

RPG V2 MODEL



User Guide **v2.1**

Table of Content >

Initial Prompt >	2
Prompt	2
Breakdown	2
Avatar Shot Style	3
Optional Negative Prompt	4
Style Combination	5
RPG v2 Workflow >	6
Polishing Prompt	7
Polishing Negative Prompt	7
Character Core Style >	8
Character Race and Gender >	8
Class and Gender	9
Class and Gender	10
Armor Type	11
Armor Engraving	12
Color Style	13
Background Art	14
APPENDIX CGFS Grid	15
CGSF Main Prompt	15
CGSF 2PASS Detailed	17
APPENDIX Hi-Rez Fix >	18

Initial Prompt >



Method	TXT2IMG
Size	512 x 768
Model	RPG v2
Diffusion	DPM++ 2S a Karras
High-Rez	No
Face	CodeFormer @ 0.5
	Leave off if you plan to do 2-pass workflow
Sample	75 steps @ CFG 5.5
Seed Test	171277234
Web UI	Automatic 1111
xformers	Disable

Prompt |

close-up head, facing camera, realistic digital painting portrait of a **gothic female blood elf**, (**curly hair:1.1**), (Dungeon and Dragon:1.3), **magical dark and red universe**, **magic cloth armor with red and yellow engrave** in intricate details, (**abstract background:1.2**), (**light particle:1.1**), (very detailed skin:1.2), (game concept:1.3), (elden ring style:1.3), (arcane style:0.8), (depth of field:1.3), global illumination, art by hoang lap and fuji choko and artgerm and greg rutkowski and viktorija gavrilenko

Breakdown |

- **gothic - - blood elf**: Character race & class
- **female**: Character Gender
- **curly hair** : Hair Style
- **magical - - universe**: Overall color palette style
- **dark and red**: Overall color palette tone
- **magic cloth armor**: Armor type
- **red and yellow**: Armor color
- **embroidered in intricate details**: Armor details
- **(abstract background:1.2)**: Portrait background
- **Light particle**: Effect overlay

Avatar Shot Style |

The beginning of the prompt let you switch between two different avatar style:

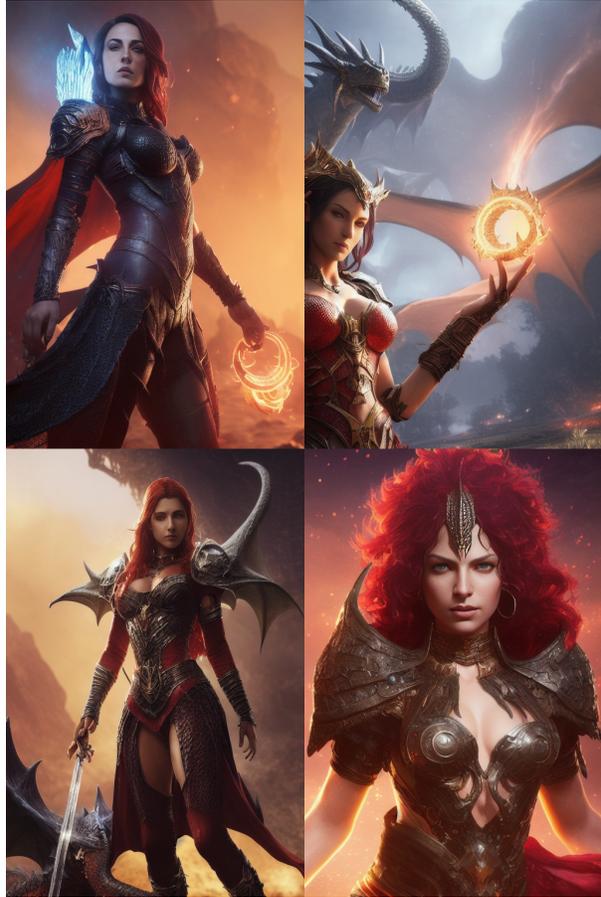
1: **Close up** : **close-up head, facing camera**, realistic digital...

