

GREYLIGHT

2142

STYLEGUIDE

Version 1.6

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fractured reality
STUDIOS

Overview

In this document, we want to give you an overview of the *Style* in *Greylight 2142: The Prelude*. This should help you with already getting a feel for what kind of world we want to create and help you prepare costumes for it.

Don't stress about details! This Style Guide should help you get some inspiration for the world we are trying to create, but it should not hinder your creativity. As long as you get the general feeling right, you don't have to follow it to the word - with the exception of some rules that are clearly marked as such:



This is a RULE you MUST follow.

Overview

Core Concepts

General Aesthetic	3
Sexualization	3
Technology	4
Cyberware	4
Smartphones	4
Weapons	5
Guns	5

Character Types

Humans	6
Androids	6
Mages	7
Rifters	8
Ascended	9
Specific colors	10
Colors and Magic	10
Colors and Light	10

Groups

Description	11
Colors	11
Examples	13

Core Concepts

General Aesthetic

In *Greylight 2142: The Prelude*, we want to create a classic, vibrant Cyberpunk world, filled to the brim with (synthetic) **black leather**, Tech-Wear, augmentations, all bathed in glowing **Neon lights**. The district of Greylight should be **colorful and punk** with **street aesthetics**. It should be vibrant and ooze life. We do not want only black clad trench coat wielders, but true individuals roaming the streets of the district.

The world is **grungy, rough** and **dirty** around the edges. Sterile white surfaces, polished and immaculate, can only be found in the upper echelons of corporate towers, rising high above the city's smog.

Organic materials like wood and real leather are scarce and usually replaced by **aluminum, plastic** and other cheap synthetics.

The world we want to **create together** with you is a diverse one. A vibrant canvas of eclectic styles. **Your individuality** is what shapes this world. Everyone has their **own style**, and this is exactly how it should be.

Sexualization

We want a world where everyone can be badass. There are no clear roles or even rules for different genders and society has progressed to a point where what would be considered a liberal view nowadays is the norm. Therefore, your character's gender will pose no boundaries on how you express yourself in terms of costume.

Traditionally, the classical Cyberpunk aesthetic is known for a hyper-sexualized aesthetic, especially of women. This is something we clearly do not want to be a theme at Greylight 2142. In our world, everyone can dress any way they want and nobody will interpret any sexual intention into it. Please consider this when putting together your costume - aim for expressing your style and identity, not at appearing hot. Furthermore - there is no defined beauty standard - everyone has their own style.

Technology

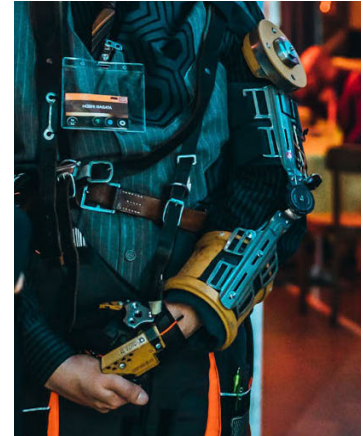
As in most cyberpunk worlds, technology is prevalent in the day-to-day life of everyone and the most basic versions of everything, from Cyberware to Smart Computers are accessible to everyone.

Cyberware

Inspiration: <https://www.pinterest.de/greylight2142/cyberware/>

With a world where technology is prevalent, everyone can *repair*, *modify* or even *improve* themselves at relatively low cost (think: Smartphones nowadays) - if you want a character that has cyberware - go for it.

Usually - the *cheaper* the cyberware is, the more *clunky* it is -- a Street Ganger would likely have huge bulky Cyberware dripping with oil that malfunctions constantly, whereas the Head of Black Ops for Megacorp would have sleek internal nanoware, only visible by a small led poking out of their skull.



