Iconoclast Sith Standard

What is this standard?

This standard is for applicants/members that wish to design a Sith and Dark Side Force User that does not follow the standards as set in the Costume Addendum or in the templates Antiquarian, Sorcerer, Sith Acolyte (Old Republic), or Dark Side Military

For costumes that are not currently assembled/constructed please submit a design with any references to our WIP/Design space on the forums. We don't want the applicant/member to waste time or money on things that will not be approved.

For costumes that are currently constructed applicants/members may be asked to supply references with their submission.

The costume team will be the authority on judging whether a design element fits the Star Wars aesthetic. The appeal process remains the same.

Judging Criteria

- Original Design: Your costume must be unique and not resemble characters from other franchises (like Assassin's Creed, Destiny, etc.).
- Force User Appearance: The costume should clearly identify you as a Force User, not a smuggler, Mandalorian, or other Star Wars character archetype.
- No Iconic Masks or Armor pieces: The iconoclast Sith standard is not meant to make alternate costumes for face characters. No iconic masks or armor pieces from face characters such as Darth Vader , Revan, or Kylo Ren will be approved for an original character. Armor and masks from lesser known characters may be used, if it is deemed that the average fan who thinks a Tie Pilot is Darth Vader would not recognize where the piece came from.
- Star Wars Aesthetic: The design should fit within the established look of the Star Wars universe (no cyberpunk, Ren Faire, or goth styles).
- Reference Material: You may be asked to provide 1-2 examples from Star Wars (ideally Dark Side characters) to support your design choices.
- Required Pieces: Your costume must include all items listed in the Parts List for Necessary Pieces.
- Possible Elements: Unique items not yet seen in Star Wars media may be approved if the judging team deems them fitting within the universe's design style.

Part List

Necessary Pieces

Torso Piece

Waist Piece

Belt

Legs/Lower Body Piece

Boots

Lightsaber

Optional Pieces

Cloak/Cape

Surcoats

Tabards

Armor and/or Mask

Jewelry/Accent Pieces

Alien prosthetics/makeup

SFX makeup

Colors

Primary colors for the Jedi cannot be used for any pieces on the costume. These colors include browns, tans, and most medium to light greens.

The main color of the costume should fall within one of the following color families:

Black

Red or Maroon

Gray (no lighter than hexcode #898D83 gray)

Purple (no lighter than hexcode #774997 purple)

All other colors can be used, but should not be the primary color of the costume when looking at the design. This includes the following colors:

All colors listed as ‘Main Colors’ can be used as a secondary color

Blues (Darker than hexcode #00007A)

Teals (No pastels)

White

Green (No lighter than #09483D)

Oranges (no traffic safety cones please)

Yellows

Ombre can be used so long as no Jedi primary colors are used (Browns, Earth Tone Greens, Tans, Creams)

Metallic trim/detailing is allowed in Gold, Silver, Copper, Brass, and Bronze. Rose Gold is not allowed.

Fabrics

The costuming for Sith/Dark Side Force Users can include more ornamentation and shine than the Jedi.

- Satin/Sateen can be used with shine so long as there is no glitter, no earthbound designs, and the fabric is of a medium to heavy weight (or lined to be so)
- Velvet, velveteen can be used so long as there is no glitter, no earthbound designs and the fabric is of a medium to heavy weight (or lined to be so)
- No wet look vinyl or patent leather. All pleather should look like leather.
- Costume pieces should not be sheer or see through. Fabrics that are lighter weight or a looser weave can be lined.
- No sweater knits
- Quilting cotton with designs can be used for trim/accent but should not be the primary pieces of the costume.

Embroidery, Trim, Detailing, Weathering

- Colors can be Sith Colors primary or secondary
- Metallic trim/detailing/embroidery is allowed
- No Earthbound designs such as:
  - Norse runes and design work

    - Asian language characters and symbols
    - Celtic knotwork
- No symbols or detailing that is recognizable from another intellectual property (IP). This includes logos, designs from anime, Lord of the Rings, Marvel Cinematic Universe or anything not owned and produced by Lucas Film.

