

Blown Away

Gencon 2001 Living Force Interactive

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The Story

“Clouds of Genarius” presented the heroes of Living Force with a dangerous situation. A dark Jedi (Karae Nalvas), intent on causing trouble and taking over some small part of the galaxy, constructed a mobile floating city and put into motion a plan to take over Genarius. Only through the intervention of the Jedi Knight, Alec, and the heroes of Cularin, were his plans thwarted and his attempt to establish a dark side fortress to rival the Jedi Academy prevented from coming to fruition.

The celebration on Tolea Biqua marking the anniversary of the production of the first G-59 Cannibalizer is in full swing when the heroes arrive, having just crash-landed after completing their mission. Most of the revelers remain blissfully unaware of the near-disaster with Conkesta (Nalvas’s floating fortress), but many of the pirates who escaped the explosion are here, and looking to cause trouble. Because hey, it’s a party. And what fun is a party if there aren’t a few fights?

Several other groups are represented as well. The Metatheran Cartel – summarily booted off Cularin proper after the revelation that they had violated their trade charter – is looking to “persuade” the heroes that they aren’t such bad folks after all. A few rounds of drinks later, the Caarites are positively beaming, and taking credit for what is rightfully SoroSuub’s revelry.

This, of course, irritates the representatives of SoroSuub, who have important business to conduct. Every occasion where there are potential clients in attendance is a business opportunity for them, though, so this is nothing new. They begin working the crowd, attempting to re-state their own position within the celebration – namely, that without them, there would BE no celebration!

A final presence that garners a great deal of attention is an “Information Station” for the Thaeirean military. Thaeire, the neighboring system to Cularin, is the true source of the military presence in the Cularin system, having long provided “peace-keeping” forces “on behalf of the Republic.” Please see Scene 3 for further information on the Thaeirean military’s presence.

Rumors abound at the party. There are vague whisperings of a dark Jedi in the system, though none of the common folk seem to believe it. There are rumors that the Cartel has been constructing a secret base, elsewhere in the system, though their only “public” base of operations is a ship in orbit above Cularin. The mysterious Syndicate is nowhere to be seen, and the Thaeirean military is not trusted by anyone.

In the midst of all of this, a serious problem emerges. The radiation storm that chased the heroes from Conkesta is about to wash over Tolea Biqua, and while that normally wouldn’t be a problem, the generators are so taxed by the celebration that they aren’t able to support the shields completely. If something doesn’t change, the shields will fail, and the heroes and party-goers will all be directly exposed to the radiation of Genarius, in a dose that won’t be nearly as pleasant as the last one they experienced!

The Details

The overarching conflict ultimately involves the heroes making their way to the main power station for Tolea Biqua, several blocks distant, through drunken (often belligerent) revelers, and making such repairs as they can to bolster the shields. The other critical conflict is between the Cartel and the representatives from SoroSuub, which is played out in an entirely different arena.

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Following general interaction and information-gathering time, in which the players may interact with NPCs, visit standard LF interactive booths, and get to know one another, a pair of announcements are made. The first announcement comes from Thurm Loogg, on a massive holovid wall, stating that the Cartel is very pleased to be part of the celebration, and for the next hour, all drinks are courtesy of the Cartel. The bulk of the crowd roars approval, even if the heroes may be disinclined to trust the Caarite spokesperson.

The second announcement comes from Miim Te'Suub, the "Director of Formal Activities" for SoroSuub's facility on Edic Bar. He delivers a standard address, which is basically ignored until a Cartel logo appears in the lower right corner of every viewscreen with his image on it. A cheer goes up from the mainly-sloshed crowd, and in his room high above Tolea Biqua, Miim turns bright pink. He was willing to ignore the affront to SoroSuub that the Cartel's "hour of free drinks" represented (since it is, after all, SoroSuub's party), but interfering with his annual transmission is too much!