Cyberware is only an invitation to roleplay - and looks really cool. There are no rules or points - just what you want to play and what the other players will see and play with. Try thinking about what it actually does - here's a few ideas how that could reflect in the placement on your body:

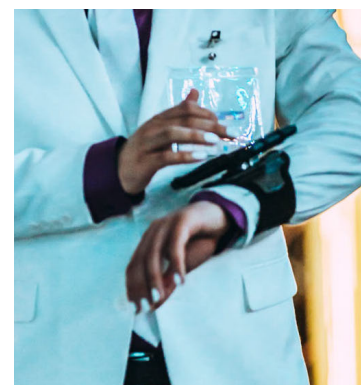
- *On your skull* is cyberware that assists your memory and logical capabilities
- *On your neck or spine* are devices that increase your reflexes
- *On your arms and hands* is tech that increases your strength
- *Around your eyes* will help your vision with magnifying or recording
- *On your hand or fingers* is tech that helps you with hacking and tinkering

Combat Cyberware

If you want a character that is actively using their cyberware in a fight, other players should notice this play you up. Fighting in Greylight 2142 is a collaborative process.

Smartphones

In the game, you'll use an *app* to interact with the world and each other (your ID, credits and messaging systems) will be on there. Hence you will use your normal smartphones - it is not required but would be cool if you modify it in a way to fit better in the grungy cyberpunk world where technology is visible. One elegant way to do this is a wrist mount.



You need a smartphone or tablet with WiFi.

Weapons

Melee

As to our safety guidelines, you are only allowed to use **foam weapons** (optionally with fibre cores and optional latex coating). It is expected that these are safe according to common safety rules in larp - you will be responsible for the safety of your own weapons.

Other than that, feel free to have everything from baseball bats to knives and the optional katana (if that fits your character)



All melee weapons must be foam weapons. Optionally fiber cores / latex coating.

Guns

Inspiration: <https://www.pinterest.de/greylight2142/items/weapons/>

Weapons are a big part of the Cyberpunk Genre - for them, there are a few considerations to be taken in *Greylight 2142*.

Allowed weapons are *Dart Blasters* from the brands **NERF** or **BuzzBee**. It is not allowed to power-tune the weapons, however they should be **visually modded** to make them feel like they are part of the world.

As for **ammunition** you are **only allowed** to use ammunition **provided by us**. The ammo provided will be **NERF Glowstrike Darts**.

These darts can glow if they are charged with UV light - there are several guns that already have that capability, and it is possible to modify others to have it too. However - **this is not required**, but looks amazing.



Only NERF or BuzzBee blasters - untuned. You cannot bring your own ammunition.

Occurrence of guns & licensing

Not everyone in the game has a gun - in fact, most characters won't have a gun. The reason for this is that for a gun, you need a **license** and while you can fake one or just try to risk it, normal people rarely do. Being caught with a gun and no license will result in at least a heavy fine and the confiscation of your gun.

Characters that likely have a gun:

- Criminals (Unlicensed)
- Private Security (Licensed)
- People running a business in a shady area (very unlicensed)

Character Types

There are different character types in *Greylight 2142: The Prelude* - for most of them you'll get a handout that specifies more about their role in society and how they came to be. This section should give you a rough idea on what the aesthetics for these are.

Humans

Inspiration: <https://www.pinterest.de/greylight2142/humans/>

Humans are the normal, run-of-the-mill people. They are everything from poor to rich and will come in all shapes, sizes and colors.

Be creative, combine all kinds of clothes, but try not to aim too close to the aesthetics of the other human types. Better use few subtle and large colored elements than delicate colorful mixed styles, except your character tries to imitate or appropriate these styles.

Androids

Inspiration: <https://www.pinterest.de/greylight2142/androids/>

Visually, androids will be very challenging to portray. Androids should clearly not be human and either strive for the "uncanny valley" or be all together completely mechanical.

Generally, a lot depends on the players themselves, some will want to try and look more human, while others are going the other direction, aesthetically.

Androids have a few **mandatory** elements to their style, like a static **face mask**, **gloves** and a **maintenance plug** (details in Android Handout).



You must wear a partial face mask, gloves and have a maintenance plug.

Mages

Inspiration: <https://www.pinterest.de/greylight2142/mages/>

Mages prefer **long coats** often embellished with individual paintings or led-signs and stand-up collars to cover their **magic linings**. As a mage player, several things are **required** of you:

Wearing a registration plaque

All registered mages will receive a plaque marking them as such. This will be provided by us.

