

TALISMASKS [CS] - Design Guide

TALISMASKS

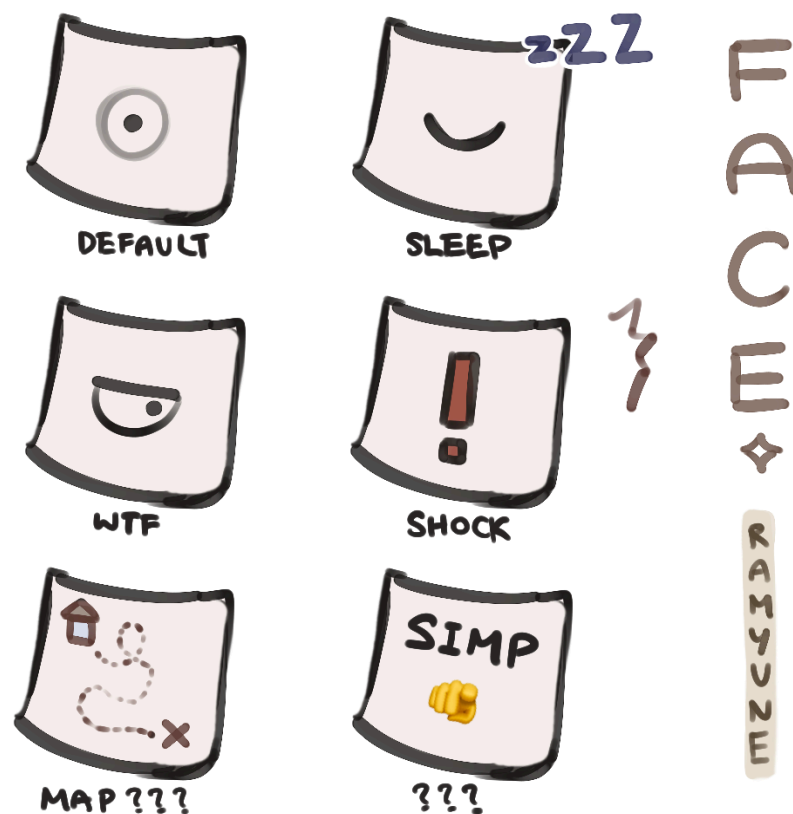
BY RAMYUNE



About

- ❖ **The Talismask must be recognisable as one.** Staff will reject any designs that do not resemble the species, even if it technically follows our design guide.
- ❖ The mandatory traits for Talismasks are their mask, eye symbol, bell, skin, “ears” and tail.
 - The “ears” on most Talismasks are actually tufts of their hair. Actual ears and horns are considered rare [♦♦♦] traits.
- ❖ You must also choose a Divine Art for your Talismask (Judgement or Harmony).
- ❖ Mutations and Legendary traits are optional and can be added via special items or as event rewards.
- ❖ Unique traits are traits not listed in the official design guide.

- ❖ Scars are untraited, but they must follow a specific guideline to ensure it is not confused with alternative skin colours. [More details here.](#)
- ❖ Prosthetics are untraited, but they must occur on the body and cannot replace the "ears" and tail (mechanical "ears" and tails are rare [◆◆◆] and mythical [◆◆◆◆], respectively). They must also clearly be recognised as prosthetics, or else they'll be regarded as a unique trait.
- ❖ Talismasks share the height range and physique variations of humans.
- ❖ The clothing for Talismasks can greatly vary, but please ensure that they are not NSFW or contain any hateful/discriminatory content.
- ❖ **Talimask designs must not be based on pre-existing characters in media.** Such designs (known as kinsonas or deku dogs) are bannable offences on ToyHou.se. Talimask designs that are retroactively caught for breaking this term will have to be changed or voided from the species altogether.
- ❖ For Crossbreed (CB) Talimasks, you must have a Joint Contract and permission from the other species before making one. [More details here.](#)



Expressions

Despite being faceless creatures with a paper mask covering the better part of their face, Talismasks can convey a wealth of emotions and even messages via their masks.

They can range from mild expression changes with only their eye symbol, or manifest completely different things such as words or pictures.

However, keep in mind that these expression changes are *temporary*. The mask will always return to its default expression, which consists of a (usually) plain mask and an eye symbol. Anything that's a non-eye symbol and permanent (e.g. Gigachad face, Navy SEAL copypasta) is a **Legendary trait** and will require the corresponding upgrade item.