2: **Scene** : **A (full body:1.3) shot at 8k resolution, splash art, fantastic comic book style**, realistic digital...

With **Close-up** Start Prompt |



With **Scene Start** Prompt |



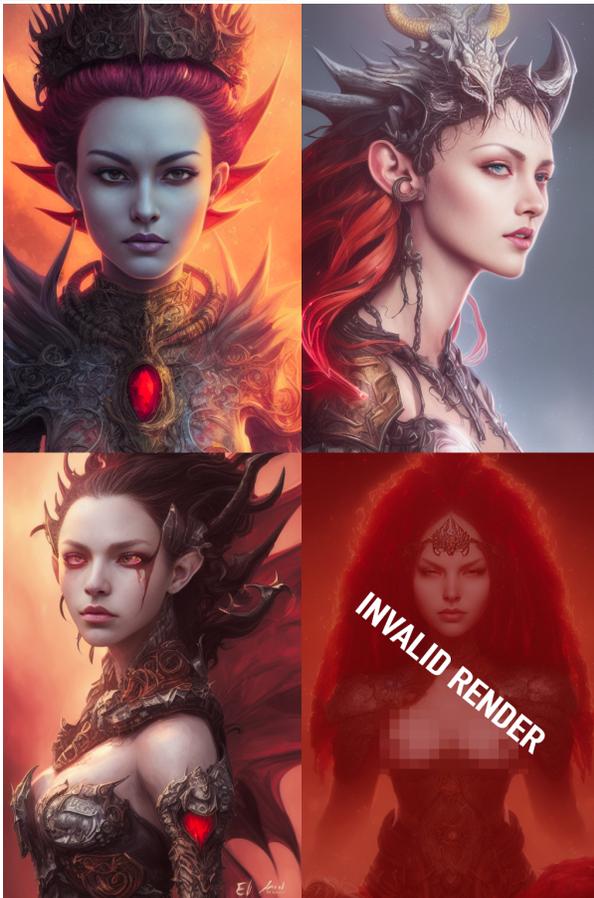
Optional Negative Prompt |

Negative prompts have been optimized to help produce a higher rate of good images over multiple seeds.

Two options currently tested for Negative Prompt: **Focus** and **Abstract**.

1: Focus : two head, mouth open, text, watermark, 3d render, (visible hand:1.2), (ugly:1.2), duplicate, morbid, out of frame, (poorly drawn hands:1.2), (poorly drawn face:1.2), mutation, deformed, blurry, bad anatomy, bad proportions, extra limbs, cloned face, disfigured, gross proportions, malformed limbs, long neck

2: Abstract : cartoon, drawing, (two head:1.2), (cartoon:1.2),(contrast:1.4), two face, disfigured, cloned face, poorly drawn eyes, asian

Without Negative Prompt |**With Focus Negative Prompt |**

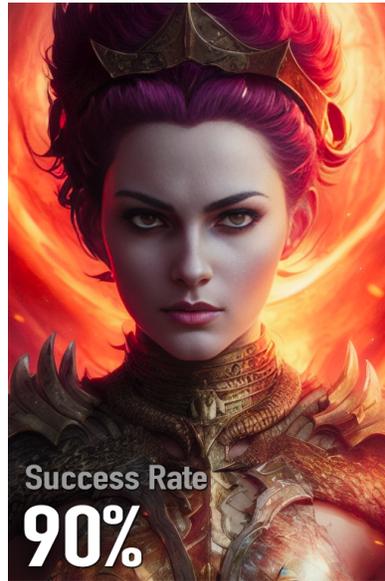
Style Combination |

Prompt & Negative Prompt matrix combination with a **success rate** based on a **10 images** batch using the test seed

Close-Up Baseline



Close-Up Abstract



Close-Up Focus



Scene Baseline



Scene Abstract



Scene Focus



RPG v2 Workflow >

The following workflow was optimized to help produce high quality RPG style avatar when doing a batch of 50+.

