

CODENAME

OPERATION QIMIR

♦ Build Manual ♦

▶ EDITION	PUBLIC RELEASE · FREE TO SHARE
▶ SUBJECT	Cortosis helmet + dark robes + red saber
▶ BUDGET	€110-320
▶ BUILD TIME	25-50 hrs
▶ TIMELINE	6 weeks

**A LONG TIME AGO, IN A WORKSHOP FAR, FAR
AWAY....**

FROM ZERO TO QIMIR

Qimir – the Stranger from The Acolyte. A menacing cortosis helmet with its grille of exposed metal teeth and narrow eye slit, dark layered robes, and a red blade. One of the most striking modern Sith designs.

May the Force be with all who walk this path.



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READING ORDER · IF YOU READ NOTHING ELSE

Start here: Reality Check — it tells you what you are signing up for.

Before the event: Game Day Lines — the chapter that matters at hour two.

Everything in between is your build, in order. Take it one section at a time.



READ ME FIRST

This is a field manual, not a novel — you are not meant to read it front to back. Jump to the station you need:

RIGHT NOW Reality Check + The Helmet.

BEFORE BUYING The Complete Parts List — order everything in one batch; shipping is the bottleneck.

WHILE BUILDING Work the build chapters in order; each one is a station, not a lecture.

BEFORE THE EVENT Game Day Lines — the only chapter that matters at hour two.

RUNNING LATE? Open the companion WEEK-BY-WEEK calendar and jump to your current week.

■ ONE SITTING RULE

Read Reality Check + The Helmet today. Everything else waits until its week.



PICK YOUR BAR

*Same Stranger, three depths of menace — from a hooded shadow to a cortosis nightmare under the lights. The same build can be finished to three different bars — pick yours **now**, because builders who polish for the wrong one burn weeks.*

LEAN · €110-160

Casual

Reads as Qimir at 5m in a dim hall: layered black robes, a deep hood, and a red blade do most of the work. Skip the cortosis helmet entirely and let the hood hide your face, or fake the look with a cheap masked base — nobody clocks the teeth grille from across the room.

EFFORT · ~25 hrs

MID · €180-260

Convention

Reads as Qimir at conversation distance: a real built-up helmet with a recognizable eye slit and metal-toothed grille, properly layered tunic, belt with clip, and a weighty hooded cloak. Most builders land here — a foam-and-resin helmet and matte dark fabrics sell the Stranger without machining real cortosis plate.

EFFORT · ~40 hrs

501ST · €320+

Approved

Reads as Qimir under inspection: a screen-accurate cortosis helmet with crisp exposed teeth, correct grille spacing and weathered raw-metal finish, every robe panel and shoulder drape matched to reference, and a hilt that holds up close. 501st Legion approval demands the helmet silhouette and battle-worn metallurgy be dead-on — this is the lifetime piece.

EFFORT · ~50 hrs



THE FALLBACK PLAN

*A first-time build of this suit is **25–50 hrs** of hands-on work across **6 weeks**. Life happens — so decide right now what gets cut when the clock wins. Finished beats perfect.*

BEHIND EARLY Drop first: No Armour. Nobody will notice at 5m.

BEHIND LATE Simplify next: Lower Robe Panels, Reference & Fit, Trousers, Boots — buy instead of make, or borrow.

EMERGENCY Every printed part has a buy option. Switching one part to bought can save a whole week.

ALWAYS The final week is for wearing it, not building it — dress rehearsal beats one more coat of paint.

🕒 THE HONEST RULE

If a piece is not started two weeks before the event, it is not in this year's costume. Build it for the next one.



THE COUNTDOWN

The whole plan on one page — tick the boxes as the weeks fall. The full week-by-week calendar is a separate companion PDF.

Weeks 6–5 ☐ Plan + order filament, dark fabric, red saber

Weeks 4–3 ☐ Print + PERFECTLY smooth the helmet — gloss black

Week 2 ☐ Sew the dark layered robes + hooded cloak

Week 1.5 ☐ Belt + saber + hidden vision strip in the helmet

Week 1 ☐ Dress rehearsal + game day



REALITY CHECK

*The whole costume is the **helmet**.*

A dark cortosis mask with a grille of metal teeth and a narrow eye slit. It must be flawless, because there's nothing else to hide behind.



THE HELMET

Blank + glossy + perfect.

