

STAR
WARS®

LEGACIES

THE FIFTH TIMELINE

One journey has ended. A new journey is about to begin.

On July 15, 2011, The *Star Wars* RP (<http://www.thestarwarsrp.com>) will begin role-playing its fifth role-playing timeline, forging a new era in the *Star Wars* universe.

The first and second timelines were set in the century following the award-winning *Star Wars: Knights of the Old Republic* video game and saw the forces of the Jedi Order and the Old Republic face off against the likes of the Third Sith Empire and the Mandalorian Clans. Further contributing to the two wars, known as the Great Territorial War and the Great Sovereign Crusades, were factions such as the mystical Bendu Order and the alien EbonClaw.

For the third timeline, the story went even further back in time into one of the dark ages of the Old Republic known as the Alsakan Crisis, a conflict between the Republic and the extremist Alsakan Union set 13,000 years before *Star Wars Episode IV: A New Hope*. The timeline saw a schism in the Jedi Order, leading to the creation of the mysterious Ospion Guardians.

The fourth timeline moved forward twenty years and saw the unfolding of the First Hutt War between the Republic and the evil Hutt Empire, while the Jedi faced off against the children of the Ospion—the Dark Jedi of the Bogan. After a four year time skip, the Second Hutt War broke out and raged throughout the Inner Rim of the galaxy, while the Jedi did battle with the Bogan Empire, reformed and militarized from four years prior. The war came to a climactic end with an epic battle over the skies of Coruscant, the central system in the galaxy.

Now, after six years role-playing in the millennia before the blockbuster *Star Wars* film franchise, the story takes a great leap forward to an untouched point in the *Star Wars* canon, centuries following the last known canon story. The role-play will take place in a new era for *Star Wars* set a thousand years after the death of Darth Vader and the fall of the Galactic Empire in the classic film *Star Wars Episode VI: Return of the Jedi*.

The dark side grows stronger than it has for a thousand years. The light side watches and waits for the outbreak of a war the likes of which have not been seen for a millennium. Will you join the forces of the light...or succumb to the armies of darkness?

Join the struggle. Embrace your destiny. Decide your legacy.

THE BACKSTORY, c. 140 ABY—PRESENT

The year is 1,011 ABY. It has been over a thousand years since the death of Darth Vader and the fall First Galactic Empire from galactic dominance.

In the wars that followed, the New Republic was replaced by the Galactic Federation of Free Alliances, otherwise known as the Galactic Alliance. The Yuuzhan Vong swept through the galaxy, but were defeated by the forces of the light. The One Sith launched a new war, but they too were ultimately defeated by the Galactic Alliance and the New Jedi Order, founded by Jedi Master Luke Skywalker after the First Galactic Civil War.



For over eight centuries after the fall of Darth Krayt's Sith Empire and the apparent final end of the Sith menace, the Galactic Alliance and the remnants of the old Empire maintained a fragile peace. It was tense at times, as they no longer had an enemy to unite them as they did with Krayt's Sith. After a brief few years of tension, they settled into the new status quo, each side being content with the areas of the galaxy under their dominion.

Their military technology advanced somewhat, though it maintained the same design elements as before. The Empire, for example, continued to utilize variants of the Stormtroopers and TIE fighters first instituted by Emperor Palpatine, while the Alliance continued using technology such as the X-wing fighters. Lightsabers used by the New Jedi Order remained as they almost always had been, using the words of Ben Kenobi as a guiding principle: *"An elegant weapon for a more civilized age."*

Other than some advancement, the galaxy remained mostly content with how things were, with the minor conflicts looking more like brushfires in the grand scheme of things. Neither the Alliance nor the Empire had any desire to begin any new strong push for military advancement, knowing that technological development would only lead to a Cold War and, inevitably, a full scale war.



Little did they know that the teachings of the Sith carried on.

Dark cults and ancient tribes carried on the knowledge and philosophy of the old Sith from before the likes of Palpatine and Bane. The memories of the old Sith empires quietly circulated throughout the shadowy corners of the galaxy until one bold dark warrior proclaimed themselves Dark Lord of the Sith. This Dark Lord united the various Sith cults and tribes from throughout the cosmos, hiding themselves in the Unknown Regions.

