GET IN TOUCH!

Thanks for choosing Rost. Here at Guerrilla, we always love it when our fans bring our characters to life and we're always excited to see what you can do.

If you do use this document to create a costume or any other fan art, please get in contact through Twitter (@Guerrilla) or Facebook (guerrillaGames) and show us what you've been up to!

Click on the icons below for a direct link
HINTS AND TIPS

- Rost belongs to a fairly low-tech culture and his status as outcast prevents him from trading. His costume is largely confined to animal materials such as hides and leathers. The single exception to this is his pants and skirt, made from a single sheet of rough cloth given to him by Aloy—a gift he only very reluctantly accepted.

- Rost only has simple tools, and so the construction of her clothes is fairly simple. Stitching should be primitive and limited to simple techniques such as whip-stitching. Garments should have only simple fasteners etc.

- Whilst the construction and materials are primitive, it's important that the garment looks very carefully constructed. Though Rost has limited means to make his clothing, he puts great care into doing so. Seams should be as neat as possible, stitching should be regular and even.

- The only metal on Rost's costume comes from robots. In addition to the plates on the knee and arms, it's used for buckles and other little functional pieces. Aloy can't cut or alter this metal, so it should look like it was taken directly from a robot. The placement of these pieces should look improvised, as they were obviously never intended to be used as human armour.

- A seasoned hunter, Rost takes care of his clothing and gear, but he's out in the wilds hunting robots and lives in a world without detergent. There can be a little wear on the costume for extra realism, but make sure it doesn't look dirty or neglected. His legs and feet will be more worn than her upper body.
The circular icon on Rost’s shoulder is a Nora talisman, the star rope pattern commonly associated with hunters and hunting.

Rost wears traditional familial Nora face paint. This is simple and thin pigment applied to his face with his finger.

The hexagonal robot parts used on Rost’s costume are taken from an ‘ancestor’ of the Stalker—a predrafting machine.

Rost has a very square silhouette, with a gentle triangular taper from his shoulders to his neck.

Rost’s hair and beard are streaked with a light blue, chalky pigment.

Rost’s cape is made from horizontal rows of feathers affixed to a net. The feathers are large, flat, opaque and a little iridescent. The feathers should be loosely configured into two ‘wing’ shapes.
Rost’s shawl is actually three separate parts: a structured shoulder pad on his right side, a detached boar head on his left side, and a boar pelt connecting the two.

The boar’s ‘mohawk’ circles Rost’s neck like a scarf and terminates at the center of the boar’s head.
Rost's talisman is made from hide stretched over a wooden ring like a drum. The border is thick leather stitched shaped to create a characteristic zig-zag pattern.
The boar head is used to hide the point where the cape is fastened to the belts on his chest. The head is flattened with the tusks replaced and affixed on the underside.
The hexagonal plates should neatly fit together and follow the capsule shape of the pad underneath. They're affixed to the pad and each other with thin anodized cables.
The plates used on Rost's bracers are unique to each arm. The plates fit a little imperfectly as their use is improvised.
The plates are attached to the arm with a combination of small ropes and leather weaves. The blue ropes in particular serve as accents and should be vibrant.
The plates on the skirt are of the same design as those on the shoulder pad.
The quiver is of simple construction, as a simple piece of leather folded over and stitched closed.
The boots and skin guards are mostly leather strips wrapped around Rost's feet and legs. Blue leather weave cables keep them in place.