# Old Republic Era

- Armored Jedi
- Sith Acolyte

# Armored Jedi



## Requirements

- Accurate to Star Wars: The Old Republic Jedi Armor
  - Chest
    - (Optional) - Amber LED circle at the center of the chest armor
    - (Optional) - Two small amber LED lights at bottom of chest armor
  - Forearm / Wrist
  - Hand
  - Thigh
  - Shin
- Undersuit

- Boots
- Robe
- Gloves
- Lightsaber

# Conditional Requirements

The following items may be required based on certain choices of costume pieces.

- Belt
- Codpiece, tabard, or Apron

# Optional Items

- Armor Pieces
  - Shoulder Bells
  - Boot Armor

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# Required Items

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## Armor

Accurate to Star Wars: The Old Republic Jedi armor should include the following pieces at a minimum:

> Chest, Forearm/Wrist, Hand, Thigh and Shin armor

Armor should be painted in a spruce green or earth tone color scheme, with metallic silver/gold/bronze trim similar to source images.

The LFL blue ‘release’ color scheme is also allowable.

Armor should be well fitted to the wearer without excessive  gap between chest and cod plate.

An amber LED circle at the center of the chest armor and two small amber LED lights at bottom of chest armor may be included, but are not required.

Light weathering to the armor is allowable but should be consistent with weathering to the entirety of the costume.

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> See theGeneric Standard :: Armor section for detail on allowable materials for armor.

## Codpiece

If no codpiece armor is used, a long apron style tabard or loin cloth style drape should be used instead.

The style of the loin cloth/apron style tabard matches the TOR style, and the color of the fabric should match the undersuit.

## Belt

- **If Codpiece armor is used** it must include
  - faux belt that has 2 to 4 pouches on each side of the buckle (total of 4 to 8)
- **If Codpiece armor is not used**, then costume must have a belt in one of the following styles
  - **OT** style belt with
    - At least two pouches (One on either side of middle buckle),
  - **prequel** style belt with
    - At Least two pouches (One on either side of middle buckle)
    - 4-8 food capsules in even sets
  - **combo-style** belt similar to what is worn by Luke Skywalker in The Last Jedi with
    - At least two pouches (One  on either side of the middle buckle).

> See the Generic Standard :: Belts section for more details on allowable belts.

## Undersuit

Full body undersuit- One or two piece, but the join must not be easily visible. Heavier spandex is allowed, but a thicker, more durable material is recommended.

The undersuit must compliment the armor and tie together to be a coherent costume.

Allowable colors for the undersuit include the following:

> Dark Green, Dark Brown, Dark Blue

## Boots

- Brown boots that should match the color of the belt pouches and/or Jedi style belt.
- Boots are ankle high, slip on style boots, with no visible zippers or laces.
- Boots are able to be tucked under shin armor.

## Robe

### Option #1

Traditional brown heel length Jedi Robe.

- The sleeves should finish at the elbow or wrist gauntlets.
- The robes contain a deep hood.
- The robes may be lightly weathered to match the armor.

### Option #2

Cloak or robe variant that fits Jedi style.

- The robe must be a brown or variant earth tone.
- Armor gauntlets should be visible.

> If there are questions regarding the design of any cloak or robe variant please consult the GCCs with your design.

## Gloves

Brown full fingered gloves matching the leather work on the costume.

## Lightsaber

Combat ready lightsaber that meets the Generic Standard :: Lightsaber rules for the Jedi faction.

# 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.

## Requirements

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

### Optional Requirements

- Sith provide no options, only absolutes.

## Required Items

## 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.
- 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.

> **Airsoft masks are not acceptable.**

## Neck Seal

- It should be either dark gray or black composed of either latex or fabric.
- Horizontal ribs are allowed, but not required.

## Undersuit

- The undersuit should be a non-textured material,
- One-piece or two-piece construction with no visible zippers or logos/designs.
- Should be fitted.
- Color can be any of the Sith Primary colors per the Generic Standard :: Sith Colors.

## Neck Robe

- 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 Generic Standard :: Sith Colors.
- 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.
- 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

- 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 Generic Standard :: Sith Colors.

# 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 Generic Standard :: Sith Colors.

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

## Option #1 - Sith Acolyte Belt

- Made of Gray, Silver or Tan webbed material **or** leather
- Includes 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

## Option #2 - Printed / Resin belt

Made with ABS Resin of filament, it must approximate the look of the Acolyte Belt detailed above.

## Option #3 - Generic Sith Belt

Instead of options 1 & 2, you may choose to you a belt that meet the Generic Standard :: Belts and Generic Standard :: Sith Colors

## Lightsaber

Combat ready lightsaber that meets the Generic Standard :: Lightsaber rules for the Sith faction.