For decades, the Sith orchestrated events from the shadows of the Unknown Regions, manipulating Chiss society, crafting for themselves a powerful and aggressive ally in the Chiss Ascendancy, before moving on to infiltrate the machinations of the Galactic Empire—where they ensured that when they revealed themselves they would be welcomed with thunderous applause and open arms.

Finally the Sith revealed themselves and became the masters of the Empire, being welcomed as the new and powerful rulers of the once glorious and galaxy-spanning regime just as they had intended. They stopped short of outright declaring war on the Alliance, however, though they had every intention of one day doing so.



The New Jedi Order watched in horror as their ancient enemies returned and once again took control of the Empire, something they never thought possible. Unlike the wars of old, however, they were not blamed for the return of the Sith. The Alliance, knowing that the mistake of turning on the Jedi resulted in the Great Jedi Purge, knew that it had to work with their allies to defeat the Sith.

Although neither side spoke the words, both knew that the centuries of peace would soon end...



THE SAGA CONTINUES

THE NEW JEDI ORDER, GUARDIANS OF PEACE AND JUSTICE

The New Jedi Order is a monastic band of Force users founded by the legendary Jedi and son of Darth Vader, Luke Skywalker. They are headquartered on Tython in the Deep Core. They are the



closest allies of the Galactic Alliance and have a strong working relationship and true friendship with its government, even more so in the midst of the return of the Sith. The Jedi are led by a Grand Master, who sits at the head of the Jedi High Council, although the hierarchy is more relaxed than in the final days of the Old Jedi Order.

Upon the return of the Sith, the Alliance and the Jedi knew that they would have to combine forces in order to fight an empire of the Sith, so Jedi were worked into the command structure of the Alliance military, similar to the relationship

between the Old Republic and the Old Jedi Order during the Clone Wars ten centuries earlier.

THE GALACTIC ALLIANCE, A REPUBLIC OF PEACE

The Galactic Federation of Free Alliances, or the Galactic Alliance as it is commonly known, is the government that replaced the New Republic nearly a thousand years ago. They are headquartered on Coruscant. Its military is one of the largest and most powerful in the galaxy, with the Sith being its only true rival. The leader of the Alliance is the Chief of State, who presides over the Galactic Congress.

Following the Sith takeover of the Empire, a group of Imperials broke away from the Empire and joined the Alliance in preparation for an upcoming war. They became the Imperial Rebels, a sub-faction in the Alliance. They altered their appearance and technology somewhat, so while they do have Stormtrooper-esque armor and TIE fighter-esque fighters, they are not the same as they believe that their former



appearances and weaponry are now tainted by the Sith. They are small in number, but able to fight and often act as Special Forces, doing much of the dirty work the Alliance would prefer not to do.

THE EMPIRE, THE ARMIES OF DARKNESS

The Empire was explained in some detail throughout the previous sections. They control the Imperial forces after having taken them over and control much of the northern area of the galaxy, and, with their Chiss allies, they have a force that rivals the Galactic Alliance and the Jedi. Their goal is much like the Sith of old: to destroy the New Jedi Order and take over the galaxy. Additionally, the Sith spent decades pushing the galaxy towards this war, orchestrating many of the more recent galactic events to do so.

Like the Sith during the era of Revan and Malak, as well as the short-lived Bogan Empire, the Force users control the faction, though non-Force sensitive governors are scattered throughout Sith territory. The majority of the Sith military is also made up of non-Force-sensitives, with the Sith Force-users acting as their commanders and, in general, superior officers.



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Imagine a group of Sith Force users walking down a ship's ramp, with Stormtroopers at the foot of the vessel saluting them.

On the question of the Chosen One, it is the opinion of the New Jedi Order that these new Sith, along with all who called themselves Sith following the

death of Darth Vader, are nothing more than impostors. The Jedi believe very strongly, based on the teachings of Luke Skywalker, that the prophecy was indeed fulfilled over the skies of Endor.

THE MANDALORIANS, WARRIORS OF HONOR

The Mandalorians, once fractured following the Clone Wars, were unified by Boba Fett, the first of the new Mandalores, nearly a thousand years ago. These new Mandalorians have continued the ideals and culture he and his followers first set forward, creating a new Mandalorian society that rivals even the original in its height thousands of years ago.

