

MGP
0092

Signs &
Portents
PRESENTS

CHARACTER PORTRAITS: *Fantasy Heroines*



MONGOOSE PUBLISHING PRESENTS

Character Portraits: Fantasy Heroines

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, Larry Elmore

Interior Illustrations: Chad Sergesketter, David Griffiths, Anne Stokes, Marcio Fiorito, Steven Cook, Alejandro Villen, Danilo Moretti, Carlos Henry, Patricio Soler, Eric Bergeron, Shane Coppage, Gillian Pearce, Sarwat Chadda, Andrew Jordan, Renato Guedes, Rene Brandt, Brent Chumley, Fred Rawles

Production Manager: Matthew Sprange

Proof-Reading: Ted Chang

Open Game Content & Copyright Information

Character Portraits: Fantasy Heroines 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 Heroines 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 Agnes des Barres, budding human paladin 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 Bearded Lady; let Mongoose do it for you! In this, the second in a series of PDFs containing character portraits, we present more than 100 fantasy heroines, 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.



Lady Ethelfleda



Xadriana Halfmoon

ASSASSINS



Ysolla Riniver



Elaine Blackheart



Venus Solabraxus



Nefertari

BARBARIANS



Öraosa Froisdottir



Cevyan Woolwine



Elavyan Fiala



Lybrylla Harshbarger



Jidda Tasil



Lurg the Unbridled



Lalonna Riverfey



Brussa Mesmeria

BARDS



Alyryan the Fair



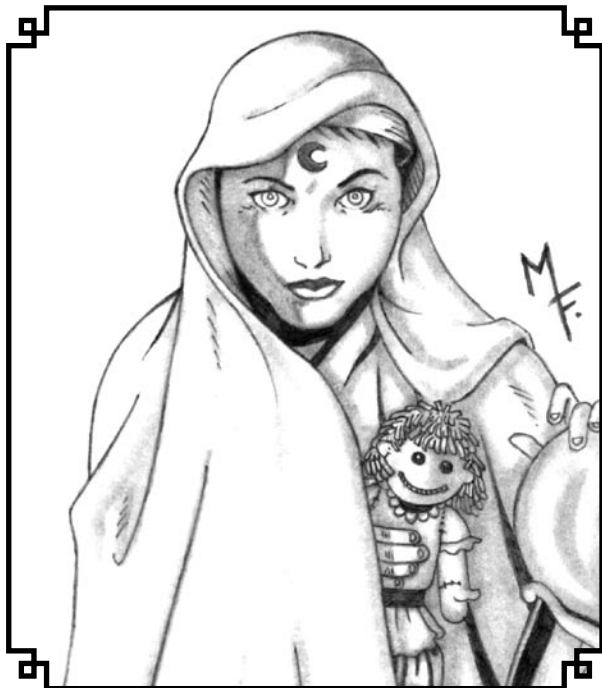
Ravyan Goldenhair



Dark Urodich



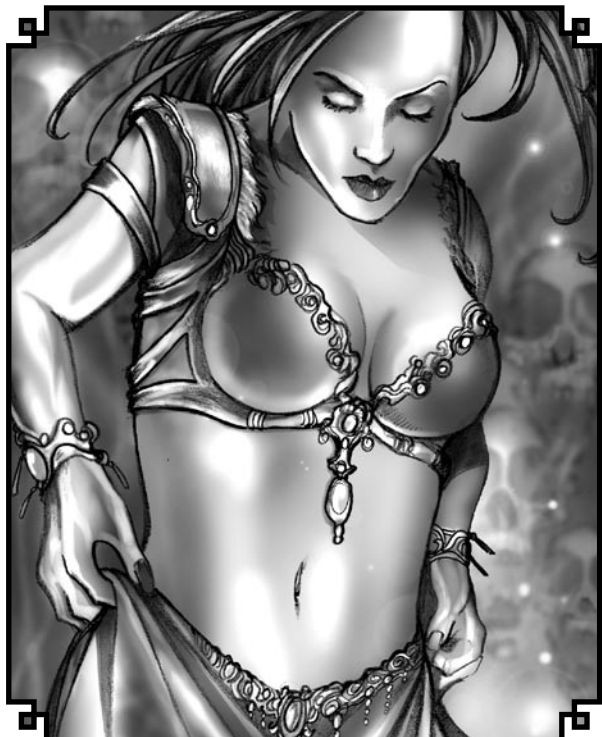
Eris Thunderdrum



Eorfidith Illumantis



Edith Moondrip

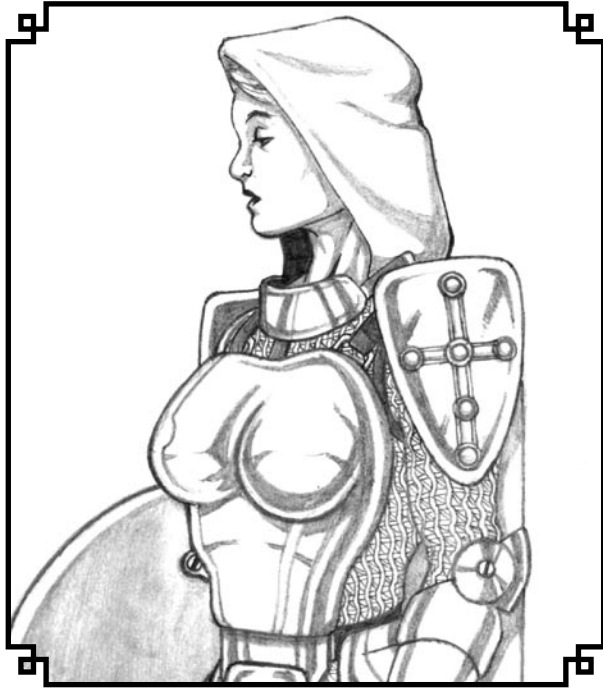


Cuthien Songbird



Oerich Windtalker

CLERICS



Sister Isawen



Cheren Wyrdcrow



Corfirich Tigerseye



Unaradia Coldskin



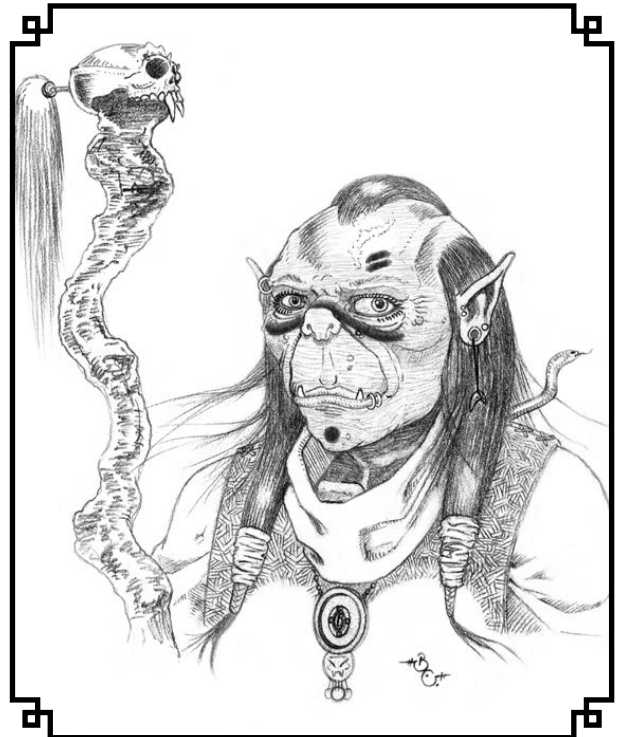
Vaelya the Temptress



Varadia Sinalinvor



Frejda of the Wilds



