
CRL: Independent Pirates / Bounty Hunters

Status: Active (Rogue Mission Club)

Costume Type: Denizen – Independent Pirate or Non-Mandalorian Bounty Hunter

Timeframe: Clone Wars through the New Republic era

Inspiration Sources: *The Clone Wars*, *Skeleton Crew*, *The Mandalorian*, *Book of Boba Fett*, and related canon appearances

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

Independent Pirates and Bounty Hunters operate outside the rules of galactic law, pursuing credits, plunder, or personal vendettas. Pirates tend toward flashy, ostentatious looks with hints of intimidation, while Bounty Hunters focus on practical lethality, often with heavier armor or specialized gear. All outfits should reflect an in-universe Star Wars aesthetic with appropriate weathering and detailing.

Category 1: Independent Pirates

Required Elements

1. Shirt / Base Layer

- Can include loose pirate-style tunics, utility shirts, vests over undershirts, or casual smuggler garb
- Colors may include muted earth tones **plus** bolder accents (red, gold, teal, deep purple, orange) to show personality
- May incorporate light decorative trim, embroidery, or patterned panels if still in-universe

2. Pants

- Utility pants, BDUs, leather trousers, or layered wraps

- Colors coordinated with shirt but can contrast more than military uniforms
- May be tucked into boots, bloused, or worn outside if using ankle-height boots

3. Outerwear / Armor

- Optional light armor (1–2 pieces max) such as shin guards, forearm bracers, shoulder plates, or chest piece
- May include jackets, sashes, or long coats
- Armor can be decorative, mismatched, or partially ceremonial in appearance

4. Footwear

- Sturdy boots (ankle to knee height) in brown, black, tan, or weathered color
- Decorative straps, buckles, or spats allowed if they match the aesthetic

5. Gloves

- Fingerless, leather, or work gloves (any muted or natural color)

6. Weapons Props (*minimum 2 required*)

- Any Star Wars-style combination: blaster pistols, vibroblades, rifles, small melee weapons, or exotic energy weapons
- Must not be unmodified real-world firearms
- Nerf or airsoft bases must be heavily modified and repainted

7. Accessories (*at least one required*)

- Jewelry, decorative belts, sashes, ornate bandoliers, or flamboyant headgear
- May include goggles, visors, or decorative pouches

Category 2: Bounty Hunters (Non-Mandalorian)

Required Elements

1. Shirt / Base Layer

- Military, tactical, or armored undersuit-style top
- Colors generally muted (black, grey, dark green, brown, burgundy) for a stealthier, deadlier look

2. Pants

- Tactical trousers, reinforced leather pants, or armored leg pieces
- Pants may be tucked into boots, bloused, or worn outside if using ankle-height boots

3. Outerwear / Armor

- Unique armor pieces or full-body combinations (but not full Mandalorian armor)
- May include kamas, capes, or armored coats
- Armor should have a functional, combat-oriented appearance rather than decorative
- Gadgets, holsters, and utility rigs encouraged

4. Footwear

- Heavy combat boots or reinforced tactical footwear in muted colors

5. Gloves

- Tactical, leather, or reinforced gloves (fingered or fingerless)

6. Weapons Props (*minimum 1 required — often large or distinctive*)

- Heavy blaster rifles, sniper weapons, or paired pistols
- May include vibroblades, wrist weapons, or other integrated armament
- Must not be unmodified real-world firearms
- Nerf or airsoft bases must be heavily modified and repainted

7. Accessories / Gear

- Targeting devices, rangefinders, macrobinoculars, bandoliers, grenades, or other hunter-specific tools
- Cybernetic additions optional

Prohibited Items

- Lightsabers (no Jedi/Sith characters)
- Full Mandalorian armor
- Exact **or Near-Exact** reproductions of existing canon main characters

- Bright neon or out-of-universe color schemes
 - Shemaghs/keffiyeh patterns
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General Costume Notes

- All visible parts of the costume must look in-universe and weathered to suit the character's trade
 - Pirates may lean toward layered, flamboyant, and slightly mismatched looks
 - Bounty Hunters should convey readiness for combat and the hunt
 - Layering, weathering, and props are encouraged to show history and individuality
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