

December 2016

Hello friends. Starting in February 2013 the Character Portraits were removed from the main pdf pack and became a separate download. If you're reading this then it should still be available and contains a variety of inspiring portraits for all manner of character types. *Doing it this way has helped in keeping the pdf packs to a smaller size and making them easier to download, which also helps save on bandwidth.* Over the years the character portraits collection seemed to evolve in its own unique way alongside the game. These delightful pieces of illustration would not exist if it weren't for the kindness of the artists who donated their time and talent to a project that had little to offer, other than a measure of acknowledgement and a heartfelt Thank You.

To download, please visit:

www.feonora.com/download

...and look for a [Character Portraits](#) link under the main download buttons.

Both files contain the same portraits with the main difference being that one has color versions while the other has mostly grayscale (and a few line art) versions of the same pieces. Preference is usually based on the printer being used or, in some cases where players might want to color one of the illustrations by hand.

A bit of background

With no art budget to speak of at the time, we had initially looked for existing portraits on various art-showchase websites to ask permission for inclusion in the game. A few individuals were generous enough to create some pieces specially for the game. If you fancy the art style of a portrait notice that each is referenced to the artist name at the top of the sheet, and you can find out more by going to the Credits page on the website: www.feonora.com/credits

Should you feel inspired to create your own portrait and share it with others do feel welcome to send it along to us. We can very likely find a place for it on the website as you'll find there is a secondary collection of character portraits on the Photos page: www.feonora.com/photos

The goal has always been to see a variety of styles and creative approaches to character archetypes. Depending on what comes along, sometimes a piece might move back and forth in order to rebalance the way a character class is represented, and always anything donated to the project remains the property of the artist for use in the free (pdf) version of the game.

From the tavern at Wayfarer's Rest,

Josh & Lisa

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