Step 1 | Generate your main character



Method	TXT2IMG
Size	512 x 768
Model	RPG v2
Diffusion	DPM++ 2S a Karras
Sample	75 steps @ CFG 5.5
Face	Leave off for step 1
Seed Test	171277234

Step 2 | Two-Pass variation style



Method	TXT2IMG
Size	512 x 768
Model	RPG v2
Diffusion	Euler A
Sample	150 steps @ CFG 13
IMG2IMG	Denoising Strength 0.55
Face	CodeFormer set to 0.5
Seed	-1
Batch	Batch count of 3
Prompt	See Polishing Prompt on next page

Polishing Prompt |

Realistic role-playing face portrait painting of a beautiful rpg champion, pastel color, intricate details, fantasy universe, intricate magical embroidery, very detail hair, very detail eyes, intense face, [elden ring|d & d] concept art, rpg portrait, octane render, cinematic lighting, (soft shadow:1.2), close up, depth of field, splash art, art by wlop and greg rutkowski

Polishing Negative Prompt |

two head, (visible hand:1.2), (ugly:1.2), duplicate, morbid, out of frame, (poorly drawn hands:1.2), (poorly drawn face:1.2), mutation, deformed, blurry, bad anatomy, bad proportions, extra limbs, cloned face, disfigured, gross proportions, malformed limbs, long neck

When creating multiple avatars, you can choose a two-pass option to uniformize the style. Lower steps and CFG will keep a more **stylish avatar** (75 steps @ CFG 8) using while higher value will create a more **contrast and detailed avatar** (150 steps @ CFG 12.5)

No Two-Pass Baseline**Two-Pass Stylish****Two-Pass Detailed**

Character Core Style >

gothic female



(heroic queen:1.4) female



edo japan female



gothic (male:1.2)



