

CRL: Denizens (Non-Combatants)

Status: Active (Rogue Mission Club)

Costume Type: Denizen – Non-combatant residents and travelers of the galaxy

Timeframe: Clone Wars through the New Republic era

Inspiration Sources: *Star Wars: The Visual Encyclopedia*, *The Mandalorian*, *Andor*, *Book of Boba Fett*, *A New Hope* Cantina patrons

Universal Standards (Apply to All Rogue Mission Costumes)

- **No obvious modern logos, zippers, or fast-fashion styles visible**
 - **Modern fasteners (Velcro, snaps, zippers) must be hidden or disguised**
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Description

Denizens encompass the working class, service industry, entertainers, nobles, and everyday civilians of the galaxy. These individuals do not carry weapons or wear armor, instead dressing for their occupation or social position.

Clothing and accessories should reflect the character's role:

- Working-class denizens (technicians, bartenders, miners, farmers) wear durable, weathered, and practical garments.
 - Entertainers and royalty wear clean, high-quality fabrics, vibrant or ornate colors, and statement accessories.
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Subcategories & Standards

1. Technicians, Mechanics, Miners, and Farmers

Required Elements

- Practical work jumpsuit, overalls, coveralls, or layered work attire (pants + utility shirt/jacket)
- Colors: muted earth tones, greys, browns, faded blues, dark greens; visible weathering encouraged

- Functional accessories such as tool belts, pouches, gloves, goggles, or headgear
- Work boots or rugged shoes

Optional Items

- In-universe work gloves or gauntlets
- Tool props, data pads, scanner devices
- Subtle insignia patches (must be original or non-faction-specific)

Prohibited Items

- Weapons of any kind
- Military or bounty hunter armor

Example Sources

- Peli Motto (*The Mandalorian*) – brown quilted work suit with gloves and boots
 - Bix Caleen (*Andor* concept art) – layered work vest and trousers, holster belt repurposed for tools
 - City Wear: Freighter trampers and utility workers (*Visual Encyclopedia*)
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2. Bartenders, Food Vendors, Service Industry Workers

Required Elements

- Tunics, vests, aprons, or utility tops with layered shirts and pants
- Colors: muted or earthy tones with occasional muted jewel tones for variety
- Accessories such as aprons, belts, utility pockets, and small in-universe jewelry allowed
- Simple work boots or shoes in muted tones

Optional Items

- Drink trays, small serving props
- Light weathering or signs of wear for busy environments

Prohibited Items

- Weapons

- Armor plating

Example Sources

- Oga's Cantina bartenders (*Galaxy's Edge*) – brown textured vests, long sleeve undershirts, muted pants
 - Wuher (*A New Hope*) – simple long-sleeve tunic with utility belt
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3. Entertainers, Performers, and Cultural Figures

Required Elements

- Elaborate, colorful, or elegant garments (gowns, dresses, performance outfits, tailored suits)
- High-quality fabrics with visible embellishment (embroidery, beading, layering)
- Statement accessories (headpieces, jewelry, sashes, ornamental belts)
- Clean, unweathered presentation — costumes should appear pristine or stage-ready

Optional Items

- In-universe musical instruments, handheld props, or performance accessories
- Alien prosthetics, makeup, or headpieces (e.g., Twi'lek lekku, Rodian masks)

Prohibited Items

- Weapons
- Armor or combat gear

Example Sources

- Garsa Fwip (*The Book of Boba Fett*) – elegant dresses, jewelry, and Twi'lek headpieces
 - The Halcyon's Twi'lek performers (*Galactic Starcruiser*) – colorful gowns, layered sashes, and ornate gold jewelry
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4. Royalty and Nobility

Required Elements

- Floor-length or formal-length gowns, robes, or tailored ceremonial outfits

- High-quality fabrics (silk, velvet, brocade, satin) with rich colors or metallic accents
- Intricate headpieces, crowns, or ornamental hair designs
- Coordinated accessories such as belts, sashes, and jewelry
- Absolutely clean, pristine presentation — no weathering

Optional Items

- Formal cloaks, capes, or over-robos
- Embroidered or beaded patterns reflecting cultural heritage

Prohibited Items

- Weapons
- Armor or combat elements

Example Sources

- Naboo Royal Outfits (*The Phantom Menace, Attack of the Clones*) – Queen Amidala’s gowns, Handmaiden attire
 - Alderaanian formal wear (*Revenge of the Sith, A New Hope Visual Encyclopedia*)
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General Costume Notes

- The costume should clearly communicate the character’s role in the galaxy
- Entertainers and royalty — clean, vibrant, high-quality appearance
- Working-class — weathering, muted tones, functional accessories
- Alien species optional but encouraged for variety
- All designs must remain thematically in-universe with Star Wars styling