COSTUME REFERENCE LIBRARY

Sith Acolyte

Model **SL- 6925 Wolfgang Fürnthaler** , Photo by **Christine "Lumi" Mitsch**

Description: Sith Acolyte
Prefix: SL
Detachment: Flagship Eclipse Detachment
Context: Star Wars The Old Republic
text

- This CRL is a work in progress.
- While this costume must be approved by the Legion Membership Officer, submissions should still go to the local GML, who will post the application in the appropriate section of the Legion forum.
- If you have this costume and would like to assist with this CRL, please contact your detachment leader!
- Please note that the use of the word "should" below does not indicate that a requirement is optional. All instances of should will be replaced with must as this guide is completed.

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This CRL is available as a PDF at www.501st.com/databank/Costuming:SL_SWTOR-Sith_Acolyte

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Required Costume Components

The following costume components must be present and appear as described below for approval .

Mask
For 501st approval:

- Must be made of a rigid material such as plastic of fiberglass covering.
- Must contain either a grooved tribal pattern or paisley pattern (Lord Adraas) consistent with the video game references.
- The wearer?s eyes must be concealed by either a lense or mesh material.
- Must be painted a metallic gray that is weathered in a pattern consistent with the rest of the armor.
- A back piece may be employed and must align with the front piece.

Balaclava
For 501st approval:

- A balaclava is a black head sock/hood that is worn under the helmet and is used primarily to hide any view of the wearer's skin and/or facial hair.

Under Suit
For 501st approval:

- Black non-textured material, either one-piece or two-piece construction with no visible zippers or logos/designs.

Neck Seal
For 501st approval:

- A dark gray or black neck seal composed of either latex or fabric must be present containing a series of horizontal ribs separated down the middle by a single vertical rib or thick seam.

Neck Robe
For 501st approval:

- Must be constructed from a black, heavy, flowing material that is not see through. No flaps, pockets, zippers or ornamentation.
- The sleeves terminate just below the elbow so that most of the forearm is visible.
- On each sleeve there must be two dark red stripes that are preferably painted or dyed, but may be sewn-onto the robe fabric. The stripe closest to the edge of the sleeve should be approximately two-three inches wide with a second stripe approximately two inches higher with a width of approximately 1/2 inch.
- The length of the robe should fall no more than 1 inch from the ground.
- Large hood which must cover head and drape on the shoulders, with no visible seams.

Chest Armour
For 501st approval:

- Two pectoral sections joined in the middle.
- The armor must contain grooves consistent with the available references.
- Must be painted a metallic gray that is weathered in a pattern consistent with the rest of the armor.
- The use of TOR Jedi armour is discouraged

Shoulder Bells
For 501st approval:

- Shoulder bells must be present to give the ?armored? shape under the robe.

- Must be painted a metallic gray that is weathered in a pattern consistent with the rest of the armor.

Forearms
For 501st approval:

- Must be fully-encased gauntlets complete with the appropriate greeblies consistent with available references.
- Must be painted a metallic grey that is weathered in a pattern consistent with the rest of the armor.
- The use of TOR Jedi armour is discouraged

Hand Armour
For 501st approval:

- The handguards contain a series of three claws.
- Each finger must have an independent coffin-shaped armor piece.
- The thumb has an individual, larger armor piece. All hand armor must be painted metallic grey that is weathered in a pattern cosistent with the rest of the armor.
- The use of TOR Jedi armour is discouraged

Elbow Armour
For 501st approval:

- Elbow armor with grooves consistent with available references.
- Must be painted a metallic gray that is weathered in a pattern consistent with the rest of the armor.

Gloves
For 501st approval:

- Black tactical-style gloves, must not show any labels or logos once the armor is on and cover any exposed skin.

Abdomen Armour
For 501st approval:

- The abdomen is a large plate with grooves consistent with available references.
- There must be a piece connecting the abdomen with the chest plate.
- Must be painted a metallic grey that is weathered in a pattern consistent with the rest of the armor.

Belt
For 501st approval:

- Gray, silver or tan webbed material or leather containing 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. In addition, there must be a canister greeblie attached to the belt on the left side.

Thigh Armour
For 501st approval:

- The thigh armor must be fully enclosed and contain the proper grooved pattern consistent with available references.
- Should be painted a metallic grey that is weathered in a pattern consistent with the rest of the armor.
- The use of TOR Jedi armour is discouraged

Lower Leg Armour - Shin and Calf
For 501st approval:

- The lower leg armor must be fully enclosed and contain the proper grooved pattern consistent with available references.
- Must be painted a metallic grey that is weathered in a pattern consistent with the rest of the armor.
- The use of TOR Jedi armour is discouraged

Boots
For 501st approval:

Boot Armour
For 501st approval:

- Armor encasing both the toe, sides and heel. Armor must extend around the circumference of the shoe.
- Must be painted a metallic grey that is weathered in a pattern consistent with the rest of the armor.

Optional Accessories

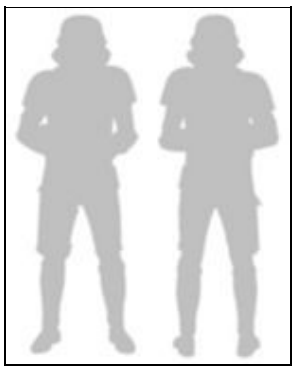
Items below are optional costume accessories. These items are not required for approval, but if present must meet the guidelines below.

Back Armour
For 501st approval:

- Must be painted a metallic gray that is weathered in a pattern consistent with the rest of the armor.

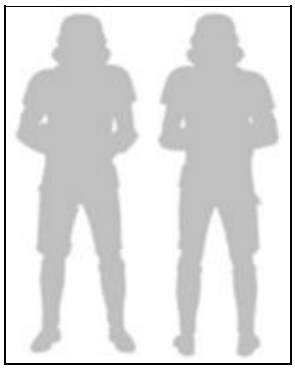
Biceps
For 501st approval:

Must be painted a metallic gray that is weathered in a pattern consistent with the rest of the armor.



Kidney Plate
For 501st approval:

- Must be painted a metallic grey that is weathered in a pattern consistent with the rest of the armor.



Lightsaber
For 501st approval:

- A hero saber that matches the game references is preferred, but any Sith-styled saber with a red blade is acceptable.