

What's the Living Force?

The **Living Force** campaign takes place in the *Star Wars* universe during the 'Rise of the Empire' Era. Your hero is a resident of the Mid-Rim system of Cularin, just off the Corellian Trade Spine, between Kalarba and Aridus. Whether you're dodging predators through the jungles of [Cularin](#), delving into the political intricacies of the floating Cloud Cities of [Genarius](#), or wheeling and dealing in the [asteroid belt](#), **Living Force** is your hyperdrive for fun.



The campaign is story intensive like the movies. Story arcs take place in approximately one-year periods with some elements continuing throughout the life of the campaign. Each year we release four trilogies of adventures, three of which are central to the story. We also produce from one to three supplementary adventures. All adventures are available for conventions first, and become available for home play later, so you can play in the campaign without leaving your home.

As a player in the **Living Force** campaign, you create your own *Star Wars* character and play it in adventures around the world. Your character gains experience and advances in level just like a home campaign. At interactive events, characters can pursue special opportunities their classes and professions allow.

The **Living Force** campaign launched at the 2001 **Winter Fantasy** convention with the "Eye of the Sun" trilogy, followed by the interactive, "An Uneasy Peace." Since then we've released a number of new adventures and adventure trilogies and there are more to come.

Campaign Director [Jae Walker](#) says that **Living Force** was designed "with the goal of capturing the unique science fantasy, high adventure atmosphere that we find in the movies. We've conceived a sweeping series of story arcs, each scheduled to take about a year, and our own Lucasfilm-approved corner of the universe. We are attempting to tell a continuing story, one where the actions of the heroes have an impact on the outcome. At the same time, we want each scenario to stand on its own. It's a daunting task, but one we know we can accomplish . . . with your help."

Join us at conventions, or at home with your own gaming group, to take part in this new *Star Wars* epic and help create your own exciting *Star Wars* story!

*So how do you get started in the **Living Force** campaign? Visit [start playing](#), which gives you information on participating in **Living Force** events, creating a character, and finding a game!*

*Explore the Cularin system with the [Living Force Campaign Guide](#), a sourcebook that details the setting, helps you generate characters, and makes it easy to join this **RPGA** campaign!*