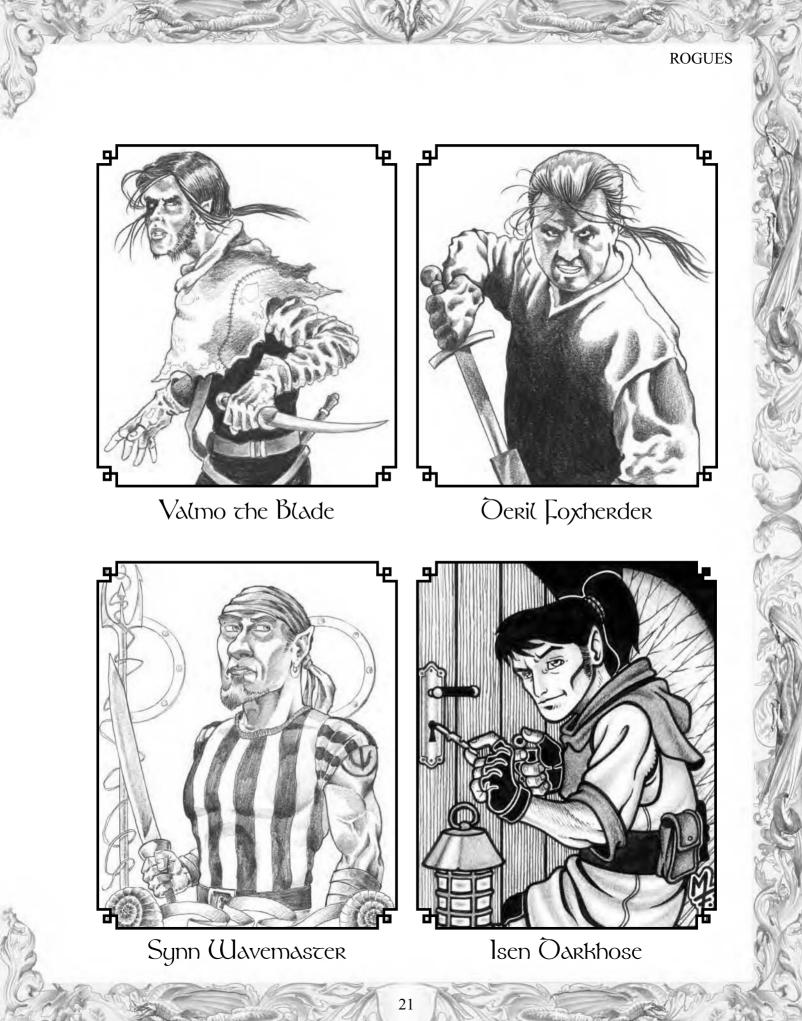
Ugric Coldheart



Aarhus Cholicz



Cletus Deadwood



MAGIC USERS

MAGIC USERS





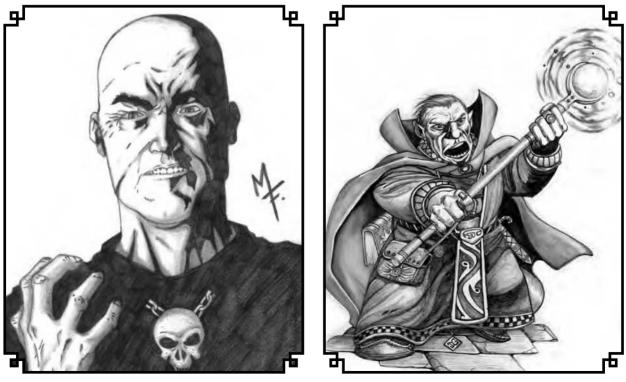
Cuthbert the Weak

Grenkel Birdsong

MAGIC USERS

Fanir Flamehand

Umbertus Ector



Adolphus Rudel

Jonzi of the Chree Ways

PSIONS

psions



Uhin Mindualker



Bolar Hardstroke



COMMONERS

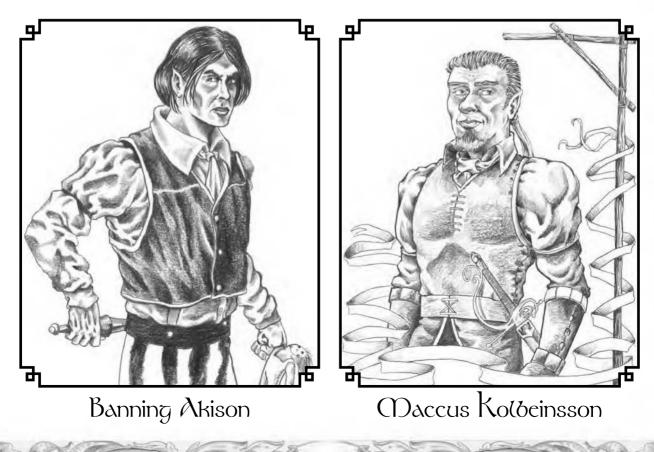
COMMONERS



Sarlic the Woodcutter



Grunki the Poxed



LICENSES

Legal Information

Permission to copy, modify and distribute this document is granted solely through the use of the Open Gaming License, Version 1.0a. This document provides an interface to the basic rules and materials needed to create content compatible with the best-selling tabletop RPG system in the world.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

All of the rest of the text in this document is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.opengamingfoundation.org or www.wizards.com/d20. The terms of the Open Gaming License Version 1.0a are as follows: OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ('Wizards'). All Rights Reserved.

1. Definitions: (a)'Contributors' means the copyright and/or trademark owners who have contributed Open Game Content; (b)'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) 'Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) 'Product Identity' means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) 'Trademark' means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) 'Use', 'Used' or 'Using' means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) 'You' or 'Your' means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License. 3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. 6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Character Portraits: Fantasy Heroes copyright 2003, Mongoose Publishing END OF LICENSE