demi-god royal king male



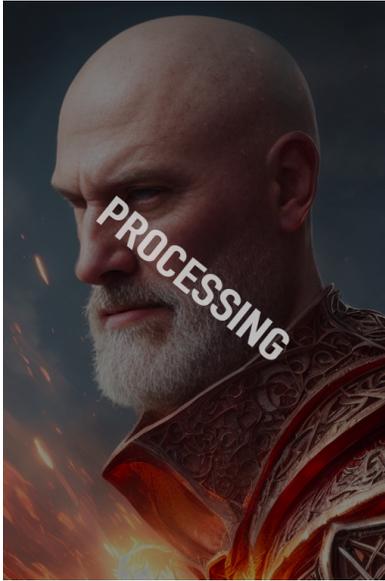
edo japan male



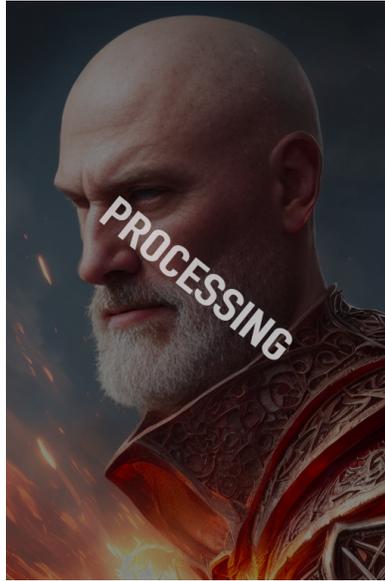
Character Race and Gender >

Class and Gender |

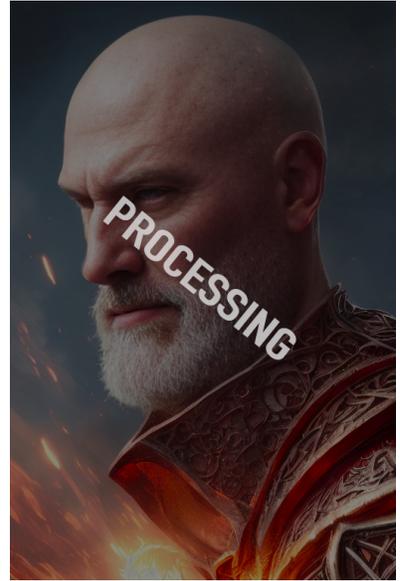
female blood elf



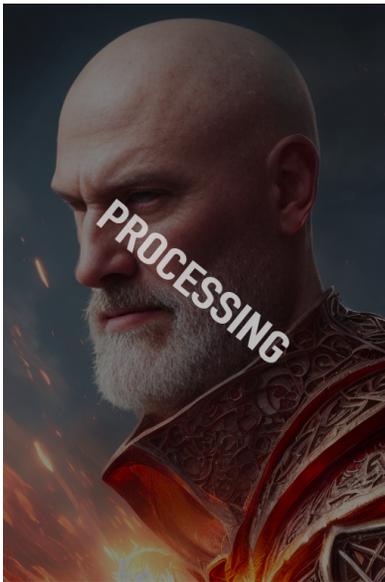
female human paladin



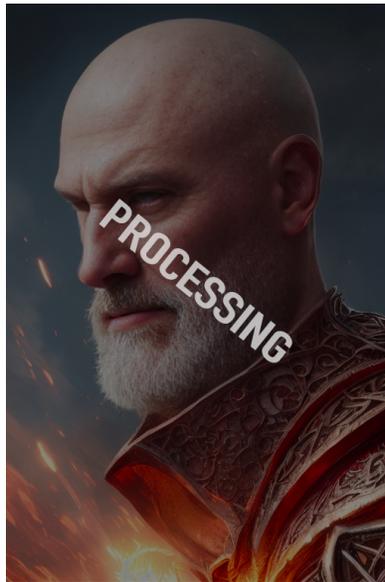
female human warrior



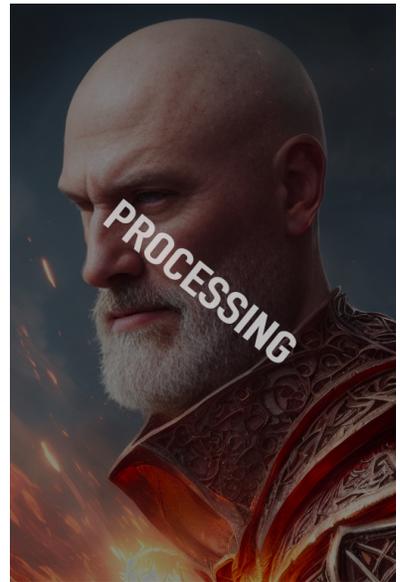
male old dwarf:1.5)