Ugly Nuviel

DRUIDS



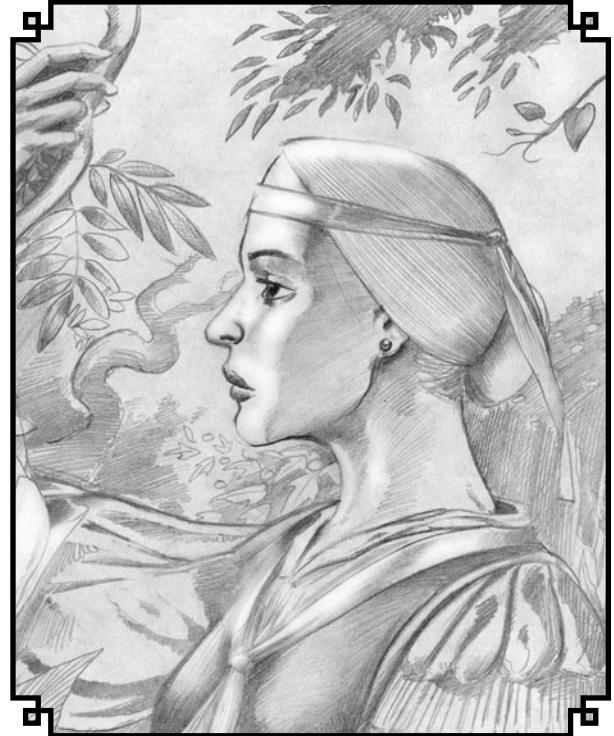
AmaraLith Wayfarer



Tadith Barkeyes



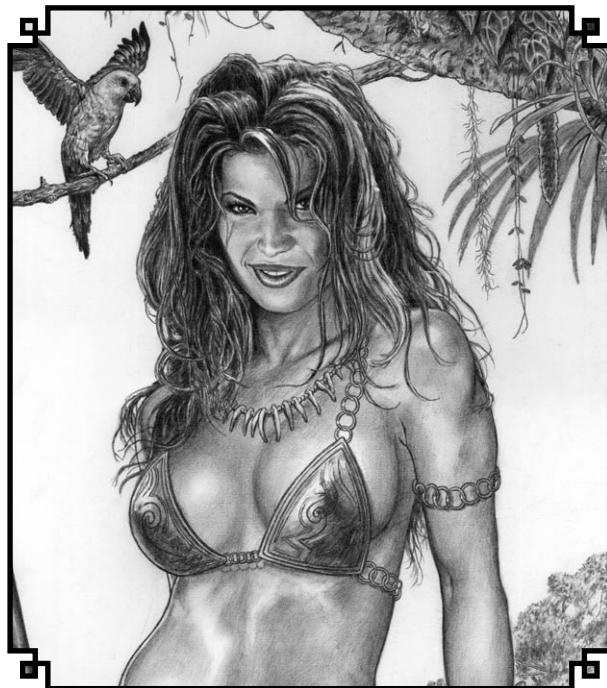
Gothiel the Cat



Sithrawien Anumcara



Circe Runecaster



Cuiniver Sunburst



Bruvyan Tiphareth



Endora Redgarters

FIGHTERS



Yva Storm



Chin Ho



Merocia the Fearless



Merylla Epona



Sylver Phoenix



Ariel Lightninghand



Selkie the Black



Calatin Goldenrod

MONKS



Samhain Icewind



Aster Rosencruetz



Kali de Molay



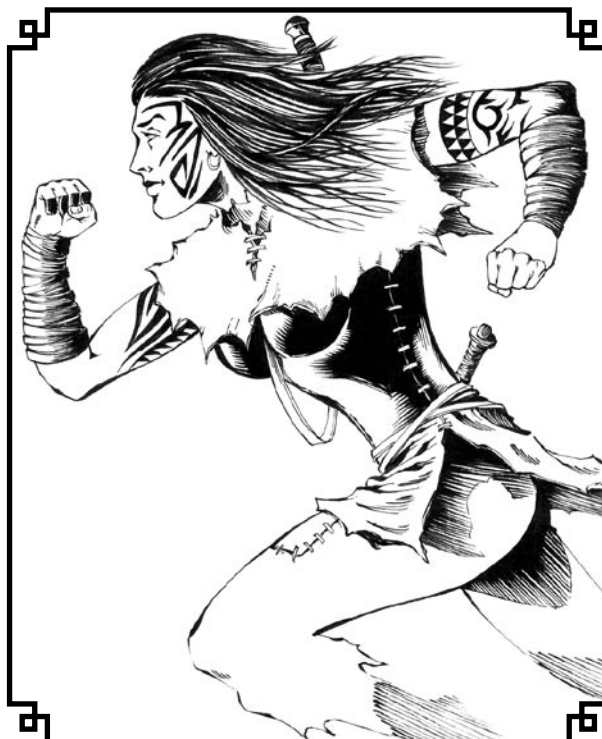
Wyvern Winterglow



STARR Ravenclaw



Daisy Glassdarkly



AMBER Musestruck



