3-Color Rule

The main soft goods of the costume must be no more than three colors. Main soft goods for this purpose include the following required items:

- Outer tunic (which must be primary)
- Inner tunic
- Obi
- Pants and Skirts only included if they are a secondary faction color
- Trim is not included in three color rule.

It also includes the following optional items:

- Surcoats (which must be primary)
- Cowls

3-color-example.jpg

Allowable Colors

We have created a color document that encompasses the approvable colors for different parts of the costume for each faction. This document is meant to provide a spectrum of color and does not need to be matched exactly. No neon or electric colors will be permitted for either faction.

Primary Colors must be used for Outer Tunics, Surcoats, Cloaks/Capes/Robe, and accent colors for leather parts.
Secondary Colors can be used for tabards, obi, inner tunics, pants/skirts, and linings for outer tunics, cloaks, and surcoats. All items that can be Secondary Colors can also be a color from the Primary Colors chart. They cannot be colors from the Trim Colors chart.
Trim Colors can only be used on trim of garments. Trim on garments can also be colors from the Primary and Secondary chart of the appropriate faction.

These charts are meant to show a range of colors. Colors do not have to be an exact match. If an applicant or member is unsure if a color is a primary, secondary, or trim color please have the Local Costume Consular (LCC) check the color with the Global Costume Consulars (GCCs).

Revision #2
Created 2024-05-17 01:41:15 UTC by Admin
Updated 2026-06-18 15:04:47 UTC by Mike James