This all occurs at the one-hour mark of the interactive. In the streets, SoroSuub supporters begin chanting "Pigs go home! Pigs go home!" and the drunken revelers, who are quite pleased with the free beverages, square off against anyone who seems to be threatening the well-being of their benefactors.

At this point, you will need to send 10-15 volunteers into the interactive crowd, to force the heroes to stop the drunks from beginning a fight. If you have time to make "Drunk" signs, go for it. But play it to the hilt. These men (and women) don't want to hear anyone badmouth the Cartel, since they're being so kind and keeping the beverages flowing.

The initial tension dies down, and things return to normal. Well, relatively.

At the one hour and fifteen minute mark, announce the following: "The radiation storm from the planet core is growing more intense. Visitors are reminded to keep energy expenditures to a minimum, in order to allow shields to operate at full power. Thank you." This is, when players ask, the same storm that was beginning to whip up as they escaped Conkesta. It will not have a more marked effect for some time.

Once that announcement is made, someone should circulate through the crowd, looking for individuals "skilled in the art of diplomacy." While the individual doing the search – a young human woman – will not say much about the specifics of why she needs the assistance, she will reveal that there have been tensions among various parties on Tolea Biqua, and "outside mediators" have been requested. Reference Side Event 1.

At 1:45, the first sessions of Side Event 1 should begin to run. As soon as they begin, the following announcement should be made.

"It has come to our attention that the energy consumption of the city is exceeding the capacity of our generators. We ask that all non-essential devices be turned off at this time, in order to conserve energy." A roar of displeasure goes up from the crowd, and there are shouts of "So what?" Overhead, the radiation storm rages.

TURN OFF THE LIGHTS.

Let it sit for a few seconds. Everything should be quiet. If not, make it become so. Read the following:

"With the lights of Tolea Biqua off, you can see the angry swirls of color in the clouds above. The city shakes, and in the distance, you hear things crashing and breaking. The announcer's voice speaks again. 'If power fails, we all die. Please turn off all non-essential devices at this time.'"

TURN THE LIGHTS BACK ON

The power wasn't actually knocked out, that was just the city officials giving the revelers a wake-up call. For a few minutes, everything will be relatively subdued. Then the drunks will begin shouting again, and more and more lights will come on around the city, and everything will be exactly as loud and raucous as it was before.

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Somewhere in here, enterprising characters will begin asking questions. Some answers are below.

“Hi, I’m really good with electronics. You guys need any help?” - WE MAY. IF YOU KNOW ANYONE ELSE WITH SIMILAR TALENTS, LET THEM KNOW THAT THEIR HELP MAY BE REQUIRED.

“Hi, I’m really good with ships. You guys need any help?” - NO ONE IS FLYING OFF THIS CITY RIGHT NOW. THAT STORM IS WAY TOO INTENSE.

Some time should be allotted for the PCs to begin wondering what all’s going on. Utilize this time to encourage them to visit the various booths, ask questions, and further interact with NPCs. The diplomacy corps will be in the midst of their negotiations to assist SoroSuub and the Cartel in not coming to blows. Every so often, a dismissed diplomat will make their way back into the main party, and be able to report to the rest on what’s happening in the fairly tense meeting.

At 2:10, have someone begin circulating, looking for recognizable heroes amongst the throng. They need two distinct groups. Group One: Are you good in a fight? Group Two: Are you good with computers?

Whoever’s circulating will have to get encourage the heroes to assemble into those two groups. Hopefully, everyone will either have **some** fighting skills, or **some** computer skills. Once everyone has been organized, at 2:30 you should shut down the booths, because you’re going to need your judges. Side Event 2 will entail those individuals who are good at fighting making their way through the revelers, clearing a path to the central power station on Tolea Biqua. Each of those fighting groups will have a detachment of technicians following them at a safe distance, ready to ply their trade when they reach the power station. These are, respectively, Side Events 2 and 3. The technician groups will be able to assist the fighting groups in a pinch, and the fighting groups will need to set up a perimeter while the technicians are patching up the generators.