Rarity key

Common

[◆]

Uncommon

[◆◆]

Rare

[◆◆◆]

Mythical

[◆◆◆◆]

Legendary

[◆◆◆◆◆]

Mutation

[◇]



Mask

Mask colour

- [◆] The mask is white in colour.
- [◆◆] The mask is non-white in colour.

Mask shape

- [◆] The mask is made out of square(ish) paper.
- [◆◆◆] The mask is made out of non-square(ish) paper.
- [◆] The mask has one additional colour (gradients okay).

Masks must cover the entire face - a bit of the chin and ears showing at most is okay. The mask must not be ripped or physically damaged. The strings used to tie up the mask can vary and are unrestricted.



Eye symbol

Eye colour

[◆] An eye symbol drawn in black ink.

[◆◆] An eye symbol drawn with non-black ink.

[◆◆◆] An eye symbol with 2+ colours.

Eye complexity

[◆] An eye symbol utilising simple geometric shapes.

[◆◆◆◆] An eye symbol utilising complex and/or non-geometric shapes.

[◇] Multiple eye symbols.

The eye must be open, centred on the mask, and it must stare directly forward by default. If you submit a design with their eye closed or making some other expression, you must supply what their eye looks like in normal conditions.



Bell

[◆] A standard round bell of any colour.

[◆◆◆] No longer a round bell (such as a cowbell).

[◆◆◆◆] An inanimate object that is not a bell, like a crystal.

[◇] Multiple bells.

Windchimes do not count as a bell and are considered mythical. The opening of the bell can be any shape. Unless your Talismask has the bell mutation, it cannot have multiple bell accessories.



Skin

Colour type

[◆] A single monochromatic (greyscale) solid colour.

[◆◆] Presence of a secondary monochromatic (greyscale) colour.

[◆◆◆◆] Presence of a secondary non-monochromatic (non-greyscale) colour.

[◇] Skin contains 2+ colours.

Gold Amulets [◆◆◆◆] and Jade Amulets [◇] automatically grant small amounts of secondary colour [◆◆] by default. However, if you want large amounts of secondary colour [◆◆◆], you'll have to get a Silver Amulet [◆◆◆].

Amount of secondary colour

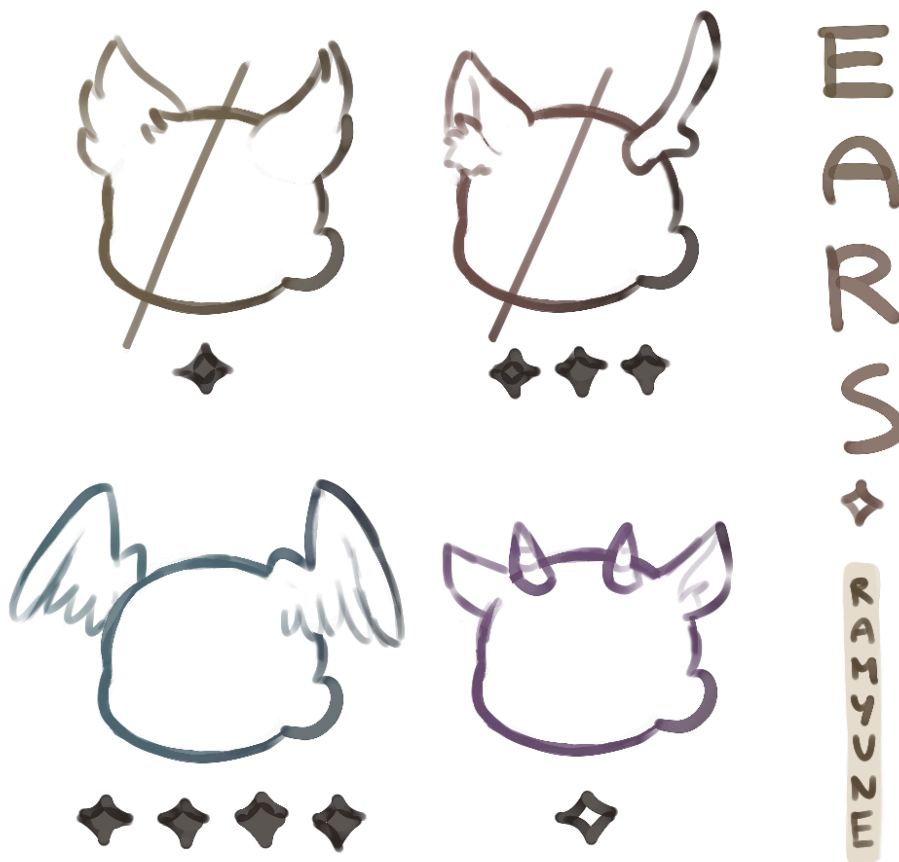
[◆] No secondary colour.

