

CRL: Force Users (Unaffiliated)

Status: Active (Rogue Mission Club)

Costume Type: Denizen – Force-sensitive individual in hiding or living outside Jedi/Sith traditions

Timeframe: Clone Wars through the New Republic era

Inspiration Sources: *Star Wars: The Clone Wars, Bad Batch, Rebels, Jedi: Fallen Order, Jedi: Survivor*

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

These are Force-sensitive individuals who have either abandoned the Jedi/Sith orders or been forced into hiding. While they may wield lightsabers, they avoid direct affiliation with either side of the Force and do not wear robes, cloaks, or other formal Jedi/Sith garments. Their style blends civilian practicality with light armor or bounty hunter aesthetics, creating a unique and individualized look.

Required Elements

1. Shirt / Base Layer

- Civilian or combat-style tops (utility shirts, fitted tunics, armored undershirts)
- Colors: muted earth tones, greys, blues, black, deep reds, or worn neutrals
- Light decorative stitching, paneling, or asymmetry allowed if in-universe

2. Pants

- Cargo pants, tactical trousers, leather pants, or fitted combat trousers
- Colors coordinated with top but may be slightly contrasting
- May be tucked into boots, bloused, or worn outside if using ankle-height boots

3. Outerwear / Armor

- Light armor only (shoulder plates, forearm bracers, shin guards, or chest piece)
- May wear ponchos, mantles, or asymmetric shoulder capelets **without hoods**
- Pelerines or shoulder capelets with distinctive asymmetric designs are allowed
- No full heavy armor

4. Footwear

- Boots (ankle to knee height) in muted or natural tones (brown, black, grey)
- In-universe detailing encouraged

5. Gloves

- Leather, tactical, or fingerless gloves

6. Weapon Prop (*required*)

- Lightsaber (blue, green, purple, or yellow only — **no red blades**)
 - May also carry a secondary weapon such as a blaster or vibroblade
 - Lightsaber hilt must look in-universe and screen-appropriate (no unmodified toy sabers)
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Optional Items

- Bandoliers, utility belts, or holsters
 - Civilian satchels or pouches
 - Comlink or other small tech props
 - Alien species prosthetics or makeup
 - Decorative straps, buckles, or ammo loops if they fit the character's backstory
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Prohibited Items

- Jedi/Sith robes, cloaks, or hoods
- Jedi/Sith order or Imperial symbols
- Full heavy armor
- **No Mandalorian armor**

- Exact or Near-Exact reproductions of canon Jedi/Sith characters (must be a unique interpretation)
 - Red lightsabers
 - Bright neon or out-of-universe color schemes
 - Shemaghs/keffiyeh patterns
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General Costume Notes

- Outfits should balance functionality with a personalized style that fits an independent Force user's life
 - Weathering encouraged to show time in hiding or field work
 - Armor should be minimal and clearly secondary to mobility
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Approved Style Examples

Civilian/Everyday Look Force Users

- **Image 3:** Kanan Jarrus (*Rebels*) – Light armor, utility shirt, combat trousers, single shoulder guard, holster, no cloak
- **Images 4 & 5:** Ezra Bridger (*Rebels*) – Civilian jacket with colored trim, cargo pants, light armor pads, utility belt, lightsaber
- **Images 6 & 7:** Cal Kestis (*Jedi: Fallen Order*, *Jedi: Survivor*) – Asymmetric vests, layered work shirts, tactical pants, weathered gear, light armor on shoulders or chest

Bounty Hunter Style Force Users

- **Image 1:** Aurra Sing (*The Clone Wars*, *Episode I*) – Form-fitting combat suit, dual holsters, light armor plating, visible weaponry, lightsaber as secondary
- **Image 2:** Asajj Ventress (*The Clone Wars*, *Bad Batch*) – Fitted armored tunic, gloves, combat boots, shoulder plating, and dual sabers in bounty hunter role