



MAKEUP GUIDE

In order to assist with making makeup and costume preparation, this guide illustrates examples of the makeup, prosthetics, and accessories that would constitute a “good” to “excellent” version of the various races in Kishar. Keep in mind that these versions frequently include optional elements that are not required to meet the minimum standard for racial makeup.

Each picture is matched with the Makeup and Costuming text from the Race Details section in the main Kishar book. In the process of creating these pictures, we chose some small alterations to the suggested makeup or costuming. These were in the interest of allowing more options as opposed to removing options.

IMPORTANT NOTE 1: Anywhere in this guide or the Kishar manual that says ‘all exposed skin’ or ‘upper body makeup’ DOES NOT include the hands. Due to the discomfort and loss of manual dexterity involved in covering hands, these areas will always be considered optional for makeup, gloves, or other coverings!

IMPORTANT NOTE 2: Any element of costuming, especially hand coverings, fangs, masks, or wings, that renders a person unsafe for boffer combat should be removed before participating in combat. When combats are expected, such as on an excursion away from the Adventurer’s Guild House, players are encouraged to pre-emptively remove these elements and place them somewhere safe, and will not be penalized for doing so.

Many thanks to the models in these shots for their assistance in producing this guide.

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Aetherite: Select one of: Air, Earth, Fire, Ice. Upper body makeup (or bodysuit) in an appropriate color and motif for your character's element. Aetherites should use body glitter over their makeup, as their skin shimmers slightly. *Optionally, hair in a slightly darker or lighter shade of the same color. Masks that portray the element are acceptable as well.*

Aetherites favor loose, minimal clothing in colors that complement their element.



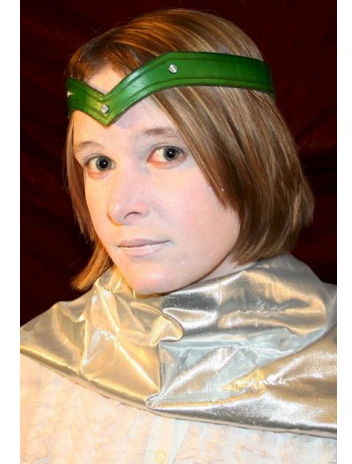
Celestine: Celestines have a pale complexion, and a little white or shimmer makeup is required. All celestines must have feathery wings. These need not be enormous, and should be worn carefully so as not to pose a risk to players around you. Wing colors other than white, grey, brown, black, red, silver, and gold require the Unusual Background. *Optionally, celestines may wear elf ear tips.*

Celestines favor robes and loose clothing, and may go shirtless or use minimal chest coverings in warm weather so as to have their wings less constrained.



Construct: Upper body makeup (or bodysuit) in a natural color suited to the material of their construction. Hair is often white, blond, silver, or black, but many constructs are bald. They may also be patchwork. Facial makeup should be patches or panels, or circuit-like line designs. *Optionally, faux-metal prosthetics may be used for hands or fingers, but these must be safe for combat.*

Constructs rarely exhibit any sort of fashion sense – their clothing is minimal and a patchwork of whatever has come their way.



Dhampir: Upper body makeup (or bodysuit) in very pale white, and some shimmer makeup should also be used. Dhampir should wear small fangs when possible, but these should be removed for combat or if they greatly interfere with speech. *Optionally, dhampir born to an elven parent may wear elf ear tips.*

Dhampir tend to wear subdued but well-tailored clothing. They often favor lace or shimmery veils when dressing up.



Dragonkin: Choose a color scheme for your character's scales. One example would be "red, orange, and gold" for a fire dragonkin. Upper body makeup (or bodysuit) in a scale pattern in these colors. A reptilian mask or facial prosthesis must be worn, as must a reptilian tail. Masks may be removed for combat. *Optionally, reptilian wings or hand prostheses may also be worn.*

Dragonkin most often wear leather clothing, choosing stiff fabrics when forced to wear cloth. Their preferred colors are those of natural hide and those that complement their element.



Dusk Elf: Dusk elves manifest a great deal of diversity in skin tones and hair color, and belong to warrior societies, each of which has a particular pattern of face paint in black, grey, green, or brown. Yellow, red, or white are allowed, but only as small highlights, since these colors stand out. Elf ear tips are required.

Dusk elves frequently tie their hair back, if long, with leather cords. They wear natural colors that allow them to blend into the forest. They ornament with natural items such as bones, feathers, claws, carved wood or stone, and fur.



Fellblooded: Upper body makeup (or bodysuit) in grey, black, copper, gold, or red. Optionally, their skin may be veined or lined with darker or lighter versions of these colors, usually symmetrically so. A scaly lizard-like tail or a smooth tail that ends in a point is required unless clothing would cover these. Horns are also required, and larger ones are better. *Optionally, red, gold, or black contact lenses.*

Fellblooded enjoy rich, fine clothing, in colors that complement their own. Horn jewelry, such as gold bands, is seen as especially ornamental.