■ SAND IT PERFECTLY

Print, then sand through every grit to glass-smooth, prime, and gloss black. Any bump or seam shows instantly on a blank curved surface. Hide a mesh vision strip low near the neck.

THE GRIT LADDER

Sand through every grit — 120, 220, 400, 800+ — until it's glass-smooth. Fill every seam, prime, then check for flaws under bright light before the final gloss black. The patience here is the build.



SEEING OUT

The hard part.

The narrow eye slit is cosmetic — you can't actually see through it. Use a thin perforated/mesh strip low on the helmet where shadow hides it, or a one-way tint panel. Practise walking in it safely.



THE ROBES

Dark, layered, MATTE.

The helmet is the only glossy thing — keep the fabric matte so the helmet pops.

THE LAYERS

- ▶ Layered tunic — dark grey-black, textured matte fabric, multiple layers.
- ▶ Belt + saber clip — simple, dark.
- ▶ Trousers + tall boots + dark gloves — all matte black.
- ▶ Hooded cloak — worn over the helmet, hood up, for the entrance.



THE CLOAK

Hood over the blank helmet.

The entrance: hood up, blank face in shadow, then the hood comes back. That's the reveal.

STILLNESS = MENACE

Move slowly and deliberately — with no expression to read, your stillness does all the menace.
He belongs with the 501st Legion (the villains' club).



THE SABER

Red blade, sleek modern hilt.

The helmet carries everything; keep the saber clean.



BUILDER TIPS

- ▶ Helmet flawless + glossy.
- ▶ Vision strip hidden low.
- ▶ Robes matte + dark.
- ▶ Red blade.



SABER CRAFT

*The blade is half the costume — fight like the character. **Unorthodox**, wielded single, splits to dual JarKai.*

STYLE · UNORTHODOX

Ferocious and dirty — he crowds in close, lets the cortosis armour eat your blade, then punishes the opening. No canon form is named, but it reads closest to Form VII Juyo ferocity, weaponised with tricks no Jedi academy would ever sign off on. The Stranger's style is built to kill Jedi who fight by the book — so he threw the book away.

BLADE	● Red — main blade, sleek angular black hilt
BLADE	● Red — short shoto dagger — the detachable pommel
WIELD	single, splits to dual JarKai

MORE THAN ONE BLADE — THE CRAFT

- ▶ The long blade leads and threatens; the short pommel dagger stays back and guards until the surprise moment.
- ▶ Keep the short blade below shoulder height and close to your body — it is a shield first, a striker second.
- ▶ Never split the hilt with anyone inside arm's reach; step back, split, then re-engage.

Drill it

Footwork over swordwork: practise one quick diagonal step inside an imaginary opponent's reach, pivot, and step back out, saber held short and close. Add the draw-and-split motion only once the feet are quiet.

⚠ DUEL SAFELY

Duel-grade polycarbonate blades only, never thin display tubes. Agree intensity before you start, no strikes to head or hands, and staff or dual spins need a full 3m of clear space.



GAME DAY LINES

*The costume gets you noticed — the **lines** make it unforgettable. Say them in character, time the pauses, and let the laughs land.*

● ● MORE GAME DAY LINES

- ▶ “I have no name. But the Jedi like you might call me... Sith.” — *the big reveal — long pause before 'Sith'*
- ▶ “I want a pupil. An acolyte.” — *from the same speech as the card quote — quiet, almost friendly; it's the title drop*

😄 FOR LAUGHS — KID EDITION

- ▶ I have no name. But kids like you might call me... substitute teacher.
- ▶ I want the freedom to wield my snacks the way I like.
- ▶ My helmet blocks out everything. Especially chores.

COMPLETE PARTS LIST

Every piece referenced in this manual, grouped by where you get it. Shop in batches — fewer trips, fewer forgotten items.

PRINT THESE PARTS

Your 3D-printing queue. Test-print one piece before committing the whole suit.

- **Cortosis helmet** — Toothed grille, narrow eye slit, battle-worn.
- **Saber hilt (optional)** — Sleek modern.

BUY THESE

Order all at once — shipping is the bottleneck.

- **Dark layered tunic** — Matte fabric.
- **Hooded cloak** — Over the helmet.
- **Dark trousers + tall boots** — Under the robe.
- **Dark gloves** — Both hands.
- **Sandpaper 120–800 + gloss black** — For the flawless helmet.
- **Mesh vision strip** — Hidden low for safety.
- **Red lightsaber** — Sleek hilt.