Weathering should meet the following criteria:

- Weathering should look like a design choice and not unfinished pieces
- Weathering must look consistent across the item or items being weathered
- All levels of weathering are fine, but they cannot provide a safety hazard (hems that could trip a person, etc)
- A kit can mix weathered and unweathered pieces.

Torso Piece

The torso piece can be any one of the following:

Jacket

- Inspired by the Empire/Imperial uniforms, but cannot be a direct copy
- No smuggler looking jackets - these are usually canvas/heavy twill with lots of pockets
- No bomber jackets, motorcycle jackets, or other iconic earth designs that fit more with the smuggler aesthetic.
- Details like cording, trim, embroidery and pleats are all allowed so long as it fits within the Star Wars aesthetic and is not a smuggler coat, trench coat, or similar.

Fitted Shirt

- No sweatshirts, obvious long/short sleeve/sleeveless t-shirts with the t-shirt collar.
- Any sleeve length is allowed with the longest length ending at the first knuckle on the hand.
- Athletic style shirts like seen on Galaxies Darth Talon or Aayla Secura (Jedi) are allowed. If the shirt is cropped or does not cover the rear and groin, some costume element such as an apron tabard should be added to cover the groin area.
- Pleats, trim, embroidery, and cording are allowed

Tunic

- Can be the style seen on the Jedi (inner and outer tunic)
- Can be a one piece style that is seen in the Post Imperial era in Star Wars media. (See Ahsoka Season 1 Baylan and Shin)
- Can be a robe style seen on characters like Palpatine and Snoke
- Tunics should cover the butt and the groin no matter the style
- Sleeve length can be any from sleeveless to full sleeve. Length should allow the fingers and the thumb to be visible, ending at the longest at the first knuckle

Waist Piece

> If an Imperial Knight or Darth Maul style belt is used that would prevent the waist piece from being seen, the Waist Piece can be dropped.

Obi

- Closure must be hidden
- Can have pleats or other fabric detailing
- Must be visible above and below the belt

Sash

- Closure must be hidden unless tied or knotted (see below)
- Tied/Knotted closure is allowed
- Should not be so long as to be a tripping hazard - ends above the ankles

Battle Skirt/Kama

- Closure must be hidden
- Can be made of multiple layers
- Can be just a front flap, a back flap, or pieces that cover the hip.

Belt

- Leather or leather like.
- Leather should be black or red
- Can have designs and trim so long as all within the Star Wars universe.
- Holsters are allowed for lightsabers only
- For all Iconoclast Sith belts, regardless of design, the following accessories are required:
    1. At least one pouch, two recommended
    2. One saber clip of the type outlined in the generic standard

Prequel Jedi style belt

See the generic costume rules

Darth Maul style belt

See the generic costume rules

Imperial Knight belt

[See the generic costume rules]

Original Trilogy Style Belt

[See the generic standard section.]

Custom Belt Design

- Should be inspired from a Sith or Force User that is seen in any Star Wars media
- Submit design for approval prior to purchase/construction

Legs

Pants

- No athletic pants with athletic stripes or similar design features which make them seem very earth-bound
- Pleating is allowed
- Detailing such a piping, cording, pleating, and trim are allowed
- Leggings are pants, so long as they are not see-through.
- Tights should be opaque
- Denim pants that are not blue with no contrast stitching, no visible rivets, and all pockets are removed or not visible are allowed.

Skirts

- Must have something worn underneath them - this can be leggings/tights/pants.
- Shortest length is just below the knee and the longest length is not dragging on the floor.
- Skirts can be split up to the waist piece
- Skirts can be pleated so long as they do not look like a school uniform skirt.
- Skirts can be asymmetrical

Hakama

- The sides must be stitched up and not completely open in the pocket/hip area
- While wearing Hakama you can choose to tuck them into the boots or not.

Boots

- Black or Red
- No higher than a 2” heel
- No more than 4 buckles/straps
- Boot shaft must be 8” tall or reach the base of calf, whichever is lower.
- Shorter shaft boots can be used so long as their shaft height is hidden by armor, or covered by wraps or spats.

