Consular / Sorcerer



Requirements

- Fitted top OR outer tunic
- Obi
- Apron Tabard
- Skirt
- Leggings or Tights
- Belt
- Pouch
- Saber Clip
- Boots
- Lightsaber

Conditional Requirements

The following items are required under certain conditions.

- Inner Tunic
  - If outer tunic is worn instead of a Fitted Top

- Food Capsules
  - Required if making a Jedi with a Prequel style belt
- Choose from the following [Armlets | Arm Wraps | Gauntlets | 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

Required Items

Top Choices

Consulars/Sorcerers may have one of two styles of tops: a traditional outer tunic or a Star Wars inspired shirt.

- Both may be tucked into the skirt or extend under the obi and over the skirt.
- Both shirt and tunic options must be in primary colors for the faction
- Both shirt and tunic options can drop the obi if utilizing a belt style that does not require an obi.
- Both shirt and tunic options can be sleeveless, three quarter sleeve, or full length. If sleeveless or three-quarter length arm wraps/gloves/or similar must be used as per the addendum
- Shirts if not tucked into the skirt should extend no longer than mid-thigh.
- Shirts should be high necked and fitted to the body.
- Shirts cannot be plain long sleeved turtlenecks.

Shirts must have some sort of fabric detailing or have a panel in the front of the shirt that contains the following detailing:

- Raised geometric designs in the fabric through knit or embroidery type detailing
- Pin-tucks, pleats, and similar
- Shirt design approval should be obtained prior to construction.

Traditional tunics follow current Generic Standard :: Tunic requirements.

Star Wars inspired long sleeved shirts must be from the primary pantones of the appropriate faction. See Generic Standard [Jedi Colors | Sith Colors].

> All designs must be approved by the Global Costume Consulars in advance of submission.

Examples





Under Tunic

If using an outer tunic there must be an undertunic that follows the 'inner tunic' requirements from Generic Standard :: Tunic. 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, Arms Wraps, Bracers

If using a standard tunic that is sleeveless, the member must wear either a set of gloves, arm wraps, or bracers per Generic Standard :: Arm and Hand Accessories.

All shirt sleeve cuffs must not have t-shirt style or knit style cuffs.

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 requirements from Generic Standard :: Obi

Belt

Consulars and Sorcerers may have any belt allowable from their faction described in Generic Standard :: Belts .

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.

Custom belts are not required to have belt accessories.

> All custom belt designs must be approved by the Global Costume Consulars in advance of submission.

Tabard

Consulars have a single tabard that extends down the front of the skirt.

The tabard must fit the following requirements

- Extend to at least the mid-calf
- Between 6 to 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 on the apron tabard do not have to follow the three color rule. Any number of primary colors can be used. Any number of secondary colors can be used so long as they are all in the same color family (all blues, all purples, etc).

> 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.

See Generic Standard [Jedi Colors | Sith Colors]

Boots

This template follows all current requirements from Generic Standard :: Boots

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Revision #4
Created 2024-05-23 00:07:08 UTC by Gwen Gullett
Updated 2025-03-26 22:41:31 UTC by Gwen Gullett