male high elf



male demon

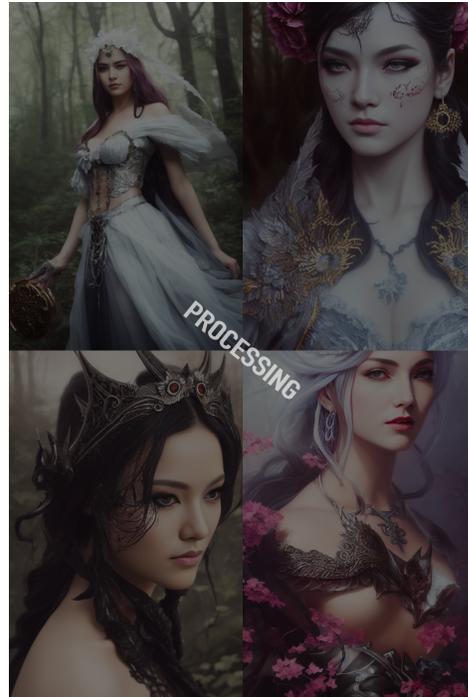


Class and Gender |

gothic female blood elf



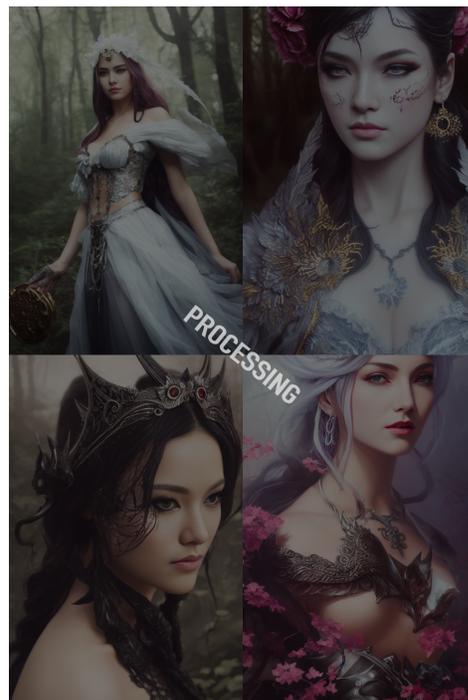
assassin female human



royal guard male human



warrior male dwarf



Armor Type |

red and yellow magic cloth



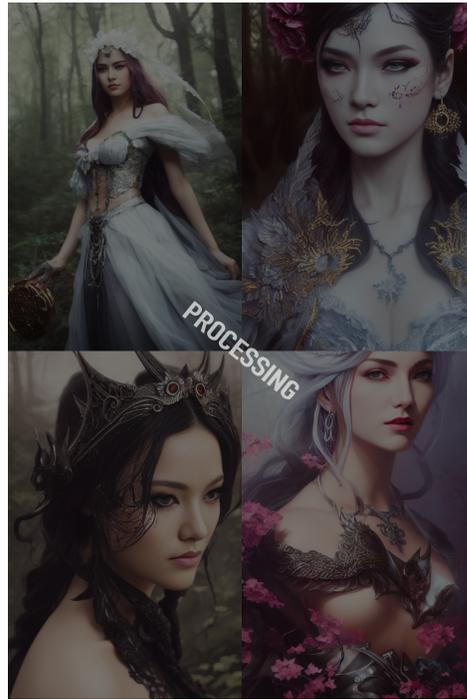
dark and gloomy magic cloth



red and yellow full plate armor



black and red assassin armor



Armor Engraving |

magic cloth engrave runic ...



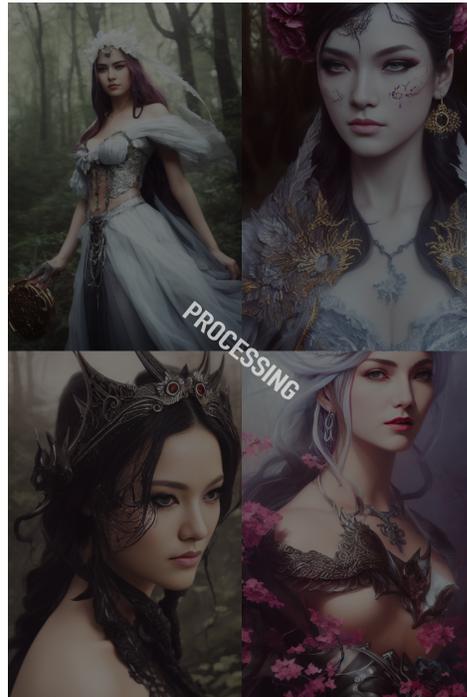
full plate engrave runic ...



leather armor stitched patch ...



metal armor battle worn ...