- Kylo Ren boots and Dauth Maul boots are allowed. All other Sith/Dark Side face character boots should be reviewed by the Global Costume Consulars prior to submission to ensure they are not too recognizable.
- Motorcycle type boots of similar style to Darth Maul's boots are allowed so long as logos or laces are not visible.
- Jedi face character style boots such as Qui Gon or Mace Windu style boots can be used so long as they are in the appropriate faction color of black or red.
- Boots can have pointed or varied heights at the top of the shaft.
- Fabric or Leather Tabi-Style Boots are approvable for Iconoclast Sith provided they have no visible logos or laces.

Lightsaber

- Must be red or blood orange
- Inquisitor sabers with metal discs or other exaggerated hilt pieces are for trooping only

Armor

> Armor style should follow examples seen within the Star Wars universe with the following rules/exceptions

- Armor finish can be metallic, leather, or ABS plastic look.
- The material the armor is made out of is up to the discretion of the applicant/member, so long as the finish looks like one of the allowable finishes. Print lines for 3D printed armor should not be visible. All armor must be able to withstand stage combat and be secured to the costume utilizing current addendum rules.
- Cannot use paintball or off the shelf modern tactical armor without modifications so that they are not identifiable as to what they were
- Masks and breather masks are allowed. If an existing canon/legends character's armor piece is deemed to be appropriately 'generic' enough that the average fan who mistakes a Tie Pilot for Darth Vader would not recognize the character it is from the piece can be used without modifications. Iconic character pieces such as Kylo Ren's helmet or Darth Vader's helmet are not allowed.
- Mandalorian armor cannot be identifiable as Mandalorian. No Mandalorian helmets. Bracers, shin guards, and shoulder pauldrons may be able to be used
- Stormtrooper armor is allowed except for the helmets
- Jedi armor such as Obi Wan's chest armor, Anakin's armor from Clone Wars, Jedi General Armor, etc can also be used in appropriate faction colors.
- Jedi Temple Guard masks in 'fallen' colors are allowed.
- Sith Acolyte masks are allowed.

Cloak/Capes

- Cloaks and capes can be closed with brooches, metallic closures, or similar ornamentation.
- Clasps/buttons should follow the Embellishment rules
- Fabrics have been expanded to include heavy weight satin and velvet, and brocades.
- Colors can be from any color allowed for Sith/Dark Side Force Users whether main color or secondary Color.

Tabards

- Designs are limited to geometric designs that are not a recognizable and iconic design such as the fleur di lis or paisley
- Tabards length must be at least one inch off the floor.
- Tabards should be no more than 2 inches/5.08 centimeters off the shoulder
- All tabard styles that are covered in the main rules are allowed
- Tabard styles that are seen in High Republic and Old Republic are allowed as well

Jewelry

- Jewelry such as rings, bracelets, pendants, earrings, headbands, and broaches are all allowed.
- Jewelry must be able to be removed for safety. If any Local Leadership or a member's fight partner requests items to be removed prior to combat it is required that the member comply.
- No earthbound designs like celtic knotwork, Asian language characters, Norse runes, or similar design.
- No designs from other intellectual property items
- All Sith colors are fine
- All metallic colors are fine except for Rose Gold.

SFX Makeup, Wigs, Prosthetics

- Follow all rules of the main costume rules
- Please secure so they do not fall off during choreography
- No video is necessary to show Prosthetics, Wigs, Lekku etc will stay on during choreography. We trust our members and temples. Local temple leadership along with our individual membership should double check prior to a performance that items are not a safety hazard.
- Tattoos need to be covered even if in universe. Makeup simulating tattoo designs can be approved if they fit within the design criteria. These should be based on alien racial tattoos or designs seen on Dark Side Force Users in the media.

Revision #21
Created 2025-06-30 21:59:47 UTC by Amanda Bond

Updated 2026-06-18 03:14:54 UTC by Mike James