

Original Old Republic Sith Acolyte



This standard is meant as an option instead of the 501st CRL. The 501st CRL is approvable in Saber Guild as trooping only. The below rules are meant to provide an applicant with more options that make it easier to move in.

Parts List

- Mask and Balaclava
- Neck Seal
- Undersuit
- Neck Robe
- Chest Armor
- Forearm/Wrist Armor
- Shoulder Armor
- Loin Cloth/Apron Tabard
- Belt
- Lightsaber

Mask and Balaclava A mask and Balaclava are required for this costume – The mask is made of a rigid material such as plastic or fiberglass. The mask has either a grooved tribal pattern or paisley pattern (Lord Adraas), consistent with the video game references. The wearer's eyes are concealed by either a tinted lens or mesh material. Mask is painted a metallic gray that is weathered in a pattern consistent with the rest of the armor. The gray can be the lightest color

seen in the trailers or the darker color seen in the Eradicator Armor set used in actual game play. Airsoft masks are not acceptable. Mask must be secured to the head and it is advised to be secured to the hood to hide any straps that secure the mask in place.

Neck Seal A Neck Seal is required for this costume. It should be either dark gray or black composed of either latex or fabric. Horizontal ribs are allowed, but not required.

Undersuit The costume requires an undersuit - The undersuit should be a non-textured material, either one-piece or two-piece construction with no visible zippers or logos/designs. Undersuit should be fitted. Color can be any of the Sith Primary colors per the costume standards addendum.

Neck Robe

A neck robe is required for this costume. The robe must be constructed from a heavy, flowing material that is not see through. It may be any of the Sith Primary colors per the costume standards addendum. No flaps, pockets, zippers or ornamentation (other than required sleeve stripes). The robe should clear the ground by at least 2 inches/5 centimeters if intending to fight in it as the robe is not removed for choreography. A hood is required. This is a large hood which must cover the head and drape on the shoulders, with no visible seams.

The sleeves of the robe terminate just below the elbow so that most of the forearm is visible. Color can be any of the primary colors from the Sith Color Chart.

On each sleeve there must be two stripes that are painted, dyed, or sewn-onto the robe fabric. The stripe closest to the edge of the sleeve should be approximately 2 to 3 inches/ 5 to 7.75 centimeters wide with a second stripe approximately 2 inches/5 centimeters higher on the arm with a width of approximately ½ inch/1.27 centimeters. Stripe Color can be any of the Sith primary or secondary colors from the Sith Color Chart.

Armor

The following armor pieces that are accurate to the images from the cinematic trailer for Star Wars the Old Republic are required: Chest, Forearm/Wrist, and Shoulder.

All other armor pieces are optional with the exception of the codpiece which is omitted.

A long apron style tabard or loin cloth style drape should be used in place of the codpiece. Stripes and trim matching the stripes on the Neck Robe are allowed. Any designs or heraldry such as the Sith Symbol must be preapproved by the GCCs. The color of the fabric (including stripes or trim) can be any of the primary or secondary pantones from the Sith Colors Chart.

Armor must be painted a metallic gray that is weathered in a consistent pattern. Color of gray can vary from the lightest shade seen in the trailers to the darkest shade seen on the Eradicator Warsuit Armor set seen in actual game play. Armor should be well fitted to the wearer and secured for combat.

Belt

Can be either the Sith Acolyte Belt as per below:

Gray, silver or tan webbed material or leather containing an armored buckle plate with a grooved pattern.

Two small black or grey pouches on either side of the buckle that are made of either nylon or leather or another similar material must be present. Canister greeblie optional

Or an ABS printed/Resin printed belt that approximates the above

Or any allowable belt from the main costume addendum that follows Sith color faction rules.

Lightsaber

Per Sith faction as the main addendum rules