



COMING

SOON





## BEASTS & BARBARIANS

# B O D Y P A I N T

Barbaric cultures in the Dread Sea Dominions have developed methods of body paint for camouflage and intimidation of their enemies. These paints are made from various natural substances found around the cultures homelands. Each cultures body paint style is unique, but they all accomplish the same basic effects.

In civilized areas, body paint has become a fairly common commodity, although it is mostly used for decoration in these areas. Each type of paint can be purchased for 1 Moon per "dose." a dose is the amount required for one application on an individual.

Alternatively, a character can find the natural ingredients in the wild with a Survival roll. This takes about an hour. A success gives enough for one "dose" and a raise gives enough for 5. This roll is modified by +2 if near the characters homeland, and -2 to -4 if in completely unknown or barren lands.

Successfully applying and gaining the benefits of the paint requires a Knowledge (Body Paint) roll. The paint takes a half hour to apply, or 15 minutes with a raise. It lasts for 6 hours, or 12 with a raise.

**War Paint** - This style of war paint makes the individual look more fierce, frightening, or unusual. This gives the character +1 to intimidation rolls in battle.

**Ghost Paint** - Favored by thieves, assassins, or those coming from a cave or urban environment, this black and white paint gives +1 to stealth rolls indoors, or outdoors in a settlement.

**Camouflage Paint** - Favored by hunters, scouts, and spies, this paint gives +1 to stealth rolls in the wild.

**Spiritual** - Usually applied by a shaman or Druid, and some types of priests, this body paint inspires faith and spirituality in the wearer. It gives a bonus of +1 to Spirit rolls.

**Decorative** - This is the type of body art usually favored by city dwellers, although some barbaric cultures use it to show status. It gives the wearer +1 Charisma when interacting with a specific group, or for a specific intent. Examples

include seduction, interacting with the tribal council, bartering with a specific clan, impressing some high society courtiers. GM approval and discretion is important, as not all groups appreciate body decoration.