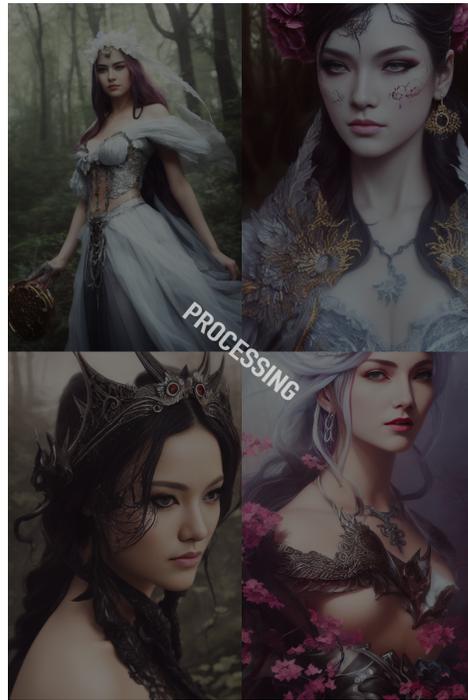


Color Style |

magical **dark and red** universe



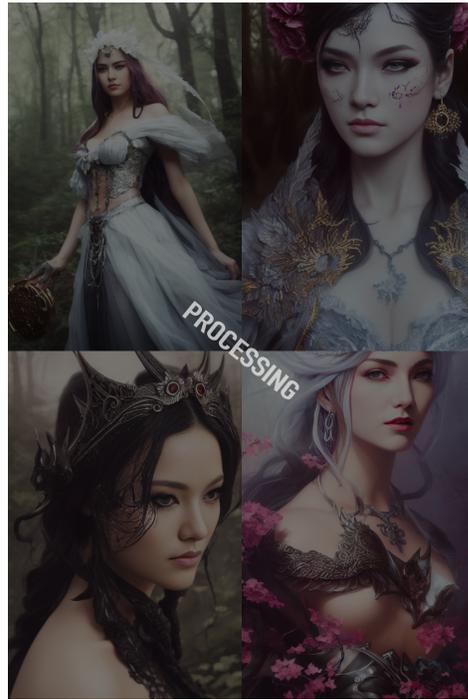
magical **blue and purple** universe



fire **smoke and ashes particles** universe



realistic **dark and gloomy** universe

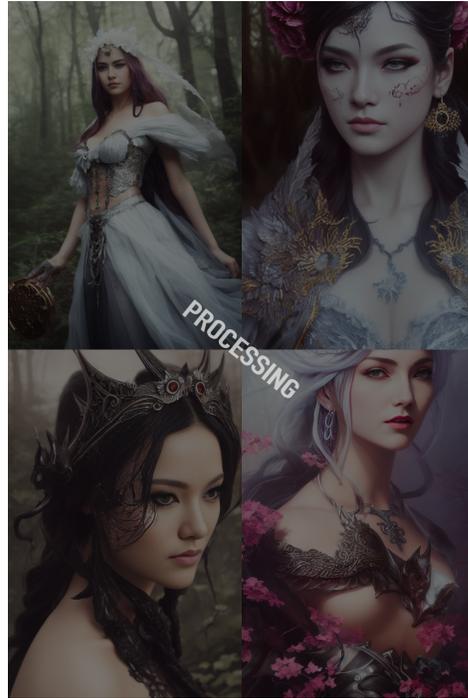


Background Art |

abstract background



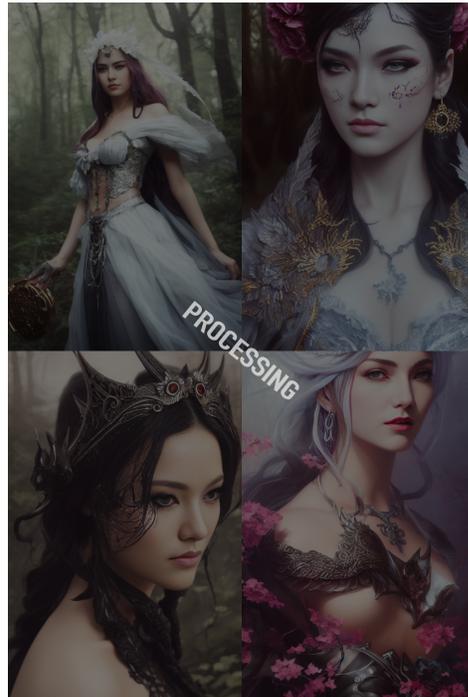
Ice kingdom background



battlefield background



Underground cavern background



APPENDIX | CGFS Grid

If you wish to refine your avatar creation, the following grid will show the various art styles you can achieve with your workflow. Keep in mind the goal of your main prompt is the structure, as other CGFS Grid will show options to change and polish your final result in the 2nd IMG2IMG pass.

CGSF Main Prompt |



CGSF 2PASS Stylish |



CGSF 2PASS Detailed |



APPENDIX | Hi-Rez Fix >

Euler A - 150 @ 5.5



Hi-Rez Fix



No-Negative



SD 1.5



Hi-Rez Fix



No-Negative

