

CYBRID - Makeup and Costuming Technical Guide

Makeup

Cybrid makeup requirements depend on the requirements of the character's **original species**, and how the player wishes to represent their cybernetics. At minimum, Cybrids should be considered **medium makeup**, but can also be represented as **makeup-heavy**. It should be implied that most of your body has been replaced with technology, and every Cybrid should bear a visible **hexagonal mark on one temple**, signifying their connection to their Hive.



Costume

Cybrids are an amalgamate species, unified by their embrace of and reliance on cybernetics and mechanical enhancements. Once a character becomes a Cybrid they cease to be considered as their original species, but that does not mean they do not still dress as they once did or hold the same values or habits they were born with. As part of their initial character development, players should decide where their Cybrid comes from and to what extent they wish to represent that origin in their costume. **Refer to that Species costuming document for more details.**



Key Accessories

Cybrid Cybernetics: Cybrids have been modified to a point where they are considered more machine than flesh. It is possible they have replaced large parts of their original body with robotics, or vital organs or parts of their brain are augmented with synthetic parts. Either way, they now require those cybernetics to survive.

Players are encouraged to make use of both makeup and physical props/prosthetics to represent their cybernetic enhancements. The style of cybernetics is not limited, and can include alien tech and parts of robots as well as more traditional looking modifications and implants. LED lights may be used but for player safety should have a layer applied over them to diffuse the light emitted.

New cybernetics (freshly installed and still healing) should have redness indicated around the edges where they meet the skin, and players may apply makeup to have their skin appear pale as their character's body recovers. Depending on how the cybernetic was installed, the player may also choose to represent a 'messy' install with stitches and traces of blood. For safety, make sure any dangling wires are secured.

Suggestions: robotic limbs, synthetic skin grafts, cybernetic spinal column, headgear/eyewear wired into your character's brain, non-traditional installs like jet packs, extra limbs or alien-looking appendages, body-mounted blades or guns. Full body exoskeletons should be contrasted by having normal skin still visible.

Popular Reference: The Borg (Star Trek). Cyborg (DC), Robocop. Raiden (Metal Gear Series). Telepaths from Ship of Tears (Babylon 5). The Six Million Dollar Man.

