



HERO GAMES

Presents

CHARACTER TEMPLATES COLLECTION I

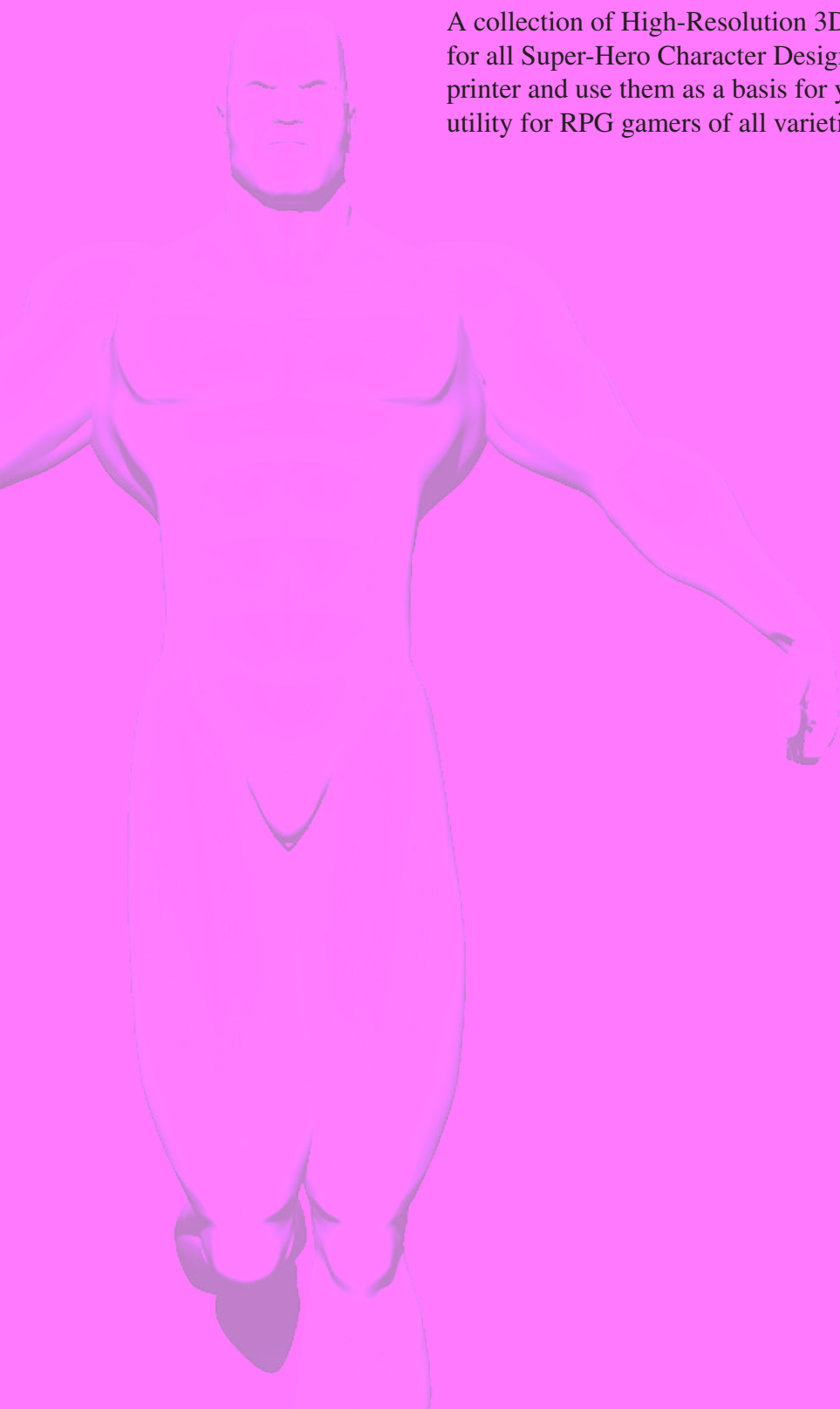


OVER 100 TEMPLATES FOR CHARACTER DESIGN

HERO GAMES *Presents*

CHARACTER TEMPLATES COLLECTION I

A collection of High-Resolution 3D Models presented for use as Templates for all Super-Hero Character Design. Print them out on your own B&W printer and use them as a basis for your own artistic gaming needs. A great utility for RPG gamers of all varieties.



INDEX OF POSES

Ultra Muscled Male

4-5	Classic - hands on hips
6-7	Combat 1
8-9	“bring it on”
10-11	“calling down thunder”
12-13	casual
14-15	omnipotent
16-17	aggressive stance
18-19	“head on”
20-21	“attitude”
22-23	Combat 2
24-25	Mage 1
26-27	Energy Projector / Flyer 1
28-29	“Powerhouse”

Heroic Male

30-31	Classic - hands on hips
32-33	Combat 1
34-35	“bring it on”
36-37	“calling down thunder”
38-39	casual
40-41	omnipotent
42-43	aggressive stance
44-45	“head on”
46-47	“attitude”
48-49	Combat 2
50-51	Mage 1
52-53	Energy Projector / Flyer 1
54-55	“Powerhouse”

Ultra Voluptuous Female

56-57	Energy Projector / Flyer 1
58-59	Energy Projector / Flyer 2
60-61	Energy Projector / Flyer 3
62-63	“calling the elements”
64-65	Combat “pose”
66-67	“calling down thunder”
68-69	“ready for action”
70-71	“Powerhouse”
72-73	“attitude”
74-75	“omnipotent”
76-77	“Hero Pose”
78-79	Mage 1
80-81	aggressive stance
82-83	Mage 2
84-85	“head on”

Heroic Female

86-87	Energy Projector / Flyer 1
88-89	Energy Projector / Flyer 2
90-91	Energy Projector / Flyer 3
92-93	“calling the elements”
94-95	Combat “pose”
96-97	“calling down thunder”
98-99	“ready for action”
100-101	“Powerhouse”
102-103	“attitude”
104-105	“omnipotent”
106-107	“Hero Pose”
108-109	Mage 1
110-111	aggressive stance
112-113	Mage 2
114-115	“head on”
116	































































































































































































































NOTES:

On the Presentation of Hero Games' Character Templates Collection I:

The 3D models have been presented with the intention of being used as design aids for character creation. To make them a useful gamer's utility, we have formatted them in a "lightened" print style - so that they may be easily drawn over, but still clearly visible enough to be helpful to the non-artist, aspiring artist or designer who just wants a "helping hand", but lacks high end art programs or a 3D modeling device. If you need them darker or lighter, it may be easily done within any art editing software by increasing or decreasing the brightness and/or contrast levels.

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