Diana Sunwise

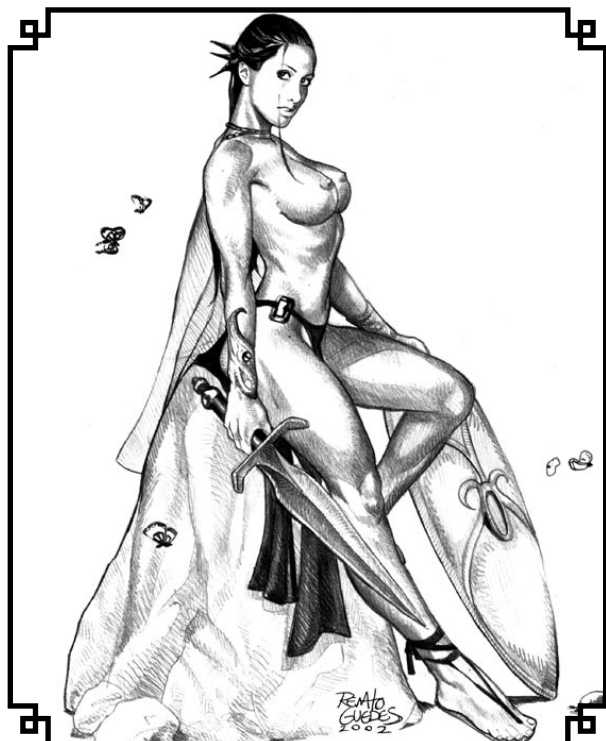
PALADINS



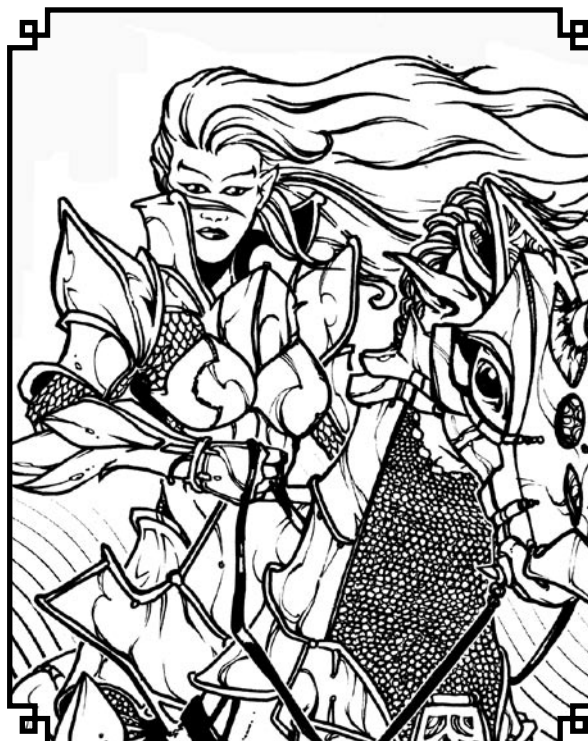
Rosslyn Emeratus



Cordelia Sephiroth



Hummingbird IoPan



Inanna Wolfgrin



Crystal de Medici



Rhiannon Ooserwolf

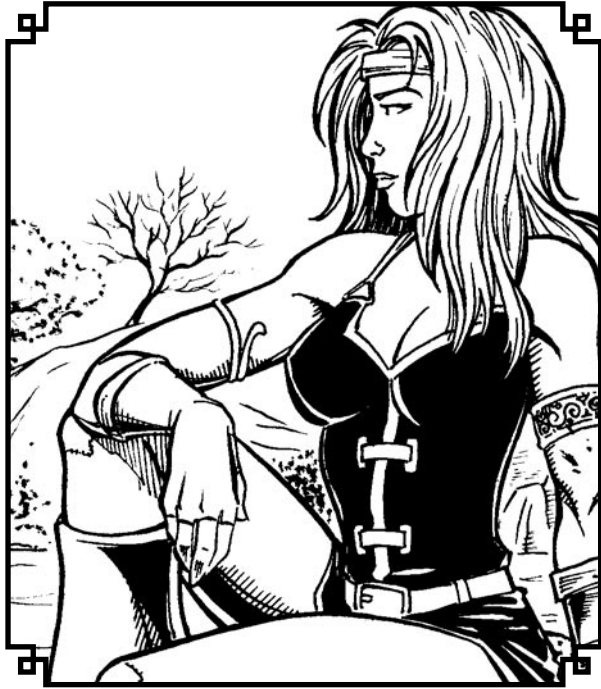


Titania Moonglow



Lynx Caliburnus

RANGERS



Dion Caerdueller



Annis Deadmaker



Reiki Springhart



Branwen Therion



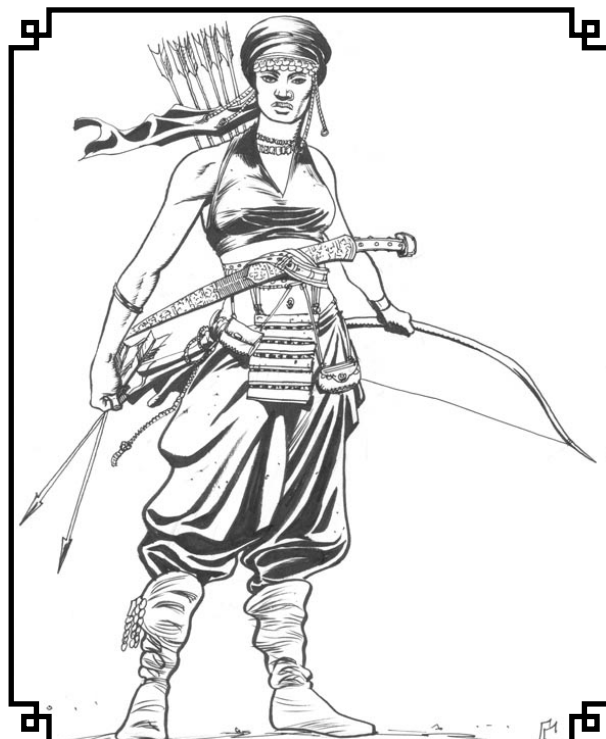
Galadriel Shadowfax



Redrose Peacepipe



Medea Greenbriar



Meadow Evertrue

ROGUES



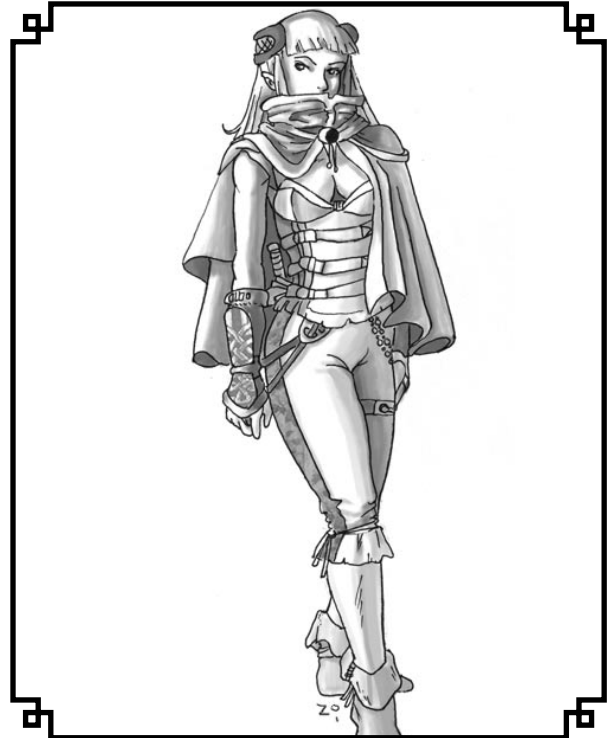
Tabitha Blarneystone



Luna Summerland



Xena d'Argent



