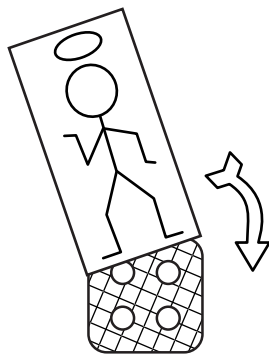# VECTOR HEROES

[n1v1.7]

Primitive, but Free

I started creating paper miniatures for an ongoing RPG campaign in the late 90s, at the same time as I was experimenting with vector graphics. These figures are a relic of the work I was doing then— primitive black&white splines. In the years since, I have gotten much better at vector graphics.
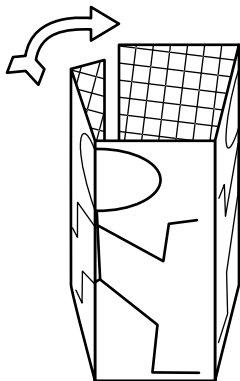
I was working before the Renaissance of paper miniatures and the renewed availability of Cardboard Hero bases, so I devised a design that would not require special bases. Each Vector Hero has a square base and is the right size to put around a standard d6. Stood up around a die, it is stable on the gaming table. When the game is over, the die comes out and the figure can be stored flat.

You can print off as many as you'd like, so you can use multiple instances of the same figure. You can distinguish them by using differently coloured dice as bases, by pointing different die faces up, by printing the figures on different colors of paper, or by writing on them.

Assembly

Figures: Print them and cut them out. Ordinary printer paper should suffice. Fold each figure and glue or tape the tab as shown. Large figures will fold in the middle of each picture.
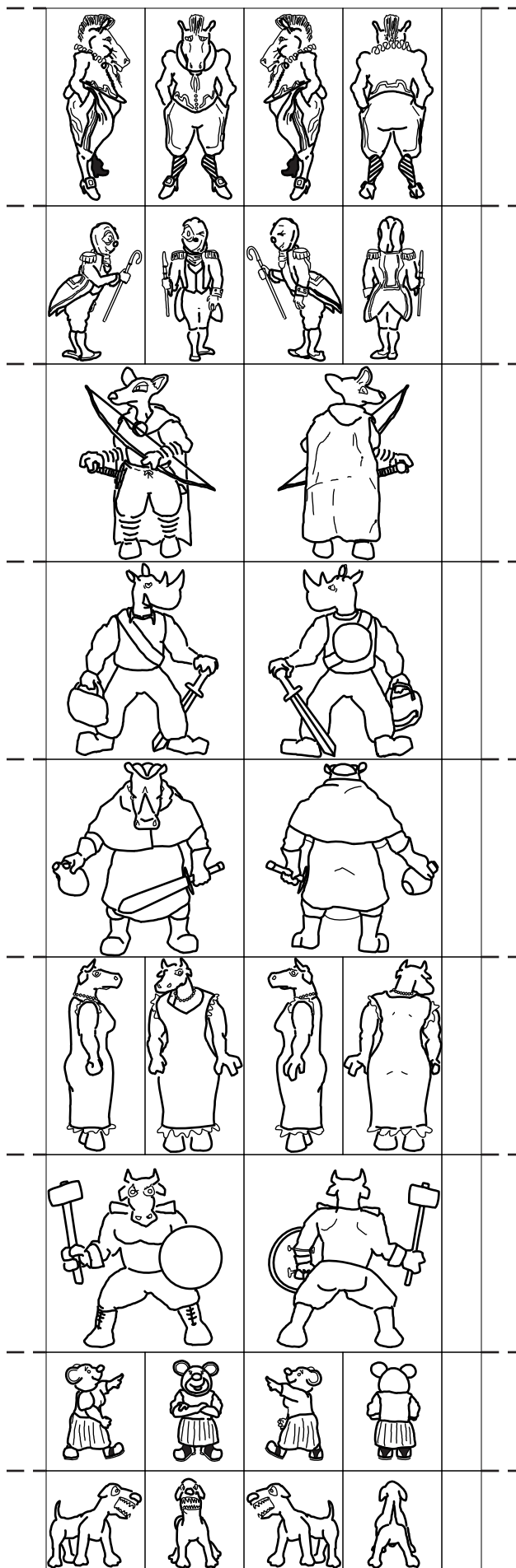
The moon phase die: Print it, cut it out, and fold it. Glue or tape the lettered tabs behind the similarly lettered edges.
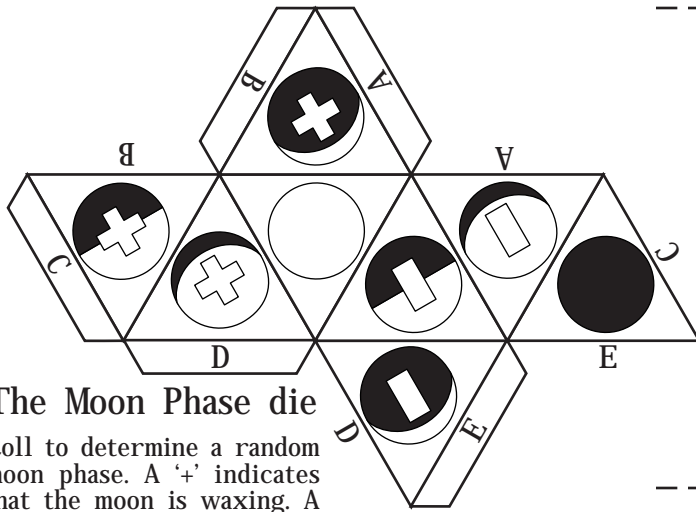
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Vector Heroes

The Moon Phase die

Roll to determine a random moon phase. A '+' indicates that the moon is waxing. A '-' indicates waning.

Vector Heroes