

COSTUME REFERENCE LIBRARY

Visas Marr: KOTOR II



Model **SL 3168**, Photo by **Scott Simpson**



Description: Visas Marr: KOTOR II

Prefix: SL

Detachment: [Flagship Eclipse Detachment](#)

Context: Star Wars Expanded Universe

Visas Marr was a Miraluka from the planet Katarr. She lived there until the Sith Lord Darth Nihilus arrived, drawn by the Force presence of the Miraluka. When he destroyed her planet using the power of the Dark Side, only Visas Marr was left alive. Darth Nihilus then took Visas from the ruins of her home and made her his apprentice.

- **This CRL is a work in progress.**
- This costume may be approved by GMLs, but until the library entry is complete, it is suggested that this character first be submitted to the appropriate DL/GML peer review section of the legion forum.
- **If you have this costume and would like to assist with the completion of this library entry, please contact your detachment leader.**
- **Please note that the use of the word "should" below does not indicate that the armor piece is considered open to interpretation. All instances of "should be" and "should have" will be replaced with "is" and "has", as this guide is completed.**

Required Costume Components

The following costume components are present and appear as described below.



Veil
For 501st approval:

- The dark red veil is shoulder length around the back and sides of the head, and reaches midway down the nose in the front.
- The veil's fabric matches the fabric used for the under dress.
- The veil sits closely against the face to hide the costumer's eyes.
- A pattern of gold embellishment borders the bottom hem and front of the veil.



Lipstick
For 501st approval:

- The lipstick has a soft violet tint.



Overdress
For 501st approval:

- The fitted overdress is made from black leather or leatherette, with a low gloss finish.
- The overdress includes a faint gray pinwheel pattern.
- The fitted bodice has a high funnel or turtleneck collar and small capped sleeves.
- The A-line skirt is ankle length and has a split on the left side that starts just below the waist, revealing the red dress underneath.
- The arm holes and split in the skirt are hemmed and seamed.
- The back (inner) side of the leather or leatherette is also black in color.

Under Dress
For 501st approval:



- The dark red under dress is made with a matt fabric that has a blue tone, rather than an orange tone.
- The full skirt falls to ankle length.
- The full sleeves are gathered just below elbow length.



Gloves
For 501st approval:

- The fitted black leather gloves reach nearly to the elbows.
- There are four or five evenly spaced gray bands on the forearms that go all of the way around the gloves.
- A section of gold embellishment circles the top of each glove with a pattern similar to the design on the veil.



Belt
For 501st approval:

- A dark red sash style belt is wrapped twice around the waist.
- The two wraps of the belt come together on the right hip, and then drape to form separate layers on the left side, one above and one just under the split of the overdress.
- The sash has a slightly redder shade than the rest of the red components of this costume.
- There is no visible connection where the ends of the belt come together.



Boots
For 501st approval:

- The leather boots have no visible laces or buckles.
- The boots have conservative heels.

Optional Accessories

Items below are optional costume accessories. These items are not required for approval, but if present appear as described below.



Darkside Makeup
For 501st approval:

- Darkside makeup that includes purple lips and pale skin with broken veins may be worn to replicate the physical deterioration of Visas Marr.



Lightsaber
For 501st approval:

- The lightsaber is based on reference images of the Visas Marr lightsaber, which includes a banded design at the emitter.
- If bladed, the lightsaber's blade is red.



Twin Blasters
For 501st approval:

- Twin small blasters based on art from game illustrations may be carried.
- Optional holsters must be concealed, as there are no holsters seen in game.

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- [This CRL is available as a PDF](http://www.501st.com/databank/Costuming:SL_marr_kotor2) at www.501st.com/databank/Costuming:SL_marr_kotor2

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