

CODENAME

OPERATION VENTRESS

♦ Build Manual ♦

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| ▶ EDITION | PUBLIC RELEASE · FREE TO SHARE |
| ▶ SUBJECT | Cloth + makeup + twin curved sabers |
| ▶ BUDGET | €90-280 |
| ▶ BUILD TIME | 15-30 hrs |
| ▶ TIMELINE | 5 weeks |

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

FROM ZERO TO VENTRESS

Asajj Ventress – Nightsister, Dooku's apprentice, the bald assassin with twin curved red sabers. A makeup-heavy build: pale grey-white skin and dark face markings.

May the Force be with all who walk this path.



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READING ORDER · IF YOU READ NOTHING ELSE

Start here: Mission Brief — 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 Mission Brief + The Bald Cap.

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 Mission Brief + The Bald Cap today. Everything else waits until its week.



PICK YOUR BAR

*Same Nightsister, three depths of menace — from a thrift-store first pass to a costuming-club-approved assassin. The same build can be finished to three different bars — pick yours **now**, because builders who polish for the wrong one burn weeks.*

I LEAN · €90-140

Casual

Reads as Ventress at 5m: a clean bald cap, smudged pale base, and any two dark robes over a black top. Skip the curved sabers for straight cheap hilts, fake the face markings with a quick liner sketch, and don't fuss the skirt — the silhouette and bare scalp sell her across a room.

EFFORT · ~12 hrs

I MID · €150-220

Convention

Reads as Ventress at conversation distance: most builders land here with a seamless blended bald cap, properly painted grey-white skin down the neck, and the dark eye and brow markings done with a stencil. A real leather-look halter, the layered lower skirt, and twin curved-hilt sabers carry the floor all day.

EFFORT · ~22 hrs

I 501ST · €280+

Approved

Reads as Ventress under inspection: airbrushed grey-white skin with no cap edge, screen-matched Nightsister markings, and accurate twin curved hilts that mirror each other. The flowing Clone Wars cape, tailored halter, and weathered boots earn 501st approval — every seam and value of grey checked against reference.

EFFORT · ~30 hrs



THE FALLBACK PLAN

*A first-time build of this suit is **15–30 hrs** of hands-on work across **5 weeks**. Life happens — so decide right now what gets cut when the clock wins. Finished beats perfect.*

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

BEHIND LATE Simplify next: Lower Skirt, Long Cape (Clone Wars), Reference & Fit, Dark Leggings — 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.

Week 1 ☐ Plan + order bald cap, makeup, twin curved sabers, halter top

Week 2 ☐ Practice the bald cap application + skin paint

Week 3 ☐ Practice the dark tattoo markings

Week 4 ☐ Fit the halter + cape + belt + twin clips

Week 5 ☐ Dress rehearsal + game day



MISSION BRIEF

*This builds **Asajj Ventress** — Nightsister, ex-Sith, dark mercenary.*

Heavy on makeup (bald cap + pale skin + tattoos) + leather + twin red sabers.

THE TWO THINGS THAT MAKE HER

The bald pale head and the two curved sabers. Nail both and even a simple dark outfit underneath reads instantly as Ventress — skip either and the costume loses her. She starts as Count Dooku's deadly apprentice and, across her story, becomes something more complicated and her own person: proud and unbowed, answering to no one by the end.



THE BALD CAP

Mandatory.

■ QUALITY MATTERS

Get a silicone or latex bald cap from a costume supplier, not a cheap toy version. Glue carefully, blend with skin paint.



THE SKIN & MARKINGS

Pale grey-white + dark line tattoos.

Practice the tattoo lines before the day — they curve down the head, around the eyes, and onto the cheeks.

PATCH-TEST THE PAINT

Use skin-safe pale grey-white on the face, neck, and scalp, and set it with translucent powder so it doesn't smear through the day. Patch-test the face paint 24 hours early on a small area to be sure your skin is happy with it.



THE OUTFIT

Black leather halter + leggings + tall boots.

Sith-assassin edge, not Jedi modesty.

KEEP IT LEAN

Ventress is wiry and fast — don't bulk the silhouette. Fitted, layered, dark, and built for movement: layered wraps rather than bulky robes. The drama comes from the head and the blades, not from volume.



TWIN CURVED SABERS

Two curved red hilts.

Sometimes linked into a saber-staff. Twin clips on the belt.



BUILDER TIPS

- ▶ Bald cap blend is everything.
- ▶ Pale skin + dark tattoos.
- ▶ Twin curved red.



SABER CRAFT

The blade is half the costume — fight like the character. **Makashi (JarKai dual-blade)**, wielded dual JarKai.

FORM II · MAKASHI (JARKAI DUAL-BLADE) — “The Way of the Ysalamiri”

Dooku's fencing form split across two blades — elegant thrusts and cutting ripostes arriving from angles a single saber can't cover. She duels like a dancer with a grudge: precise, mocking, always probing for the one opening she needs. Trained personally by Dooku, she took his aristocratic Makashi and doubled it — twin curved hilts, JarKai style, that link into a saberstaff when a duel turns serious.

BLADE	● Red — curved hilt — lead blade, right hip
BLADE	● Red — curved hilt — off blade; the pair links end-to-end into a saberstaff
WIELD	dual JarKai

MORE THAN ONE BLADE — THE CRAFT

- ▶ Lead blade attacks, off blade guards — never commit both at once.
- ▶ Keep the blades out of each other's arc: figure-eights on opposite sides of the body, never crossing in front of your face.
- ▶ Linked staff mode needs full 360-degree clearance — check your circle first, and never spin near people.

Drill it

Slow fencing lunges with the lead blade while the off blade holds a high guard — ten each side, then swap lead hands. Ventress is ambidextrous, and JarKai only works if both hands are.

⚠ 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

- ▶ “The pleasure's all mine, my dear Obi-Wan. I've missed you.” — *silky and mocking* — *enjoy every single word*
- ▶ “Kenobi, don't tell me someone's finally knocked the fight out of you. Wake up.” — *bored drawl with an eye-roll*

😄 FOR LAUGHS — KID EDITION

- ▶ The Jedi shall fall... right into my glitter trap.
- ▶ Two lightsabers. Zero patience for broccoli.
- ▶ Kenobi couldn't catch me. Good luck at tag.

COMPLETE PARTS LIST

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

I PRINT THESE PARTS

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

- **Curved saber hilts (x2)** — Or buy twin neopixel.

I BUY THESE

Order all at once — shipping is the bottleneck.

- **Silicone/latex bald cap** — Quality matters.
- **Pale grey skin paint** — Set with powder.
- **Black tattoo liner** — Practice the marking pattern.
- **Leather halter top** — Strap detail.
- **Black leggings + tall boots** — Tight, dark.
- **Long dark skirt panels** — Side-slit.
- **Dark hooded cape** — Clone Wars look.
- **Belt with twin clips** — Two sabers.

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.

Ventress curved saber STL

Thingiverse

► [thingiverse.com](https://www.thingiverse.com/thing/1014444)

Bald cap supplies

Pro makeup suppliers

► bensimage.com

Full Ventress costume

Etsy

► [etsy.com](https://www.etsy.com/listing/1014444)

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

"The Jedi shall fall."

— ALWAYS —

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