

YANA - Makeup and Costuming Technical Guide

Makeup

Yana are a **medium makeup** species with **prosthetics** required.

Players may choose to wear more makeup for Yana as per their preference, but should at minimum represent the following:

- **Fluted Ears (prosthetic).** Specifically, Aradani Studios Sea Elf Ears are our standard for Yana ears.
www.aradanicostumes.com/products/sea-elf-ears
- **Tinted Skin.** Yana skin is lightly tinted along the hairline and the cheekbones. This is more extensive on male Yana.
- **Facial Tattoos.** Yana facial tattoos are a kind of visual recordkeeping, asymmetrical and done in a style best described as “cyber-tribal.” On female Yana these markings tell the stories of past victories in battle, and Yana who have seen battle together will often have matching markings representing that battle. On male Yana, tattoos instead depict genetic history, with new markings added with each new generation sired.
- **Male Yana** are aquatic; in addition to the above requirements they should have **two gill-slits represented on their necks**. These can be drawn in with paint, or applied as prosthetics, and **should be present even if covered by their breathing apparatus (see page 2).**

Process:

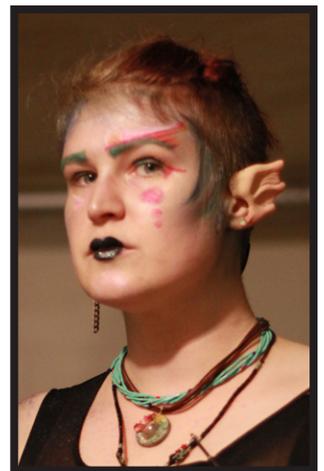
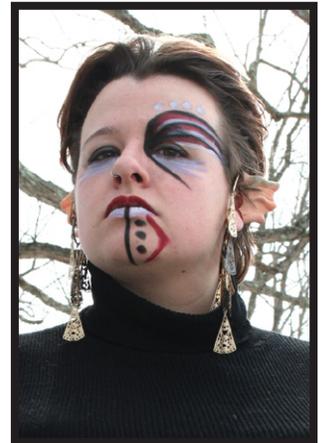
Since Yana makeup is not extensive, you can do your hair and put on costuming before or after applying your makeup.

- These instructions are meant as only one way to do this - You can improvise with other materials to find something that works well for you.
- For the skin tint, use a shimmery pigment makeup (for example: eyeshadow comes in many colors and is easy to come by) and blend or smudge the edges out into your normal skintone. This can be applied lightly, but should be visible. You can use a single color or multiple colors, bright or muted. It is not necessary to apply the tint to your body or arms. Use of scale patterning is appropriate, but not required.
- For the facial tattoo, any method of application is acceptable. We suggest using a template or stencil, since this is a mostly-permanent fixture on your character's face, and you will want it to look mostly the same every time you draw or apply it. A photograph or printout will also help you keep track of the design.

Optional Anatomical Details:

There are a couple traits not mentioned above (and therefore not required to portray this race) but which are included in the Yana design. Players may choose to rep these for a more dramatic look.

- **Cheekbone:** The Yana facial bone structure includes a sharp double-cheekbone. This can be represented by shading your cheekbone with the same tint (or a slightly darker one) you used for your hairline, and then making a second, parallel shading line underneath it. (Note: these are not gills).
- **Eyebrows:** Yana eyebrows have a ‘hooked’ appearance at the inner edge, which can be drawn in with brow liner or paint. Yana often color their eyebrows with cosmetics.



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Costume

Yana costuming reflects both their mercenary background and their aquatic roots. Visually, it is part post-apocalyptic and part badass mermaid.

It's important to note that Yana clothing and gear is almost exclusively Yana-made, from materials that are commonly available on their homeworlds. Yana prefer to be self-sufficient, and many items they wear are dual-purpose (practical and decorative) and easy to repair quickly. (If someone else is repairing Yana armor or weapons, the Yana involved might be slightly uncomfortable about it).

Suggestions: A relatively simple base layer in solid colors. Strapping for concealed weapons. Draped swathes of cloth or netting, or a loose-fitting layer secured with rope, cloth or braided twine. Sash belts. Fishnet. Metal grommets, shell or fishbone accents. Knotwork. Armor made from metal, scale, sharkskin or lizard leather (real or imitation). Normally you would not see a Yana wearing fur, feathers or mammal bones/leather.

Popular Reference: Machiko (Predator). Techno-tribal fashion and Horizon: Zero Dawn have the right 'feel' for the Yana aesthetic, but replace the fur/feathers/leather with aquatic equivalents.



Male Yana

Costuming for Male Yana lacks the warrior component. Instead, male Yana dress elegantly in robes and swathes of cloth, often with many tokens and trinkets given to them by their female courtiers. (Wearing these tokens is a way for the Male Yana to recognize and honor female Yana who have received his favor without showing public preference).

Male Yana require a breathing apparatus if they are spending significant time out of the water. If you will be playing a male Yana, your breathing apparatus should look like it can handle providing you with enough water to breathe - we suggest a reservoir tank or pouch at least the size of a fist be included.

Key Accessories

A quirk of the Yana is their appreciation for wearable tokens and decorative metalwork. Typically, a Yana will be wearing at least two necklaces or pendants, and many have pierced ears and wear large or intricate earrings. They collect these items from various sources. Some Yana keep the same items with them, while others bring them home as gifts for others and have a constantly rotating collection.

Suggestions: These are regarded by the Yana as frivolous items, so almost anything goes. They have a fondness for Aesir metalwork, and while they would be hesitant to wear Aesir armor as armor, they would consider it acceptable to wear a small piece as jewelry.

