

Costume

Costume, set-dressing, and props should be broadly relevant to the Realm of their origin. Broadly speaking, the era is medieval and so we would expect a number of Realms to dress in tunics, dresses, furs, cloaks and hoods, armouring themselves in leather, plated, and chained armour, but that's by no means definitive. Dress in a way that would be appropriate for your realm. If you're from a colder climate, dress in furs! If you're from a highly civilised society, dress in cleaner and more elaborate clothes! The briefs are yours to define if you are creating a Realm and will be added to this page if you provide them to us, though we have provided briefs for the three pre-existing realms of Cotswell, Nelaria and the Saxon Lands, as well as one for Camelot.

General Costume Brief

Every Realm will have quirks and traits that make costume for them unique and identifiable, but at base most share common themes. As such, the following costume elements will be acceptable for characters of any class in any Realm:

- Any simple tunic / shirt / trousers / dress / skirt combination in plain colours
- Simple cloaks
- Simple gloves
- Any footwear

Writing a Costume Brief for your Realm

In order to make sure that players are able to kit for any Realm that wish to play in and our crew can roll out any NPCs from any Realm as required, we have put together a small guide on elements that every costume brief should include. Obviously, you can work from these briefs to make costumes as elaborate or plain as you like or as fits the character, but at a base we recommend you include the following:

- A core set of at least 4 colors that in any combination are the predominant palette for clothes in your Realm.
- Specifying at least three broad and easy to acquire elements that are popular fashion in your Realm, for example Tabards, cloaks, furs, cropped trousers, fitted coats et cetera. More specific elements are fine beyond these, (such as crests or emblems) but there should be some base broad motifs that make it obvious. There should be no "Musts" in your brief so saying "Citizens are often seen wearing wearing cloaks, wearing hoods, or draped in furs" is fine, "Citizens must wear cloaks" or "All cloaks are made from leaves and grassy materials" is not.
- While working in costuming distinctions for social class is okay, making one more affordable or easily bought than the other is not.

Armour

Since the Hundred Realms are so diverse, different Armour types have been raised time and time

again after battle - blurring the lines between Realm distinctions in Armour. Knights and fighters have taken to wearing whatever is most comfortable and suitable for them.

For the purposes of putting on Armour for the [Armour Training](#) skill, the Armour you put on should be obvious as Armour, but wearing Leather Armour is just as valid as Plate Armour, which is just as valid as wearing some sort of armoured vest of Furs. The essential thing is that at least one piece of the Armour should be visible, even if this is just a bracer.

List of Existing Costume Briefs

Arthurian Costume Brief - Non-Playable

- Royal colours:
 - Royal Blue
 - Scarlet
 - Gold
 - Silver
- Dragon heraldry
- Tunics
- Tabards

Barrovian Costume Brief

- Earthy colours:
 - Brown
 - Black
 - Grey
 - Murrey (reddish-purple)
- Cloaks
- Leathers
- Hoods
- Hardwearing clothes

Cotswellian Costume Brief

- Bright colours:
 - Green
 - Blue
 - Silver
 - Yellow
- Bold heraldry
- Delicate patterns
- Finery
- Tabards
- Nobles tend to wear:
 - Jewelry

Damned Costume Brief

- Lightweight, floaty piratical attire
- Bright colours:
 - Pink
 - Purple
 - Blue
 - Cyan

Nelarian Costume Brief

- Natural colours:
 - Light green
 - Dark green
 - Light brown
 - Dark brown
- Light leathers
- Cloaks
- Hoods
- Headbands and face-scarves
- Peasants tend to wear:
 - Distinctive face markings

Saxon Costume Brief

- Dark colours:
 - Black
 - Grey
 - Dark Brown
 - Dark Blue
- Furs
- Helmets
- Heavy Leathers
- Studs and spikes
- Magic users tend to wear:
 - Hoods

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