

MANEATER - Makeup and Costuming Technical Guide

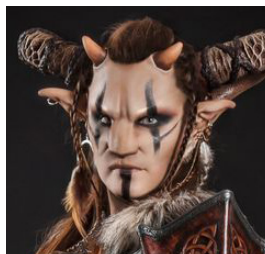
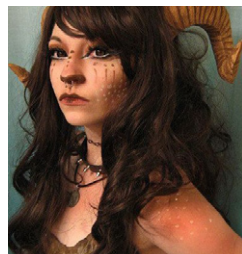
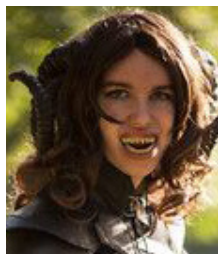
Makeup

Maneaters should be considered at minimum **makeup-light**, but can be represented as **makeup-heavy**. Use of prosthetics is encouraged.

A species constantly in flux, Maneaters may appear more (or less) human at any given time. The level of control a character has over this is up to the player (it is usually related to how recently they have had human flesh). Their animal traits can change between or even during events (ex: preparing for battle by shifting into a more threatening form). Maneater morphs are always based upon their human form - they never shift entirely into animal forms, but will also never appear fully human.

Most Maneaters manifest mammalian traits, but players may also include avian, reptilian, and other qualities (these should not be their primary features, however, to avoid confusion with other PC or NPC species). They bear a strong resemblance to the extinct Itgish species.

Suggestions: Maneater traits are best portrayed with a combination of makeup and prosthetics. Fur patterns, horns, prosthetic ears, claws, tails, fangs. Scars from battles won and lost.



Costume

Many maneater packs are feral or at least quite wild. They wear furs and leather, clothing that provides natural camouflage, and bone trophies/decorations. They are also scavengers, taking clothing and trophies from their prey (human, animal, or otherwise).

Suggestions: Simple base layers in brown, tan, black and other natural colors. Fur (worn as clothing or as part of the character's body), leather, and animal print. Bone accessories, decorative tools made from bone or stone. Clothing would normally be versatile or loose-fitting to accommodate form-shifting.

There have also been maneaters who grew up in civilization, or were converted at some point in their life. (It should be noted that many cultures do not tolerate maneaters). Civilized maneaters might wear clothing common to the community they grew up in, but they are still subject to the effects of their chimerical nature. Even the best clothing would suffer some damage and tearing over time, or would need to be specifically fitted for certain morphs.

Popular Reference: The creatures (The Village). Low-tech post-apocalyptic/nomadic. Beast-people such as fauns, satyrs, werewolves. Wolverine, Sabretooth, Wild Child (X-Men). Cougar (Youngblood).