Feytouched: Two or more of: Small horns, extremely long ear tips, unnaturally colored contact lenses, unnaturally colored hair or wig, small faerie wings, or delicate, swirling facial markings. The number of these signs exhibited is correlated with the strength of the fey blood in a feytouched. *Optionally, glitter makeup and gems or jewels on the forehead.*

Feytouched tend to dress suggestively, wearing tight clothing or open vests on their tops and slit skirts or short pants below. Those who are courtesans often wear especially revealing outfits.



Half-ogre: Upper body makeup (or bodysuit) in red, brown, or orange. Bulk should be added to imply musculature. *Optionally, forehead prosthetics to suggest a heavy brow or tusks.*

Half-ogres wear minimal clothing, in part due to the difficulty in finding clothing that fits them and can survive the flexing of their large muscles.



Half-orc: Upper body makeup (or bodysuit) in greenish shades. *Optionally, a small nose prosthetic, small tusks or fangs.*

Half-orcs prefer sensible leather clothing that offers some protection and doesn't hinder them in a fight.



Hill Dwarf: Male hill dwarves must have beards, either natural or fake. Female hill dwarves should wear their hair in braids, either natural or fake. All genders tend to a ruddy complexion, which should be applied with makeup. *Optionally, padding around the waist to give a more stocky appearance.*

Hill dwarves tend toward simple, sensible dress, and regard more than a little jewelry as ostentatious and unwise to display.



Hiwani: Minimal costuming includes facial makeup to suit the markings of the chosen animal, as well as ears and a tail. Upper body makeup (or bodysuit) in the general color of the animal's markings. *Optionally, leg prostheses, facial prostheses, or fangs.*

Hiwani wear sensible clothing for traveling in harsh climates, and favor wood and bone ornaments, as well as claws or fur of their chosen animal, but only if these items were taken personally in honorable kills or from animals that died of natural causes.



Human (High Caste): No makeup required, but cosmetics such as eye shadow, eye liner, and lip color are considered fashionable for all genders. Similarly, facial jewels are worn by all genders as marks of status.

High caste humans, when they can, wear rich and elegant clothing and jewelry. They are known to value having a large and varied wardrobe, and courtly life in particular places an emphasis on this.



Human (Low Caste): No makeup is required, but tattoos are common among low caste humans, often on the face or arms, and lacking these is a sign of low status among them.

Low caste humans favor practical clothing with small decorations. Their clothing is usually made of leather and roughly-spun or woven cloth, and is often complemented by a few nice pieces of well-crafted jewelry of metal, bone, or wood.



Moon Elf: Upper body makeup (or bodysuit) in solid black, and hair, eyebrows, and beards should be white, grey, blond, reddish, or reddish-brown. Elf ear tips of a suitably dark color must be worn.

Moon elves take great pride in fashionable, expensive clothing, gaudy rings, and visible jewelry. They often wear black highlighted with bright colors.



Mountain Dwarf: For males, a beard with at least one braid in it, for females, elaborate braids. Mountain dwarves have a touch of gold in their complexion, which should be applied with makeup. *Optionally, ornaments such as ribbons or metal beads in the braids.*

Mountain dwarves wear ornate, well-tailored clothing and armor, with metallic colors frequently used as accents. Their clothing is often decorated with runes that suggest a family motto or quality.



Shar'vin: Upper body makeup (or bodysuit) in a bright, gemlike primary or secondary color, and then painted with black lines to have a rough, craggy appearance. Hair should be a matching or complementary color. *Optionally, adhesive gems in the same color, applied to the face.*

Shar'vin wear clothing for decoration, and it tends to be covering if only for the sake of other races' notions of modesty. They do feel rain or cold, and will sometimes wear cloaks or other such garments.



Stoneborn: Upper body makeup (or bodysuit) in a rough stone texture. To do this, first apply dark makeup, then sponge on texture with light makeup. Fangs or tusks should also be used. Dark, reptilian wings should be worn, and horns of some sort are also required. *Optionally, tails, facial prosthetics, red contact lenses.*

Stoneborn wear minimal, practical clothing in shades of black and grey. They use silver and gold as highlights, but sparingly.



Sun Elf: Elf ear tips must be worn, and a light brushing of pale makeup or shimmer as well. Their hair tends to lighter shades. These days, sun elves with dark hair are seen on occasion, although they are generally looked down upon by other sun elves as this suggests less purity of blood. *Optionally, highlights on the cheekbones and forehead in gold, golden hair.*

Sun elves wear finely crafted clothing in light colors, with males dressing in high court fashion, and females wearing elaborate multilayered dresses.



Waterborn: Upper body makeup (or bodysuit) in bluish-green. Hair should be as dark as possible, black or blue-green. A significant nose prosthetic must be worn. Pointed ear tips, matching the skin tone, should also be worn, longer being better, and with a downwards tilt if possible. *Optionally, webbed ear tips, webbed gloves, or chin prosthetics may be worn.*

Waterborn wear minimal clothing, favoring leather and hides.