3D FILES & SOURCES

Where to find the printable files and reference standards. Nothing copyrighted is hosted here — these point to community designers and costume-club resources. Always check a model's licence before printing.

Qimir / Stranger helmet STL

Thingiverse

[► thingiverse.com](https://www.thingiverse.com/thing:3544444)

Sith saber STL

Thingiverse

[► thingiverse.com](https://www.thingiverse.com/thing:3544444)

The Stranger costume reference

RPF forums

[► therpf.com](https://therpf.com)

501st standards

501st.com

[► 501st.com](https://www.501st.com)



THE REPAIR KIT

Everything breaks at hour two. A sandwich bag with these seven things turns a costume emergency into a two-minute pit stop.

SUPER GLUE GELReattaches snapped prints and popped seams in 60 seconds. Gel doesn't run.

BLACK GAFFER TAPEInvisible on dark builds — holds a cracked plate through a whole event.

SAFETY PINS + VELCROInstant strap repair, hem fix, cape re-hang.

ZIP TIES (BLACK)Broken buckle, loose greeble, sagging belt box — tie it and move on.

PAINT PEN (BLACK + SILVER)Covers scratches and scuffed edges between photos.

SPARE BATTERIESFor LEDs and soundboards. The saber always dies at the door.

MICROFIBRE CLOTHHelmet fingerprints, lens fog, dusty boots.

■ PACK IT THE NIGHT BEFORE

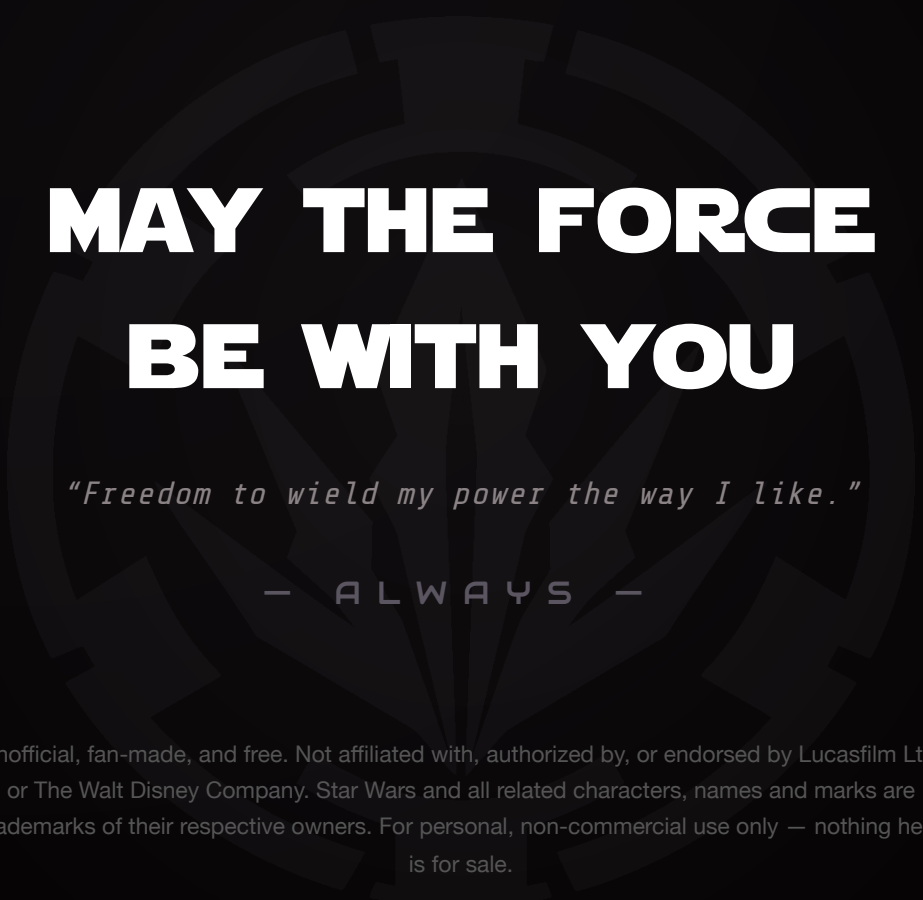
One bag, one pocket (or a helper's backpack). If you have to go looking for glue, it is already too late.



QUICK JUMP

Mid-build with painty fingers? This is the inside back cover index — every station and its page.

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MAY THE FORCE BE WITH YOU

"Freedom to wield my power the way I like."

— ALWAYS —

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