[◆◆] Small amounts of secondary colour (freckles, small stripes, minor gradient on extremities etc).

[◆◆◆] Large amount of secondary colour (large vitiligo-esque patches, large gradient over limbs etc.).

Permanent tattoos are only allowed if you have an uncommon trait upgrade or above.

However, you may draw tattoos on your Talismask in personal drawings (such as henna/stick-on tattoos), as long as they are not on the design you submit for approval.



“Ears”

[◆] Two fluffy hair tufts resembling mammalian ears or horns.

[◆◆◆] Actual mammalian ears or animal horns.

[◆◆◆◆] The “ears” are neither ears nor horns (e.g. wings, branches).

[◆] Multiple growths on the head (e.g. having both ears and horns).

Actual mammalian ears should show some colours of the skin inside. It does not have to match the Talismask’s skin colour (e.g it can be pink) - any colour is fine, as long as it differentiates from tufts.



Tail

[◆] A fluffy mammalian tail (such as feline or canine tails).

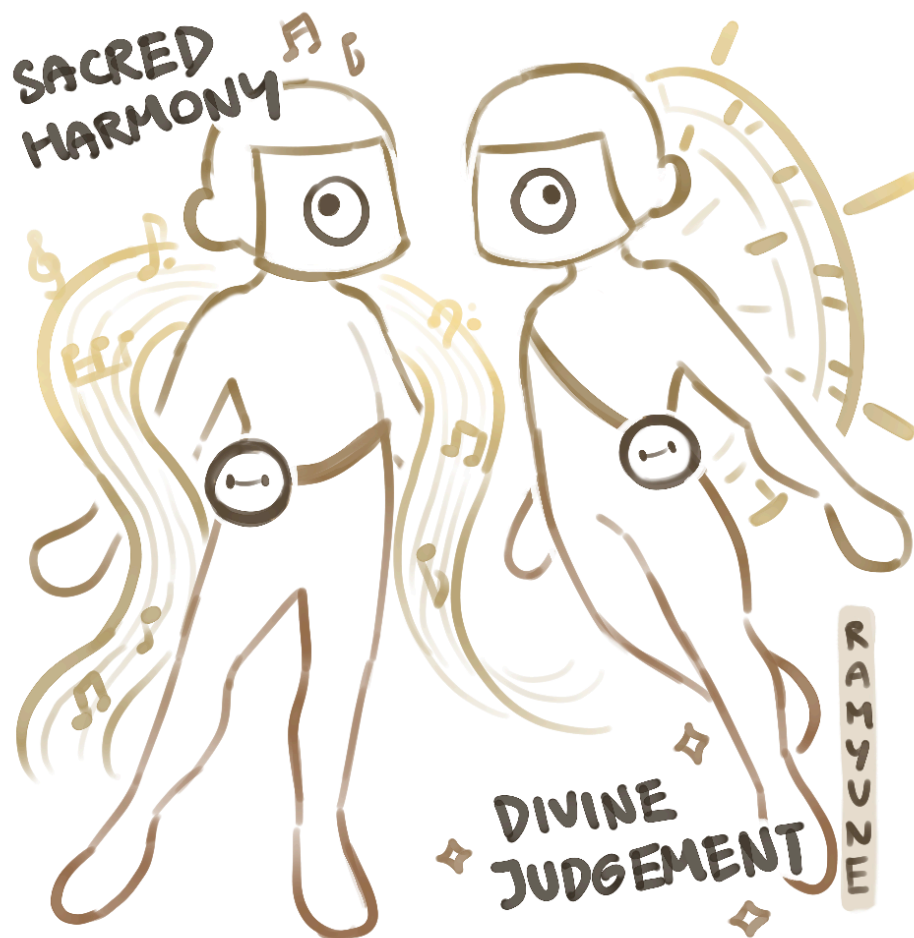
[◆◆] A non-fluffy tail (such as reptilian or amphibian tails).

[◆◆◆] Fictitious tail (such as a mythological creature e.g. dragon).

[◆◆◆◆] Not a tail (e.g. tree, crystals).

[◆◇] Multiple tails.

Tails of birds and aquatic mammals (dolphins etc.) fall under uncommon - in general, if it's not fluffy like a cat's then it's uncommon. Tails that are not based on real animals but still anatomically a tail are considered fictitious (e.g. skeletal tail, tail with its tip on fire).