The combination of events 1, 2, and 3 should take you past the 3 hour mark. At this point, you should reopen the booths, announce the success or failure of the various missions, and award the individual who was most valuable in the negotiations with a favor from SoroSuub. You should also award the prototype ship that was returned to SoroSuub to one of the individuals who piloted it, based on a random drawing. **DO NOT DO THIS IF ANYONE OTHER THAN THE CAMPAIGN STAFF KNOWS IT IS GOING TO HAPPEN. THIS IS A SURPRISE BONUS, AND IF WORD LEAKS, THE SHIP DOES NOT GO OUT.**

Then let everyone finish up whatever business they want to engage in, and wrap up the interactive.

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The Setting

Scene 1: The Big Party

Thousands of individuals have gathered in the streets of Tolea Biqua to celebrate the anniversary of the first G-59 Cannibalizer rolling – well, floating – off the line. There is music, and dancing, and drinking, and laughing, and generally a good time being had by all. There are certain seedy elements present, but they aren't going out of their way to make trouble.

Xav Verivax is here as well. Heroes who played MidWorld may recognize him (it was his ship they kept from being exploded by thermal detonators), but he will not recognize them. He seems sober, but has no recollection of the heroes whatsoever, and will be very suspicious of them if they persist in bothering him. He's here to have fun, after all. Nothing they do will allow him to remember them. As near as they can tell (via See Force), he is not under any kind of Force effect, though he may be really drunk. Or just nuts.

NPCs present: Len Markus, various drunks, Taleah Novran (Force Adept contact person), Xav Verivax, etc.

Scene 2: Vanster Enan's Cantina

There are loads of bars on Tolea Biqua, but the one nearest the party is, of course, Vanster Enan's Cantina, the franchised gambling hall and bar. It's a multi-level establishment, with gambling, drinking, and all sorts of neat Star-Warsian debauchery going on.

Drinking contests are ongoing, and there's a 4-foot-tall near human who seems to be winning most of them. His name is Barsus, he has a con of 30, and he's cheating by keeping an IV drip of purifying agents running from a pouch at his belt to his femoral artery. (DC 30 spot check.) He is at +10 to his con checks to see if he's getting drunk based purely on his stats, and he has an additional +5 species bonus. This is **before** we factor in the purifying agents, which give him an additional +5 circumstance bonus. Don't let the players see his rolls. If he gets busted, he'll have a good laugh with whomever caught him, then offer to split his winnings from the next five contests with them if they'll keep their traps shut. Utilize standard wagering rules for all gambling with Barsus, per the LF Author Guidelines. (Jac, give this to whoever's playing this NPC.)

There are also other traditional forms of gambling here. Utilize the gambling rules as developed for the Clouds modules and the other interactives. If you can find someone who actually knows Sabacc – or can run it off their laptop – then go for it. Again, standard wagering rules apply. The players will have to keep track of how much they win, and have someone sign off on their winnings. I recommend an interactive log sheet be given each player on entering, where they can record winnings/losings/expenditures, and have an interactive staffer sign off on the sheet for each.

NPCs present: Gaar, half-owner of Vanster Enan's Cantina (the other Trandosha who co-owns the bar is out "surveying the competition"); Barsus; a bartender; someone to run the gambling tables; a Wookiee arm-wrestler (why not go ahead and make this a staple for LF interactives?).

Scene 3: Thaereian Military “Information Station”

The neighboring system of Thaere has long maintained a military presence in Cularin, because Cularin has no military of its own. The information station that was set up at the party is a “feeler” station, to see whether Cularin’s heroes are interested in enrolling. They are not actually signing anyone up at this time. In-character, it’s because they’re looking to see if there is sufficient interest to justify a full-blown recruiting effort. But they are getting a list of names for interested parties (Character name & class; Player name, RPGA #, and email address) and will “be in touch” if efforts to recruit from Cularin are approved.

