

Consular/Sorcerer



Top: Consulars may have one of two styles of tops. One is a traditional outer tunic. The other is a Star Wars inspired long sleeved shirt. The top may either be tucked into the skirt, or extend under the obi and over the skirt up to the mid thigh.

Traditional tunics follow current Saber Guild requirements and may be full sleeved, three quarter sleeved, or sleeveless.

Star Wars inspired long sleeved shirts should be high necked and fitted to the body of the member. Sleeves should extend at least to the base of the thumb and either be tight at the end or cuffed like a jacket. This style of top requires raised or layered geometric shapes such as rectangular ridges along the shoulders, layered geometric shapes sewn in, or a raised panel along the front of the shirt. Pintucks and pleats are also acceptable. All designs must be cleared by the Global Costume Consulars.

Under tunic: If using a standard tunic there must be an undertunic that follows standard Saber Guild requirements. This includes either a sleeveless style in traditional, mandarin, or mock

turtleneck collar. Or a long sleeved under tunic with a traditional, mandarin, or mock turtleneck collar.

Gloves/Armwraps/Bracers: Consular costumes that are sleeveless must have either a set of gloves, armwraps, or bracers per Saber Guild standards. If using a mock turtleneck or tight sleeved top, member must wear either gloves, armwraps, or bracers to cover up the tight or t-shirt like cuff. If a top is used that has a jacket like cuff, no gloves, armwraps, or bracers are required.

Obi: This template follows all current Saber Guild obi requirements.

Belt: This template follows all current Saber Guild belt requirements.

Tabard: Consulars have a single tabard that extends down the front of the skirt at least to the mid-calf. The tabard should be between 6 and 9 inches wide. It can be made out of leather, leather-like substance, or thick texture materials. Appliques may be added to the tabard, but designs must be approved by the Global Costume Consulars.

Skirt: Skirts should be flowy, no pencil skirts, and should allow for freedom of movement. They should extend down to at least the ankle, and 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. Jedi and Sith may use colors found on the Pantone chart for their respective outer tunics.

Boots: This template follows all current Saber Guild boot requirements.