UV Makeup

Mages have patterns of naturally occurring **blue** lines on their skin that contain a certain signature symbol. You will get your magic symbol from the organizers. The makeup must be UV reactive so that it glows brightly when exposed to UV light.



You must have lines including your symbol in **blue** UV paint.

A UV light source

For the magic mechanics in the game, you will need to be able to **shine UV light** on your makeup or on other players. For this you will need a light source, this can be anything from a simple **UV torch** to a fancy integrated light into a glove.

Rifters

Inspiration: <https://www.pinterest.de/greylight2142/rifter/>

Rifters are humans who have received a special gift - to connect to each other using the NEON, **colorful spots** that appear on their face, hands and body.

These spots can be of almost all colors. Naturally a Rifter only develops irregular spots of one or two colors, but Rifters have a highly important **tattoo culture** which revolves around the **sharing** of pigment between close individuals, the amplification, **shaping** and **contrasting** of the spots.

Most Rifters want to stand out from the mainstream, and adopted elements of punk, mixed in with **heavy body modifications** and other ways to deviate from the norm. How exactly this manifests depends on their place in society, their attitude and connection to Rifter culture and their personal style which is expressed by their whole attire.

UV and other Makeup (the NEON)

The colors used for NEON tattoos shall be UV reactive (fluorescent) to stand out and glow under UV light. You can use all available colors **except white and blue**. You can use "normal" colors for non-neon tattoos as well, and black or dark elements to contrast the spots and shapes.

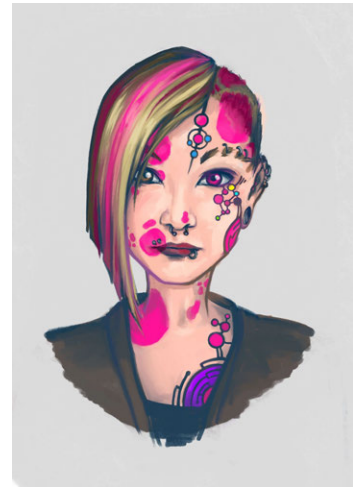


You cannot use **blue** or **white** UV paint.

Body Modification

The more you want to stand out from the mainstream you can use **latex applications** on your face and body. Small bulges (implants), piercings, insets and scarification - or larger elements like horns, long teeth, ears or a modified nose.

Try **not to** appear to similar to aesthetics associated with **animals**, like whiskers or fur.



Ascended

Inspiration: <https://www.pinterest.de/greylight2142/ascended/>

By definition, an **Ascended in Greylight is perfect** - however they look - the moment you see them they will be your beauty ideal.

Every Ascended player should make use of at least some make-up. Ascended have near flawless skin and very pronounced features - nearly over-real.

The typical optical trademark of Ascended are the **pointy ears**. These ears are not part of the genetic transformation itself, but are made during a beauty surgery during the ascension.

In addition to this, an Ascended is **never dirty or untidy** - where most others have at least some level of grime on them, Ascended take meticulous care to be clean - wearing very **light or delicate colors** to support that.



UV Makeup

Ascended have patterns of naturally occurring **white** lines on their skin that contain a certain signature symbol. You will get your magic symbol from the organizers. The makeup must be UV reactive so that it glows brightly when exposed to UV light.



You must have lines including your symbol in **white** UV paint.

A UV light source

For the magic mechanics in the game, you will need to be able to **shine UV light** on your makeup or on other players. For this you will need a light source, this can be anything from a simple **UV torch** to a fancy integrated light into a glove.

