

Class

Garb

Anti-Paladin	Must have a black phoenix device openly displayed on their clothing or armor
Archer	Any tunic, and a bow is required
Assassin	Mask that covers the mouth and nose, headbands of the appropriate color are required after 1st level
Barbarian	Blue or brown cloth (earth tones), leather, fur, grasses, flowers, leaves, reeds, wood, native and aboriginal jewelry, and decorations, etc
Bard	Bardic blue worn on or with a bright tunic (white, yellow, orange, etc.). Bards must carry, a musical instrument
Druid	Brown robe, sash, or belt. Magical symbols and devices are encouraged
Healer	Red sash or baldric (red belts are not acceptable per the RW Guildmaster of Healers.) Magical symbols and devices are encouraged
Monk	Gray belt or sash at 1st level, and a black belt or sash at higher levels
Paladin	Must have a white phoenix device openly displayed on their clothing or armor
Scout	Green tunic or visible green sash
Warrior	A tunic or armor must be worn
Peasant	Battlefield participants in Amtgard more than a month and without garb can only play a first level warrior
Wizard	Yellow belt or sash. Long robes, hoods, and magical devices are encouraged.
Reeve	The garb is a gold tunic, headband, or sash
Page	Garb consisting of his master's device is optional yellow belt not confused with wizard or reeve sashes
Knight	White Belt, unadorned chains, and spurs may also trim belt with color of their order of Knighthood
Squires	Red belts not confused with sashes or baldrics

Examples of Inappropriate Garb

T-Shirts

Jeans of any color

Windsuit tops or bottoms

Sweatshirts (unless covered by a tunic or tabard)

Athletic Shorts or any shorts that do not look period

* Please note that Sweatpants though not 100% approved are accepted