The individual running the information station is Major Kurth San. He is very serious, and not at all into giving out “extra” information. The military of Thaere is very strong, and very proud, and he’s pleased to have been part of what he refers to as the “peace-keeping” forces within Cularin for the last few years. He will admit, if questioned, that the Thaereian military was never actually acting on behalf of the Republic, but since they were working to protect a system that “could not protect itself,” they felt that claiming the authority of the Republic was appropriate. San should be played as evasive and businesslike, and if a line of questioning begins to make him uncomfortable, he has no compunctions about dismissing the questioner and speaking to the next individual in line. For those individuals who are genuinely interested in “his” military, he is quite pleasant, speaking highly of the opportunities for advancement. But he’s... slimy. He should be played as subtly condescending, and other NPCs present at the interactive who are asked about him, or about the Thaereian military, don’t tend to trust either. His true motivation is to get a feel for how amenable the people of Cularin are to enlisting, even as reserve corps, in “his” military. NOTE: All of the information in the LFCG that refers to the “Republic military” should refer to the “Thaereian military.” All NPC names remain the same, and San’s post on Cularin remains the same. He still reports to Colonel Jir Tramsig, who is not present at the party on Tolea Biqua.

NPC present: Major Kurth San

Stats: Male Human Soldier 6/Officer 8; Init +6; Defense 18 (+6 class, +2 Dex); Spd 10 m; VP/WP 99/17; Atk +14/+9/+4 ranged (3d6 blaster pistol); SQ Leadership, requisition supplies, tactics; SV Fort +12, Ref +8, Will +7; SZ M; FP 4; Rep 11; Str 16, Dex 15, Con 17, Int 14, Wis 12, Cha 11.

Equipment: Uniform, blaster pistol

Skills: Astrogate +5, Bluff +8, Computer use +11, Diplomacy +10, Intimidate +12, Knowledge (Cularin system) +11, Knowledge (galactic politics) +7, Knowledge (culture – military) +13, Knowledge (scholar – military tactics) +17, Knowledge (scholar – starship design theory) +6, Knowledge (streetwise – Cularin) +5, Pilot +5, Search +3, Sense Motive +11, Survival _4, Read/Write Basic, Speak Basic, Speak Tarasinese, Understand Tarasin silent color language.

Feats: Alterness, Armor Proficiencies (light, medium, heavy), Far Shot, Great Fortitude, Improved Initiative, Lightning Reflexes, Persuasive, Point Blank Shot, Rapid Shot, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

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Scene 4: The Jedi Enclave

Yes, even on Tolea Biqua, the Jedi have a presence. It's not a huge presence, but it's a presence nonetheless. Here, the heroes can inquire about their Masters, discuss events of the interactive with Jedi NPCs, and interact with one another. This is primarily a metacampaign booth, though as with Winter Fantasy, I'm sure it will turn into something more when trouble breaks out.

NPCs present: Various Jedi

Scene 5: Taleah Novran's Force Adept Matchmakers

Taleah is the individual who has taken up the daunting task of helping young Force Adepts find suitable mentors. She finds promising individuals, and does her best to pair them up with adventuring Force Adepts so that they can learn what it means to wield the Force without being a Jedi. Again, this is primarily a metacampaign booth.

NPCs present: Taleah Novran (add others as needed if the booth is busy)

Taleah Novran (female, Tarasin)

Traits: Strong-willed, even-handed, determined

Taleah is a strong woman who believes that the answers to all questions are available through the Force. She never lectures, but teaches through riddles and questions. She wants her students to learn their own path to the Force. While she appreciates that some may require the “structure” of the Jedi Academy, she feels that most Force Sensitive sentients will thrive given minimal guidance and maximum encouragement. She has occasionally been known to match an experienced Force Adept with a novice whose personality or beliefs will challenge the more advanced Force Adept.

Her agents are:

Dole Happ (Twi'lek Force Adept, Male)

Traits: Lighthearted, Curious, Adventurous

Dole Happ never seems to have a bad day—the universe is just a grand old place to hang one's hat. Happ is a lighthearted soul and often finds it difficult to take life seriously. If there is a party, Dole Happ is there. If there is an adventure, Happ is there. And if there is trouble...well, one could guess the rest...