Divine Arts

All Talismasks possess one of the two Divine Arts: **Judgement** and **Harmony**. Compared to their exorcist predecessors from centuries ago, the power of current Talismasks is a fraction of what they used to be. No longer can they shatter rock with a single glance or break the sound barrier with a clap, but their skills are still nifty in daily life and are highly valued by those who employ them.

A Talismask can upgrade its Divine Art with enough Cultivation, but the process can take centuries to achieve. Luckily, Everest *does* sell Cultivations in their [shop](#), but it doesn't come cheap...

◆ Judgement ◆

Drawing power from the eye symbol on their mask, the Talismask can repel minor evils with a glance. Prolonged eye contact can cause discomfort and even paralysis in

targets, although those with sufficient willpower should be able to snap away with some effort.

◆ Divine Judgement ◆

Judgement maxed out

Those with Divine Judgement gain telekinetic-esque powers, allowing them to manipulate any objects in sight from a distance. A single glance can easily knock back a target, while a glare can cause paranoia and hallucinations.

➤ Those who have unlocked Divine Judgement will obtain a halo that somewhat resembles the [reticle](#) of a sniper scope. The placement of the halo is behind the Talismask's head to distinguish it from a Legendary halo [◆◆◆◆◆]. It typically manifests over a Talismask's eye symbol when they are using Divine Judgement.

◆ Harmony ◆

Drawing power from their bell, the Talismask can produce a melody that rejuvenates and heals those who listen to it. To an enemy, the sound waves sound like cacophonous ringing that serves to disorientate, although those with sufficient willpower should be able to snap away from it with some effort.

◆ Sacred Harmony ◆

Harmony maxed out

Those with Sacred Harmony will gain the ability to control sound waves, allowing them to amplify or minimise sound in their immediate surroundings. They can call forth a sound barrier that can physically repel external attacks.

➤ Those who have unlocked Sacred Harmony will unlock a floating shawl that vaguely resembles [music staves](#) and is dotted with [musical symbols](#). The shawl can be worn in many ways and its size is not fixed.

Both Divine Judgement and Sacred Harmony are considered Legendary traits [◆◆◆◆◆] and are permanent additions to your Talismask's design.



Legendary traits

[◆◆◆◆◆]

Legendary traits are tied to the lore. Limited to event rewards and official adopts.

◆ Wings ◆

The wings come in pairs. It can be any type (e.g. angelic, demonic, insectoid) and any size.

◆ Non-eye symbol ◆

The symbol can be a drawing or a word. The example shown is uncommon [◆] due to the words being non-black, and a mutation [◇] as there are three symbols (two words + exclamation mark) instead of one.

◆ Floating bell(s) ◆

They typically hover within close vicinity of the Talismask.

◆ Halo ◆

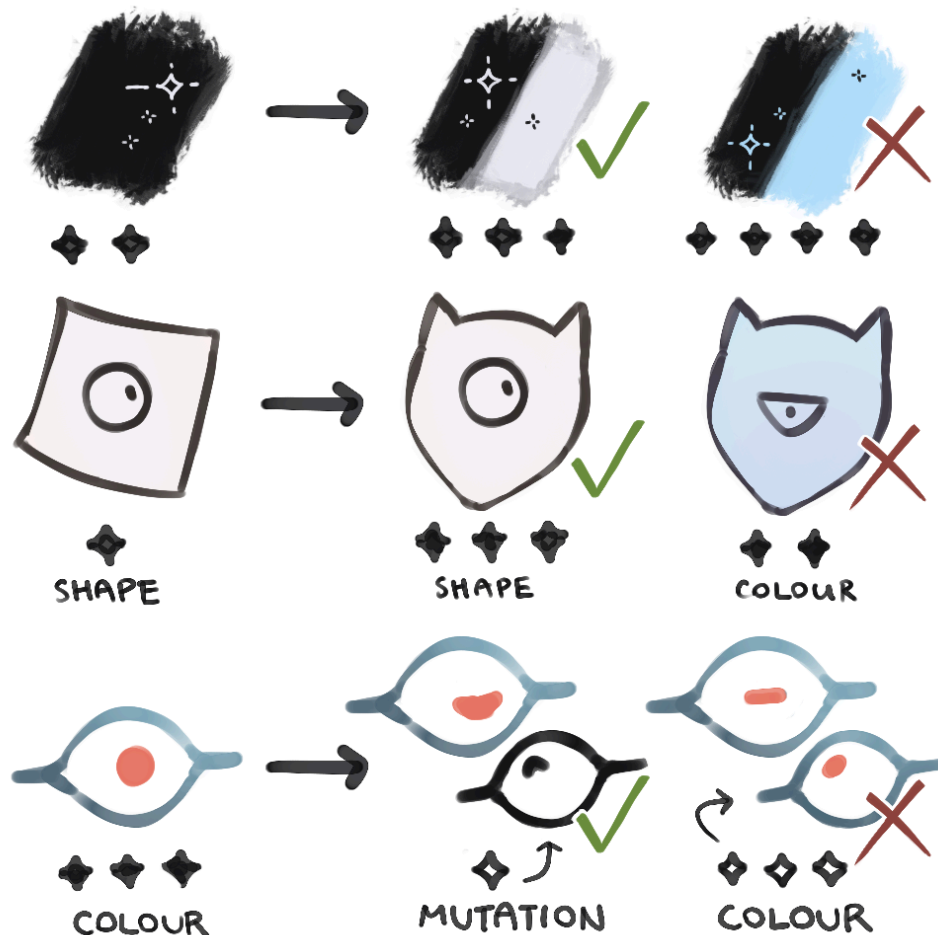
It typically hovers directly above the Talismask's head, but placement can be anywhere else besides the back of the head, to prevent confusion with the Divine Judgement Halo.



