Galactic Empire Era

- Dark Side Military

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Requirements

- Top or Jumpsuit
- Trousers or Jumpsuit
- Armor
- Gloves or Bracers
- Belt
- Saber Clip

- Boots
- Lightsaber

Conditional Requirements

These items are required under certain conditions

- Neck Seal
  - Required if the top does not have a high collar
- Thigh Armor
  - Required if a jumpsuit is worn

Optional Items

- Helmet

Required Items

Top

Tops may be in either black or gray and must be the same color as the pants. Tops may either be a fitted, long sleeved and textured shirt that ends in a high collar, or a stylized military jacket that ends in a high collar. It is recommended to wear an undershirt that is not visible with this jacket. Neck seals may be substituted for the high collar.

Long Sleeved Tops should be fitted to the body and made of a thicker material. Patterns such as ridges and lines are not required, but encouraged to give the top a more textured look. The sleeves should extend to the base of the thumb, and the cuff should appear similar to a jacket rather than a long sleeved shirt.

> Stylized military jackets cannot be standard Imperial Officer uniforms.

They should be made to fold either left over right or right over left, with the end of the fold being clearly visible along one side of the body. The front of the jacket should have a diagonal cut across both the left and right sides, which creates a triangular or trapezoidal gap in the bottom of the jacket.

Military jackets may be lined in red or grey.



Second Sister Tunic



Seventh Sister Tunic

Pants

Pants should be fitted to the member. They should either be trouser style with no visible pockets in grey or black, or jodhpur style pants with no visible pockets in black or grey. The color of pants must be the same as the chosen top color. They should be tucked into the tops of the boots.

If paired with the military jacket, members can apply with yoga or running pants so long as they are of a thicker material and not in any way translucent. The yoga or running pants should also be of matte or similar finish and not be shiny. Leggings are not considered yoga pants.

Jumpsuits

A fitted jumpsuit may be worn as an alternative to the long sleeve textured shirt or the stylized military jacket and pants.

- Jumpsuit must have a mandarin, mock turtleneck, or ribbed neck seal collar.
- Jumpsuits should be made out of a medium or heavy suiting material, twill, canvas, or ripstop nylon.
- They cannot be made of vinyl or other shiny material. Any visible zippers must be in the front, and covered by a placket.
- The jumpsuit may be constructed in two parts that attach together via zipper, velcro, or other attachments, with the seam hidden by the belt.
- Jumpsuits may be in black or dark gray and have accents in grey, white, or red.
- They may have trouser or jodhpur style legs with no visible pockets.

If the jumpsuit option is chosen, thigh guard armor must be worn.

Thigh guard armor may either attach to the jumpsuit in a free floating style like Cal Kestis's Inquisitor vision costume in Jedi Fallen Order, or hang down from the belt at the top of the thigh guard and be attached to the jumpsuit at the bottom of the thigh guard like Fifth Brother's costume in Kenobi.

Armor

Armor can be made of the following materials:

- ABS
- Sintra
- Thick (10-16oz) vegetable tanned leather
- Garment leather glued over a more structured material, such as foam

Armor should be painted black, and may have accents painted in white, gray, or red.

One area must be armored among the following suggested areas: shoulders, chest, forearms, or thighs.

Multiple areas can be armored.

Stormtrooper style shoulders and chest guards are approved, and chest guards should be fitted but not emphasize body shape.

Thigh guards should be simple in design, shaped vaguely like an ice cream cone, and fitted to the leg via the belt or other invisible attachments.

> Other armor designs can be approved by the GCCs

Visible straps may be used for shoulder or chest armor.

Shoulder armor may have max one strap per shoulder, extending either diagonally across the torso, or vertically down and under the arm. These straps may either cross over or under the armor plate.

Chest armor may have a maximum of one strap that goes from one side of the chest plate to the other, extending horizontally around the body.

Straps should be made of leather or leather-like material and fitted to the applicant so that they lay smoothly on the body. Straps may have a maximum of one buckle per strap.

Examples of Straps





Gloves / Bracers

This costume should have either black gloves, black bracers, or a combination of the two.

- Gloves should be made of leather or leather like material, smooth, with no raised ridges.
- They should either end at the wrist when paired with bracers, or up to the mid-forearm.
- Cuffs should match the leather color of the glove portion and should not resemble Renaissance style gloves.

Bracers should be made of an approvable armor material (see the Armor section).

They should be smooth or lightly textured, and the only addition allowed is a communication device in the style found on either Clone Wars era Jedi or on the Grand Inquisitor.

Bracers may optionally have two white stripes in the style of inquisitor bracers from Fallen Order.







Belt

- Belts should be black, at least 2 inches in width and cut straight and even.
- They should have no marks on them and be smooth in texture.
- The buckle on the belt should be rectangular, octagonal, hexagonal, trapezoidal, or oval in shape.
- Belt clips are required, pouches are not.
- Belt boxes and greeblie panels similar to those seen on the Inquisitors in Kenobi are also allowed.

Capes

Dark Side Military capes should resemble the capes/cloaks currently in use in Star Wars media by the Inquisitors or Empire. They should not be fantasy, Ren Faire, or classic Dracula style cape. Any collars on the capes should resemble those collars in use by the Imperial Military Officer Capes. Colors for the cape and lining are limited to current Sith primary colors of black, grey, and reds. Lining can match or be a different allowable Sith primary color.

They must at least be long enough to hit the base of the applicant’s calf but should not be longer than 2 in/5.08 cm above the ground.

Cloaks may be open or closed. If closed the cape should not hug or constrict the throat during performances. Clasps, chains, and hidden attachments under armor are all acceptable means of attaching the cloak/cape to the costume.

Fabric details such as ridges, topstitched lines, or similar, are allowed. Embellishment of the Imperial Cog in black, red, or grey is allowed as well.

Fabric must be an approvable style of fabric. Vinyl/leather is allowed, so long as the cape does not resemble a leather trench coat and still allows for movement.

Boots

- Black leather, or leather like, knee length boots.

- Should be kept to a maximum of 2 Straps
- Any buckles should be covered or dulled.
- Zippers are limited to the back of the boot and the inside of the boot.
- Black elastic is allowed but no more than 25% of the back or inside of the boot may be elastic

Lightsaber

A red bladed saber is required but it is not required to be the specific Inquisitor style circular frame on the saber for performances.

Optional Items

Helmet

Helmets similar to the design of the Imperial Inquisitors are allowed, but should be considered optional.

Helmets should be predominantly black, but can have accents of red, dark gray, or white.

> **All helmet designs should be pre-approved by GCCs.**

A helmet does not count towards the minimum armor requirement of this standard.