Being a sworn enemy of the Sith, the Mandalorians blame the Alliance for their return. They currently have a tense non-aggression stance with the Alliance and, while not an Alliance ally, have sworn to bring the fight to the Sith, though with the size of their army they will do so by confronting the forces of the Chiss Ascendancy.



THE CHISS ASCENDANCY, AN EMPIRE OF STRENGTH



The Chiss Ascendancy, headquartered on Csilla, is an empire in the Unknown Regions that prides itself on strength and order. Having been secretly influenced by the Sith for decades, the Chiss society has become more aggressive and expansionist, allowing them to have more of a thirst for conquest. When the Sith finally revealed themselves to the Chiss, the Sith proved how powerful they were in the Force and, thus, proved themselves worthy to the Chiss, who aided the Sith in rising to power over the Galactic Empire, which the Chiss felt would help to strengthen their own hold over areas of the Unknown Regions.

When the war begins, the Mandalorians will become the enemy of the Sith and, thus, the more easily fightable Chiss. It will all be part of

the same war, but the primary fights for the Chiss, beyond when they operate alongside Sith forces, will be against the Mandalorians.

THE IMPERIAL KNIGHTS, FORMER IMPERIAL WARRIORS

For the first time, there will be an official independent faction, one created by the staff that is meant to play a direct role in the story. With its own sub-board in the Independent Factions board, it is essentially a step between a main faction and the typical independent faction, both in terms of size and scope as well as relevance to the plot. If this experiment is successful, there may be more official independent factions in the future.

Previously, they were part of the Empire, where they evolved into a specialized group of elite soldiers during the peace between the Empire and the Alliance. They left, however, due to their opposition to the Sith takeover.

The Imperial Knights have been known to work with the Mandalorians, and they share the Mandalorian belief that the Alliance is weak and ineffective for allowing the Sith to return. It is one of necessity more than actual friendship, but the Imperial Knights are soldiers first.



TIMELINE THEME: LEGACIES

Now you know the basic story. This will continue to be fleshed out by a think tank of administrators, current faction leaders, and additional members in the coming weeks, but one other part of this timeline that was considered was whether there would be a theme to this timeline, something we have never really had before.

Therefore, we are announcing a theme and title for this timeline: *Star Wars Legacies*.

The idea for a theme came from a teaser poster Boli (“Green Ranger”) made for one of his new timeline characters, which used the placeholder title “Eternities.” Originally we thought we might go with that name, but we chose *Legacies* because we felt it represented a good theme for this timeline beyond just the story of the war. It has been a long time since we had a timeline story where you could clearly identify a theme, and even then this is our first official one.

As you know, this will be our fifth timeline. That is one of those landmark, anniversary-type numbers when it comes to something like this. With a name like *Legacies*, this will allow us to use this timeline to pull in aspects of timeline mythology from all four previous timelines and connect them into this one. We could end a lot of elements of our past lore and use those endings to forge us into a whole new era of mythology for our site, allowing us to role-play not just in this timeline but in an entire post-Legacy era for additional timelines in the future.

To sum that up, we take the lore from all four previous timelines, bring elements of them into this timeline, end and, in some cases, spin a lot of those elements, and create a whole new mythology going forward. We respect the past, but we put it to bed in a lot of respects while moving forward with brand new lore in this post-Legacy era of opportunity.

In a way, this timeline is not so much a far into the future sequel, nor is it a reboot, but rather a resolution and a new beginning. As said, we respect the past, put it to rest or put a new spin on it, and we make a new future.

Now, you may be asking, what type of mythology elements are we referring to that can be tied up or given a new spin? The list of possibilities is endless. Are there still Alsakans in this timeline who believe in the old ways? Are there remnants of the Dark Jedi of the Bogan? Are any of the remnants of first timeline factions such as the EbonClaw or Nem'Vaah that are still around? What happened to the Bendu Order? What happened to a lot of the first and second timeline Sith Lords? Where did Darth Myst go when he disappeared during the first timeline? You may not know what all of those are, but we hope you will learn about them and more soon as some of these elements are introduced.