Rilly Raadun (Sullustan Force Adept, Female)

Traits: Competent, Friendly, Energetic If there is something to be done, then Rilly Raadun is the Sullustan to go to. She is capable of handling many tasks at once—people around her often stand back in appreciative awe as they watch her juggle one hundred things at one time with one hand while eating a snack. Of course, her talent in the Force is at work here as well, but even without it, one could easily believe that Raadun would be able to do everything at once. She is kind and friendly and will waste no time in the care and feeding of those who look as if they needed it.

Otee Nom (Rodian Force Adept, Female)

Traits: Practical, Thoughtful, Honest

Otee Nom is never worried by the odd twists that life can throw; she always takes a good, long look at every situation and deals with it in the most practical and efficient manner. She is honest, but will give her views without being painfully blunt. Her Force abilities give her an inner peace that many find enviable.

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Scene 6: Joh's

The droid shop exists to fulfill the needs of individuals interested in purchasing a droid. Only a limited selection are currently available, and the prices are reasonable. The service plan seems decent as well.

NPCs present: Colleen's discretion

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Scene 7: Other metacampaign stuff I'm not thinking of

Scene 8: The Debate Room

This is the setting for Side Event 1, where the heroes must serve as mediators in a debate between a fairly calm Thurm Loogg, and an utterly hacked-off Miim Te'Suub. Putting the head of the Metatheran Cartel in the same room as the head of SoroSuub, after everything that just happened, makes things pretty volatile. But both parties insisted on it, Miim because he's so angry, and Thurm because – well, because he's Thurm, and doesn't need a reason beyond publicity! He's here primarily for good press as it is, after all.

This room will rotate individuals, as the players have a chance to assist in negotiations and get to use both their characters' skills, and their own roleplaying skills, to defuse the situation.

Side Event 1 provides more details on how this will run.

NPCs present: Thurm Loogg (August Hahn), Miim Te'Suub (Adam?)

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The Opening

As the heroes enter, they should be given a handout with the following information (because reading box text to these kinds of crowds is chancy at best!):

It seemed a good idea, to stay on Tolea Biqua for the celebration. Whether you just got done blowing up a mobile fortress, or whether you just stopped in for some fun, this is one of the PREMIERE parties of the year. It was seven years ago this week that the first G-59 Cannibalizer swooped down off the lines of SoroSuub's facility on Edic Bar, and every year since, SoroSuub has thrown a HUGE bash.

There is dancing, and drinking, and all sorts of fun to be had. Feel free to wander, but watch out. The criminal element loves big parties like this... oh, and ignore that little radiation storm that's moving up from the planet core. We've got shields. It won't be any problem at all...

Thurm Loogg's address

Now, you will have to box-text the players. I suggest a microphone.

[Every holovid projector, every viewscreen, everything on the streets of Tolea Biqua goes blank for a few seconds. Then a familiar, mildly ingratiating face appears. Thurm Loogg, chief envoy for the Metatheran Cartel.]

My friends! Your attention please!

The Cartel is pleased to be part of this wonderful celebration. For the next hour, all bar tabs will be paid by the Cartel. Drink all you want, it's on us!

And that is all he has to say. Whatever reaction the heroes have, the average guy in the street just went nuts when he was told he was drinking free for the next hour. (In other words, every member of the interactive staff who is not running a booth that would make it totally inappropriate should shout with joy at this point.)

Thurm's motivations in this place are as follow:

The Cartel is in desperate need of a PR boost. This is as good a place to do it as any, by associating the Cartel with a great party. He is not out to undermine SoroSuub – exactly – but he believes there's room for more than one corporate sponsor. The Cartel has voluntarily stepped in to fill that role, and he will feign ignorance as to why SoroSuub would ever object to such humanitarianism. He will appeal to the baser instincts of people, and will wheedle, cajole, and use every dirty trick in the book to make himself look good. He will NOT, however, lie. He will only speak the literal truth. However, it is very easy to tell a truth that is misleading, by not stating all of the relevant facts. His basic position, when it comes time for the debate, is that it is unfair for SoroSuub to claim sole rights to the party, when it is a party enjoyed by all the residents of the system. It smacks of monopolization of a fundamental resource – pleasure – and that is unacceptable. Even the Cartel never established a monopoly. He will be pleasant, but will not be interested in backing down.

