

MUTANT - Makeup and Costuming Technical Guide

Makeup

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

Exposure to Eberon radiation has changed what may once have been human into something else. All Mutants have some form of visible mutation; (some classes require more) and players who wish to play a powerful Mutant are encouraged to scale their mutations accordingly - the most powerful Mutants are also the least human-looking. These flaws are caused by damage to their base genetic code, and can never be healed.

There are few restrictions on what may be represented as mutant flaws. Players should take care that their mutation does not closely resemble the traits of another PC or NPC species. Mutations can be horrific or disturbing, but are not required to be. **For reasons of decency and consent, we do require players refrain from representing explicit body parts in visible areas.** Use weird/unrecognizable mutations to create a unique look for this extremely bio-diverse group.

Suggestions: Mutant traits are best portrayed through a combination of makeup and prosthetics. For skin, consider rough or strange textures, ridges indicating strange bone structure, scarring, visible veins, boils or glowing spots, bare muscle or bone, mottling and off color patches or markings. For features, consider exaggerations such as an extra-wide or irregularly shaped mouth, pointy teeth, additional and strangely-placed eyes, ears, and mouths. Alter or remove eyebrows (can be done with makeup). Change the shape of your hands to include webbing, claws, fused or additional fingers, extra-long fingers (using modified gloves or arm stockings). Growths can be represented simply, with horns or small fleshy bumps, or in a more advanced form, such as additional limbs (human-looking or otherwise, like tendrils, spikes, tails or tentacles). For ideas, reference the Flaws section of the Rulebook. **For all of the above: Mutations are seldom neat and orderly - use asymmetry, odd numbers, combinations of traits, and mismatching features.**

Mutants who grew up among other Mutants may have further modified their appearance via piercings, scarring or alterations, in order to appear more grotesque. (You can also come by this fixation in-game).

Popular Reference: Body Horror. Movie/TV mutants and demons - particularly ones who were once human. Nightbreed. District 9. The Resident Evil franchise. Kiseiju/Parasyte.

Costume

Mutants dress to blend in. Consider using the basic style of a human group (Terrans, Boz, Elysian) and modifying it according to your mutant's lifestyle.

Suggestions: Some of your mutations can be built into your costume layers (such as the hand modification via gloves, or extra growths mentioned above). Keep in mind you should still be able to move around comfortably, and we suggest these modifications be built into your base layer, so that if you need to remove your jacket, you can do so without appearing to lose body parts.