We also hope that this can help create even more excitement for this new timeline—if that is even possible!—and use it as a launching pad for even more timelines in the future. It gives the fifth timeline an extra special feel to it, because the theme allows this timeline to be a culmination of a lot of our website's history without it actually being an ending. You may not have been here for any of the timelines other than the fourth one, but through this we hope that you can feel connected to all of them and feel more involved in the role-play and its history than ever before.

So to summarize, *Legacies* does two things. It connects us to the *Legacy* comics in which many of the aspects of this timeline are based while also carrying on the legacies of our previous timelines. The name gives the timeline a sort of eternal and mystical feel, and you wanted this timeline badly so we want to help make it extra special for you.

FREQUENTLY ASKED QUESTIONS

This timeline change is happening because you wanted it to. You asked for it and you voted for this particular post-Legacy era. Despite that, you still most likely have a number of questions, and it is our job to make sure that we answer them. Although we cannot possibly think of all of the questions you may have on our own, the following are some questions and answers that will almost certainly arise in the weeks ahead.

Why did you choose the factions you did?

We chose these factions because we feel that, for this era, they represent the best possibilities for the story, as well as an all-around fun and fulfilling timeline. The Galactic Alliance and New Jedi Order were obvious ones, and the Mandalorians are always a fan favorite. It is hard to imagine a timeline without a republic faction, Jedi, or Mandalorians.

The Empire is the way it is because we felt that one empire would be better than two. It helps take the best of the *Knights of the Old Republic* era while combining it with the classic *Star Wars* era into one dark side powerhouse.

We chose the Chiss Ascendancy because it was clear that without a fifth faction, the balance of power was tilted against the Sith. A balance of power is important in the beginning of any timeline, otherwise one side starts out with a disadvantage. We saw a number of people asking about Chiss and, knowing that they were a fan favorite, we tweaked them slightly and chose them as a faction.

Finally, we chose to experiment with the idea of an official independent faction with the Imperial Knights. We had considered them as a sub-faction, but ultimately chose to go the official independent faction route as we felt they were an integral part of the Legacy era and should be kept moving into the post-Legacy era.

The one sub-faction we have chosen to go with, though that might expand with the think tank, is the Imperial Rebels faction. We felt it was natural that there would be Imperials opposed to the Sith takeover and believe that, with some tweaks, the Imperial Rebels will be an interesting twist for the fifth timeline.

Are the Alliance and the Jedi friends, or is there a tense relationship?

One of the issues with the third and fourth timelines was the constant tension between the Old Republic and the Jedi Order, and we want to make something clear as the timeline moves forward: the Galactic Alliance and the New Jedi Order are the best of friends. Even with the return of the Sith, there is no tension between the two factions because there is no blame between the two.

The Galactic Empire was there for centuries and was not aggressive towards the Alliance so the Jedi do not blame the Alliance for an empire, and the Sith takeover was done in secret so the Alliance, likewise, does not blame the Jedi for it.

As a general summation, the Galactic Alliance and the New Jedi Order have a close friendship and a close working relationship. We obviously cannot control what your characters believe or where the timelines goes, but, in general, the galaxy is a bit more enlightened than it was during the Alsakan Crisis and the Great Hutt Wars and has moved beyond such petty differences.

Are the Alliance and Jedi allies with the Mandalorians?

As stated in the faction information, the Mandalorians currently maintain a tense non-aggression stance with the Alliance and Jedi forces. How this plays out will be determined by what course the timeline takes. The important part is that the Mandalorians are the enemy of the Sith, and they will engage the Chiss in order to fight the Sith menace.

There are clear allies and clear enemies. Should so much be decided already?

A timeline has to begin with clear allies, clear enemies, and an equal balance of power in order to avoid disadvantages and uncertainty. Whether this status quo remains will be determined by the course of the timeline.

Why did you choose the *Legacies* theme?

Most of this is explained in the theme section, but the key point we wanted to emphasize is that now that we have moved into the era after the Battle of Yavin and now that we are over a millennium after *Return of the Jedi*, we can only do so much with our old lore before we start to feel like we are dragging it out. Some of the things we did in the third and fourth timelines helped set up the first and second timelines from a “prequel” standpoint, and there is only so much we can do with the lore of the first and second timelines as they are very much rooted in the *Knights of the Old Republic* era.

