

TERRAN - Makeup and Costuming Technical Guide

Costume

Terrans are a bit of a blank slate when it comes to costuming. They can be the easiest to costume for, since most modern clothing can pass for some kind of Terran garb. Additionally, Terran cultures offers many opportunities to give your Terran a specific stylistic flavor.

Almost all Terran colonies experienced a decline following the fall of the Celestial Ascendancy and the Machine War. During that time, they had to make do with the things they had as they learned to cope with low-tech life.

Decades have passed since then; with trade routes and interstellar travel open again, those Terrans who wished to return to the high tech life have, for the most part, done so. Others, having learned the value of self-reliance, found themselves reluctant to surrender back into a life of comfort that could so easily be taken from them.

Standard Terrans can be generalized into three groups:

City Folk held out hope that someday they could return to life as they had known it. Access to resources stored within the city enabled them to discard damaged clothing and gear when they found something new to replace it with, though this often meant they couldn't be too picky. Their style of dress can seem overly fancy and impractical to outsiders. Once order was restored, many immediately set about outfitting themselves with proper clothing.

Country Folk banded up, forming communities and clans of close-knit families in order to share resources and survival skills. Their clothing style is part thrift and salvage (garments repaired and carefully patched together, clothing with tattered and torn edges) and part hand-made (rustic materials, knitting and embroidery). On Tempest, during the War of Extinction, these groups began wearing **matching paint markings** on their faces to indicate their clan of origin. (Players may use designs from established groups, or create their own: use one color, 1-4 lines or marks - keep it simple).

Nomads were wanderers who facilitated trade between other Terran groups but kept their own belongings to a minimum for maximum mobility. Given the range of options they encountered as they traveled, they would choose their clothing and gear based on quality and durability, and would keep it until it fell to rags.

The following are *technically* Terrans, but have their own costuming guides and skills:

Boz Terrans

Worlds colonized by the Celestial Ascendancy at its height were occasionally themed after specific places and time periods of Old Earth. Most experienced the same decline and deterioration described above. **Boz Terrans** are a special case - since they started off as a lower-tech, self-reliant colony, they were able to continue life much the way they had before the Fall.

Drifters - Elysians

When the Fall happened, there were many Terrans who were not planetside. Without technology, they found themselves stranded in space. These Terrans developed into pocket cultures, cobbling together what they could of the resources they had access to, and doing their best to survive as drifting scavengers. In the Bard System, a group of these Terrans would eventually come to be called **Elysians**.

