

Costume Suggestions

Costume is not required for *Planetfall* at all, but in envisaging your character or choosing to costume them we present suggestions for style.

In particular it's worth noting that Species does not determine culture and thus does not determine clothing or style. Sure, individual species will have preferences and practical modifications to make (e.g. room for tails for Vyixians, lighter weight fabric for the cold-blooded Ziline, adaptations for the armour plates of Chirrids), but the appearance and choice of clothing is not restricted by that.

This list is by no means exhaustive - worlds are far more than a simple caricature and should not be considered as such! - this simply serves to provide an idea.

Suggestions

Ship Crews

- Easy to recognise cohesive colour schemes
- Crisp, Straight lines in uniform
- Florescent strips in case of lighting failure
- Emergency respirators in case of depressurisation

Borderlands Explorers

- Function over form
- Rugged, hard-wearing clothes that can be adapted
- Cloaks, scarves, satchels, bags, pouches
- Layers of fake leather straps
- Goggles or face coverings to prevent against harsh weather

Ace's World

- Within the main settlements of Ace's World: Formal dress modified for rough conditions - patchy suit jackets, frayed ties
- Outside of the settlements: heavy boots and shin pads, mobile water containers in case of getting lost, simple and woven clothing

Kylal Ice Caverns

- Short term settlers / explorers: higher tech synthetic weatherproof clothes, thick layers, head torches
- Longer term settlers: clothing made of furs and skins of creatures of Kylal, bioluminescent makeup

Mytene Industrial Heartlands

- Overalls
- Hats and hair worn up
- Goggles
- Thick gloves
- Scraps of fabric and cloth

Siruta

- Azuria: Simple and Light weight clothing to avoid overheating
- Crarua: Tougher clothing in case of a Scourge attack, body armour on key locations (e.g. knee pads)
- True Siruta: Simple and Light weight clothing, but likely to include a blue sunburst icon to indicate loyalty to True Siruta.
- Independents: well-worn salt-crusted leather, standard pirate looks minus skull and crossbones

Outside of the Borderlands

Styles are a lot more varied in the far more populated worlds of the Galaxy, but some elements can make an individual stand out as calling a world home:

- Vyix IX: a black armband or scarf as a mark of respect and mourning for the dead worlds of Vyix I through VIII
- Fjenix: prominent tattoos on the back of the hand, selected at the point of coming of age
- Alta: Dynasts will tend to carry an heirloom that indicates their legitimacy on the line to the Throne
- Irdscri: close friends, partners, and lifelong business associates will often exchange feathers (not necessarily their own) or leaves preserved in tree resin and display these on their person
- Fleet 18: members of Fleet 18 are often known to wear a chain with a tab of metal with "18" embossed on it. Various of Fleet 18 will usually have this embossed on one of their augments.

Elements to Avoid

The following elements should not make their way into costuming for *Planetfall*:

- Real world symbology or uniforms
- Overtly obvious fictional symbology or uniforms (e.g. Star Wars Imperial logos)
- Style directly intended to evoke the look of Elder Scrolls Khajit
- LARP-unsafe adornments (e.g. hard bulky helmets)

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