

Consular/Sorcerer



Figure 1. Consular Example - Luminara Unduli

The following minimum items are required for approval:

Fitted [top](#) OR [outer tunic](#)

[Obi](#)

[Apron tabard](#)

[Skirt](#)

Leggings or tights (see Main Addendum)

[Belt](#)

Pouch (see Main Addendum)

[Saber clip](#)

[Boots](#)

Lightsaber (see Main Addendum)

These items are also required in certain conditions:

[Inner tunic](#)

- Required IF outer tunic is worn

Food capsules

- Required IF character is a Jedi AND a prequel style belt is worn

[Armllets OR arm wraps OR gauntlets OR gloves](#)

- Required IF any of the following apply

- sleeveless outer and inner tunics are worn OR
- sleeveless outer tunic is worn with a long sleeved inner tunic with t-shirt style hems on the sleeves OR
- a fitted shirt with t-shirt sleeves is worn OR
- ¾ sleeved outer tunic is worn

Top

Consulars/Sorcerers may have one of two styles of tops: a traditional outer tunic, or a Star Wars inspired long sleeved shirt. Both styles of top may either be tucked into the skirt or extend under the obi and over the skirt. If the top extends under the obi and over the skirt, it should extend no longer than mid-thigh.

Traditional tunics follow current Saber Guild requirements and may be full sleeved, three quarter sleeved, or sleeveless.

Star Wars inspired long sleeved shirts must be from the primary pantones of the appropriate faction. They must be high necked and fitted to the body. Sleeves must extend at least to the base of the thumb and either be tight at the end or cuffed like a jacket.

This style of top requires raised or layered geometric shapes such as rectangular ridges along the shoulders, layered geometric shapes sewn in, or a raised panel along the front of the shirt. Pintucks and pleats are also acceptable. All designs must be approved by the Global Costume Consulars in advance of submission.

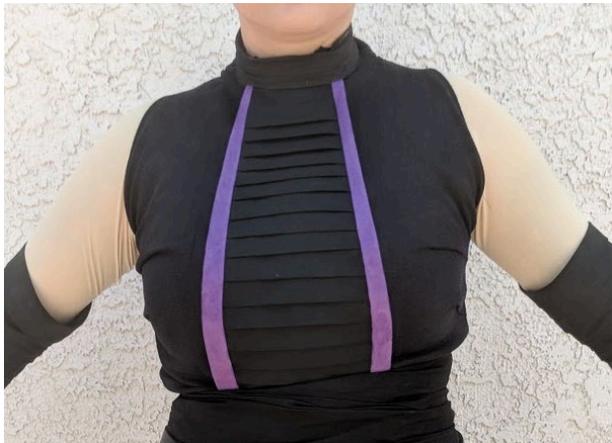


Figure 2. Examples of approved fitted sorcerer tops

Under Tunic

If using a standard tunic there must be an undertunic that follows standard Saber Guild requirements. This includes either a sleeveless style or long sleeved under tunic with a traditional, mandarin, or mock turtleneck collar

If using a fitted top, the undertunic is omitted.

Gloves/Arm wraps/Bracers

If using a standard tunic that is sleeveless, the member must wear either a set of gloves, arm wraps, or bracers per Saber Guild standards.

If using a mock turtleneck or tight sleeved top, the member must wear either gloves, arm wraps, or bracers to cover up the cuff. If a top is used that has a jacket like cuff, no gloves, arm wraps, or bracers are required.

Obi

This template follows all current Saber Guild obi requirements.

Belt

Consulars/Sorcerers may have any belt allowable from their faction described in the main costuming addendum. These belts must have all the same belt accessories that are required for the belt style and faction. Darth Maul and Imperial Knight style belts cannot omit the obi, as it is needed to attach the apron tabard. They may also create custom belts inspired by Asajj Ventress, Luminara Unduli, and other canonical sorcerer and consular characters. All custom belt designs must be approved by the Global Costume Consulars in advance of submission. Custom belts are not required to have belt accessories.

Tabard

Consulars have a single tabard that extends down the front of the skirt. The tabard must extend to at least the mid-calf. The tabard should be between 6 and 9 inches wide. It can be made out of leather, leather-like material, or thick textured fabric. Appliques may be added to the tabard; designs must be approved by the Global Costume Consulars in advance of submission.

Skirt

Skirts should be flowy and allow for freedom of movement. They must extend down to at least the ankle, but should not drag along the ground for safety reasons. Skirts may be Straight, A-Line, Circle and a Half, or Pleated. They must be of a single color, from either the primary or secondary pantones for the appropriate faction.

Boots

This template follows all current Saber Guild boot requirements.