Scars

Scars are untraited on Talismasks, but must follow some guidelines in order to be approved. The scar must 1) be a close shade (either slightly paler or darker) to the Talismask's skin colour and 2) contain a thin but visible outline of a similar shade as well. The same applies to patches of non-monochrome skin, where the shade of the scar and the outline must be similar to the skin colour. This means that you cannot have magenta scars or outlines if a Talismask has pale grey skin.

Scars on other parts of the body besides the skin (primarily the tail) can follow conventional scarring guidelines as usual. Their hues may be different from the scarring on the skin.



Stacking traits and rarities

- ❖ With some traits, such as mutations, it allows you to have duplicates of the same traits (e.g. multiple ear tufts, multiple tails, multiple skin colours).
- ❖ If you purchase a Jade Amulet to upgrade a trait into a mutation that is a duplicate, the new duplicate trait must start as **common** [◆], even if the rarity of the other duplicate trait is higher.
 - For example, a Talismask has a rare eye which has two colours [◆◆◆]. After using a Jade Amulet, the new duplicate eye must start as common [◆].

- The rarity of the duplicate eye has to be upgraded with a Silver Amulet.
 - ❖ For **mask mutations**, one of the additional colours must remain the original mask's colour. This means that if you've started with a white common mask [◆], parts of the colour must remain white [◆], while the new additional colour can be anything.
 - If you wish to change the white parts of the mask [◆] to something else (such as pink), you will need a Bronze Amulet to do so, as pink is considered uncommon [◆◆].
 - ❖ With **masks** and **eye symbols**, rarity upgrades do not include the rarity between the original rarity and the new rarity.
 - For example, if you upgrade a mask from a common white square mask [◆] to a rare non-square mask [◆◆◆], it does not include the uncommon trait [◆◆], which is a mask with a vibrant colour.
 - Therefore, the newly upgraded rare mask must still be white in colour.
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Taliskmask x Abyssomata CB design. Art by @val.berry on Discord.

Taliskmask traits: Mythical ear tufts (rhinophores), mythical tail (tentacle), unique ears (gills replacing human ears). The aforementioned traits are all mandatory common traits for Abyssomata.

CB Taliskmasks

CB Taliskmasks are Taliskmasks crossed with another species, mainly our **sister species** (a list of them can be found in our Discord Server) or any species that is **CB compatible** with us. Creating a CB Taliskmask requires a **Joint Contract** and permission from the other species.

For CB Taliskmasks, **all mandatory traits from our species must be kept**, although they are allowed to be altered within the scope of our rarity levels (e.g. mutated skin trait). As each species has different traits with different rarities, CB

Talismasks will often have traits that are considered rarer (e.g. wings/halo) or unique (e.g. extra limbs).

There are no restrictions on trait rarities for CB Talismasks except for traits related to Divine Arts - they are not allowed. However, we do ask members not to use CB Talismasks as a loophole to obtain traits that they don't have the relevant items for - this rule isn't strictly enforced, but we will consider doing so if we notice members abusing the system.

If you have a Joint Contract and want to make a CB Talismask that isn't crossed with one of our approved sister species, **you must have us check if the other species is CB compatible first.**