Jasmine Yggdrassil



Belladonna Avalon



Shanarra Tylwyth



Aurora Chalicebearer

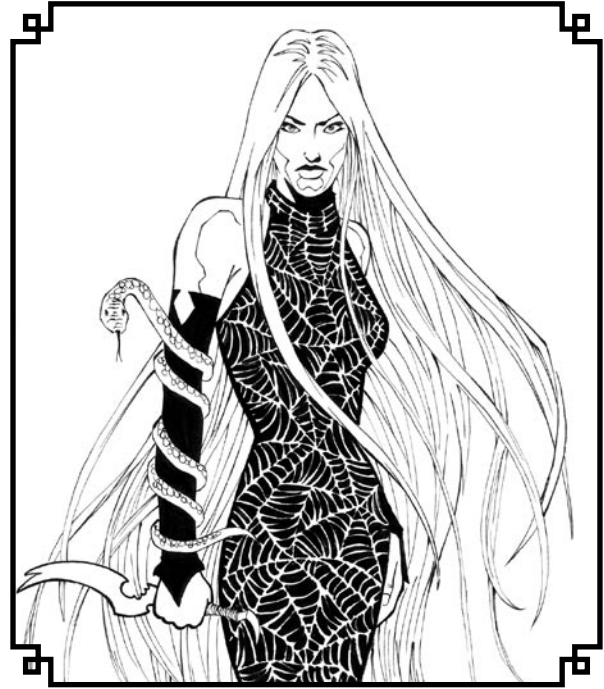


Sphinx Baptiste

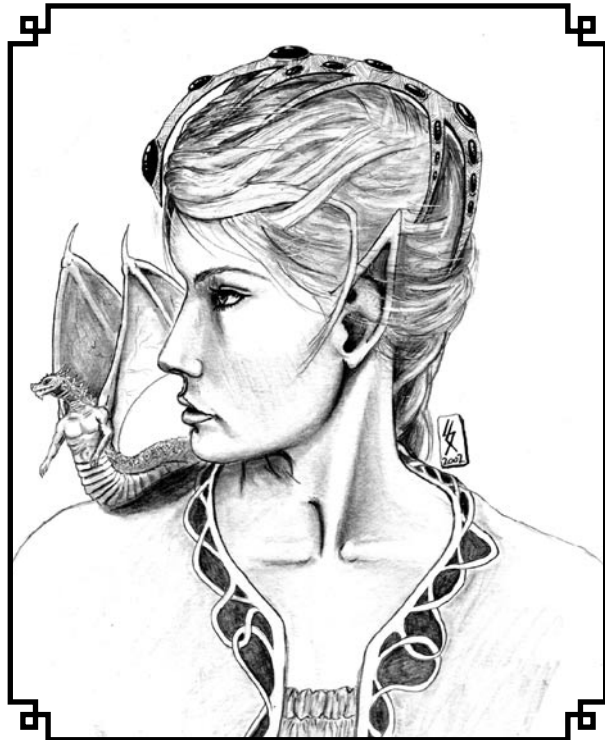
MAGIC USERS



Carmen Realmwalker



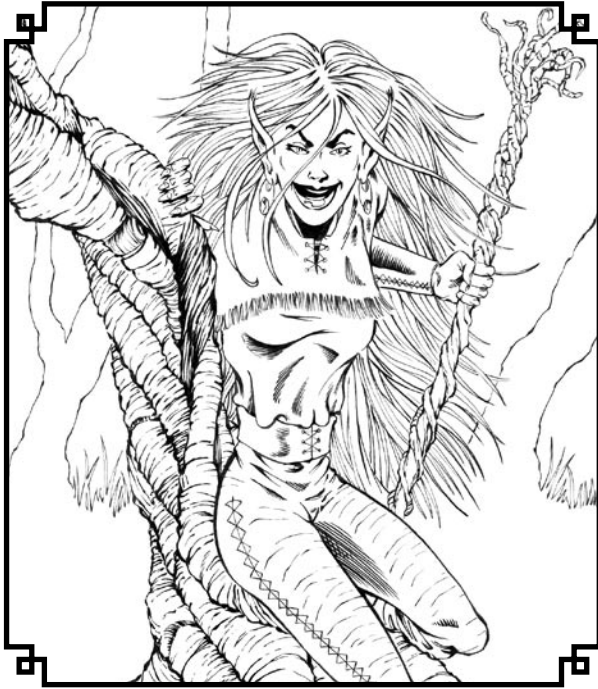
Costre Fyrewind



Labrys Staygold



Nocate the Grey



SOROR Dixieled



Sylvia Annwyn



Aster Coldhands



Tara Opalfyre

PSIONS



Yoni Ceasabond



Poppy Mistletoe



Nona Woodwose



Badb Starcircle

COMMONERS



Biddy Bakebread



Grandma Moog



Buttercup Evertrue



Shakti Birchbranch

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