

Setting and Tone

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Era: The Old Republic, 0 to 8 ATC

In the old calendar: 3653 to 3645 BBY, about 3,650 years before the events of A New Hope

The story so far

Nearly thirty years ago, the Sith Empire returned from deep in the Unknown Regions, a power the galaxy had thought long gone. It conquered half the galaxy, burned Coruscant, and forced the Republic to the treaty table.

The Treaty of Coruscant ended the war on paper. The Republic needed the respite to bind its wounds. The Sith seemed to need it as well, to consolidate the worlds they had taken.

Dating: ATC

Years are counted from the day the treaty was signed. The campaign begins at 0 ATC, **After the Treaty of Coruscant**.

A cold war on the borders

The border worlds have changed flags and the garrisons have changed uniforms. Both sides deny everything, and everyone knows what is going on anyway. Out along the treaty lines, the people who live there are left to look after themselves. That is where you come in.

What you will do

You play an unlikely band of heroes, thrown together by circumstance, or maybe by the Force. You live in a galaxy of tension and conflict, where ordinary people are often caught in the middle. You might help locals, run cargo, chase a bounty or do a little spying. Are you in it for yourself, or for the people around you?

Tone

Star Wars adventure with a Western feel, a little like *The Mandalorian*. Lighter in spirit, with dusty frontier towns, odd companions and the odd showdown. Choices can be complicated, and the stakes are personal.

The world around you

The treaty holds only while no one is caught breaking it. Every faction has an agenda, and few of them are the one they show you.

Who you work for

Still open. It depends on who you choose to be, and the first session will show what brings you together. The party could be Republic, Imperial, mixed or deliberately neutral.

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