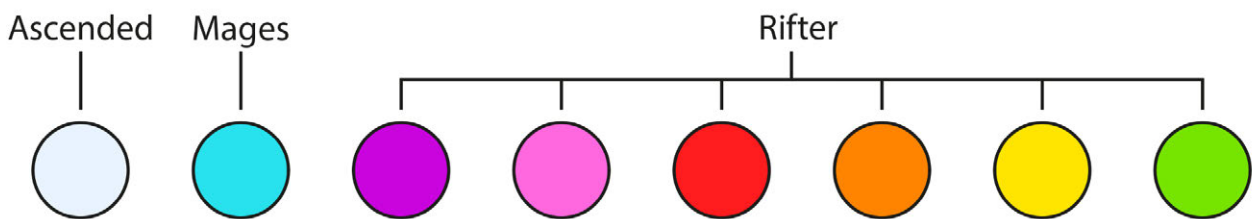
Specific colors

Colors and Magic

We use UV responsive (fluorescent) colors to **signal magic**, therefore **Ascended** and **Mages** have patterns on their skin which they will illuminate with a UV lamp while casting a spell.

Rifter also have UV responsive (fluorescent) colors as spots or tatoos, but these will only glow in certain situations or areas during the game.

There is a limited range of UV reactive colors, only use the allowed colors for your character type:



Colors and Light

For all **Humans** and **Androids**, you can use all colors available to you, considering the style and color schemes of your faction (details in the next chapter)

Important: Do not use UV reactive colors on purpose - these colors are **reserved for magic users** and **rifters**. Some fabrics are UV responsive don't bother about that and use what you have.

Under NO Circumstances are you allowed to use an UV Light source in your location or on your character, if you are not an Ascended or Mage, or the tattoo studio.



No use of UV light anywhere - except for Ascended and Mages while casting.

Groups

There are different groups in the game, most of them have a color scheme. This makes the characters look and feel like they are part of the same group and makes them easily **identifiable** by other players.

We've put together some rules that you can follow to create a look in line with the faction. While it would be awesome if everyone would stick to it, they are of course **not mandatory** to follow - just try to keep them in mind - especially try to avoid using the primary colors of other factions too heavily. Remember to avoid UV responsive / neon colors.

Some characters, like those working for the (of course not officially existing) Black Ops departments of major corporations might not want to broadcast their allegiance too openly, which is fine too.

Description

Our color scheming has four major concepts, all of which are described here:

Base Color

This is the underlying color for the group, some groups also have specific patterns here. Black always works but it would be a shame to have a cyber**punk** world with only black leather. For some extra colorful appearance, you can even use the *primary color* as a base color.

Primary Color

This is the **main color** of a group. It should be the **most visible** color in your appearance, be it through clothing, accessories, tattoos, cyberware or neon lights.

Secondary Color

You may use this color (less than the primary color) for some extra details and to give contrast.









Tertiary Color

This is a third option to use if you want more colors for your costumes. It works well for really small details like glowing lines on your clothing or jewelry.

Logos

Using the group logos in some way is always awesome. To help with that, we've put together all the Source Logos in a [GreyLight Graphics Pack](#) for easy access. Please only use them for the game and do not share this link.

Color schemes for factions

	Base color Can be used. Can be replaced by prime color.	Primary color Has to be there! As part of the costume, details or accessories.	Secondary color May be present. Must not occupy more than half the space of the primary color.	Tertiary color May be present. Should have less space than secondary color.	Faction Logo Optional, most welcome! As badge, patch, cutout, painted, tattoo or piece of jewelry.
Chrome Marauders	black leather	red	grey blue	chrome	
Emerald Blade	digital camouflage black grey	green	white	light green	
Red Pack	black dark brown	dark red	red	matte metal	
Iagatomi	dark grey grey brown orange brown	orange	gold	ivory	
Falcon Security	black grey blue / navy	grey blue / navy	yellow	white	
BMCI	white grey	dark purple	neon pink	silver	
Galen Medical	white grey dark grey	turquoise green	white	red	
Everlife	white light grey	blue	white	bright blue	

A PDF version of the chart can be found in the [GreyLight Graphics Pack](#).

Examples

We realize that all of this can seem a bit overwhelming at first. You can see it more like a toolbox from which you can pick and choose than a vastly restrictive system. To help you with understanding the possibilities, we've put together some color examples to showcase it in action.



Galen Medical



Everlife



Chrome Marauders



BMCI



Iagatomi



Falcon Security



Emerald Blade



Red Pack

Higher resolution images and a few variations of the Styles can be found in the: [Greylight Graphics Pack](#).