So as we said, the goal of the theme is to close a previous chapter in our role-playing history and use that chapter to help launch and spin off into a new one in this post-Yavin era. We are still directly connected to our first four timelines. Everything that happened in them happened, so this is not a reboot. It is simply forging a new mythology while respecting the old lore.

Plus, we thought a theme like *Legacies* would help you be even more excited about the timeline than you already are, assuming that is even possible!

Can I be in the think tank?

Over the next few days (as of Monday, June 13, 2011), we will be deciding how many people will be in the think tank. Then, once we do, we will open up self-nominations for a spot in the think tank, meaning that if you want to be part of it then you can nominate yourself. We will then choose a predetermined number of people to be part of the think tank to help flesh this timeline out.

Can I be a faction leader?

Faction leaders will be determined towards the end of the transition process. We will open up an application process with a questionnaire, as well as some general guidelines for how faction leaders should operate. Those who are interested will submit this application and faction leaders will be chosen by the staff based on that pool of candidates.

Will the staff be faction leaders?

The staff may lead independent factions, but we will not be choosing ourselves as the initial main faction leaders for this timeline. Whether or not any of us become faction leader down the road is not a question we could answer, but in the beginning we most definitely will not be.

Can I keep the rank or have a similar rank to the one I have now?

Any rank at the start of the timeline will be determined by the new faction leaders. Although your current rank will be given consideration, it is not a guarantee that you will keep the same rank or a similar rank.

How will the staff keep this timeline from declining?

We can only do so much to prevent a timeline from declining. As we have said in this document, this is a timeline you wanted and you chose. With that is going to come a lot of personal responsibility on your parts, and you are going to have to accept something that role-players here often have trouble accepting: the course of a timeline is determined by you.

The only thing we can really do to make sure a timeline is not boring for you is to make sure there is a good role-playing structure in place and encourage you and the faction leaders to be actively involved in the role-play. If something isn't working in the timeline, it is up to all of you to help fix it.

This is a free form role-playing site. What your character does is not decided by the staff, faction leaders, dice, or statistics. It is determined by the choices you make. You decide whether you become involved in major events and you decide whether or not you are going to have an impact on the story. That is why the second page of this document ends with a very important tagline: "Join the struggle. Embrace your destiny. Decide your legacy."

What you do is up to you. The amount of fun you have is up to you. Your impact is up to you.

Has the staff's stance on independent factions changed?

Technically no. Independent factions, as a general rule, are significantly smaller than all of the main factions and would not be able to build themselves up to the level of becoming main factions in their own right. Main factions, after all, are meant to represent the main focus of the role-play, which is the war that those four main factions participate in.

However, as we have also said before, this does not mean that independent factions cannot have an impact on the main story. Jade Galactic and Jade Armada, for example, were once a significant player in the story of the First Hutt War, and other independent factions such as CARD have worked to do the same. Doing so is hard, but the payoff is very rewarding when you can see your independent faction make a difference.

Just remember that being part of an independent faction has no impact on whether you can make a difference in the story. The difference and impact that you make is determined by the amount of effort you are willing to put into doing so.

Is anything changing from an Out of Character perspective?

When we proposed the time skip during the fourth timeline, we said that an updated set of role-playing rules would be rolled out. Unfortunately we were not able to get to that, and we cannot promise that we will have a full updated set of rules given everything that we will be doing in the lead up to the timeline change, but one rule update we can promise is that we will have a battle system in place to avoid problems that have plagued battles in the past. A general set of rules has already been agreed on by the current faction leaders, but there are some differences that still need to be ironed out in the weeks ahead.

If we are able to get to the rule updates, then we will remove outdated rules, change some rules, and add some other needed rules. These rule updates will have come from observations throughout the fourth timeline on how we can better improve the role-playing experience for all of our members.

I have more questions that haven't been answered. Where can I ask them?

Feel free to ask them in the informational thread found in the Announcements section. The thread is titled 'The Fifth Timeline write up' and you can ask your questions and get answers in there.

Conclusion

You wanted this timeline and you chose it, so this timeline needs to work for you. If you have any concerns, please raise them. We are interested in feedback and will answer any questions you have.

Above all, we thank you for taking the time to read this and to give it the consideration it deserves.