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Miim Te'Suub's address

[Shortly after Loogg's brief address, a red-faced Sullustan appears on all the viewscreens. He clears his throat, begins speaking, stops, and begins again.]

Greetings.

Um, greetings, friends of... of SoroSuub.

Welcome to the celebration of our finest hour on Edic Bar!

[At this point, his eyes begin tracking something that the heroes can't see, and it's very clear he's reading from a teleprompter. The following text should be read as though it were being read by someone who UTTERLY LACKS public speaking skills.]

It is a special time of year. When we gather together. To celebrate the production. Of the first Cannibalizer.

[He frowns and realizes the line breaks aren't sentence breaks. He still sounds like he's reading, but it isn't so choppy any more.]

SoroSuub corporation is proud of the workers of Edic Bar, the people of Genarius, and the population of Cularin. This is a fine place for us to work and grow, and it is through the assistance of individuals like yourselves – employee and consumer alike – that SoroSuub will continue to grow and prosper.

In the beginning, on Sullust, we were...

[At this point, a Cartel logo appears in the lower right hand corner of every viewscreen. Miim stops, says something rather rude in Sullustese, and the transmission ends abruptly. What he was about to launch into was the same speech he gives every year, though, for the last six, and there isn't that much sign that most of the crowd cares that he stopped, aside from a small chant of "Pigs go home!" that is begun by a group of Sullustan supporters not long after his transmission ends.]

Miim's motivations are as follow:

He wants people to enjoy themselves. However, he wants them to remember why they are celebrating. It's not anything to do with the Cartel – they weren't even in the system when the first Cannibalizers were produced – and he resents them trying to "horn in on" his company's celebration. He will repeatedly claim right of production for the party, and will turn redder and redder during the debate, while Loogg remains very calm and collected. He is very excitable, shouts a lot, and doesn't make the case for being allowed to retain sole control of the celebration very well. He will, however, almost fall on the floor laughing when Loogg accuses him of wanting a monopoly on anything. (A) Who doesn't want a monopoly? (B) On pleasure? In Tolea Biqua? Is he out of his mind? (C) Did the Cartel envoy just accuse ME of wanting a monopoly on ANYTHING? He just doesn't want the celebration sullied by the Cartel's rather unpleasant presence.

Side Event 1: The Mediators

The diplomats in the crowd will have a chance to shine here, as the Cartel and SoroSuub have asked for mediators in what seems to have the potential to be a very unpleasant debate.

All of the heroes who are interested in serving diplomatic roles during the interactive should have been gathered by this point. Have them draw numbers from a hat or some such. The first seven numbers are the first mediators to go in.

When they enter, they are greeted by Thurm Loogg – all smiles – and Miim Te’Suub – brighter red than before, even. They are asked to mediate the discussion, since neither of them trusted the other’s personnel to be neutral. And Loogg, even as he recognizes the heroes (he keeps close tabs on them), indicates that he is willing to trust them, since they have always shown themselves to have the best interests of their home system at heart.

Miim will speak first, explaining his basic position. Then Thurm will speak.

At this point, they will ask for suggestions from the mediators. Have each player present make a diplomacy roll, and offer a suggestion. The individual with the lowest roll is replaced at the end of the round by the next person in line. (If there is a huge line, you may replace the lowest 2, or even lowest 3, each time through. It depends on the judges playing Miim and Thurm, to be honest.) After each round of suggestions, the two principles will debate the suggestions, and further elaborate on their positions. When they reach a pause, all of the players will again need to roll diplomacy and offer new suggestions, or restate old suggestions. Repeat this until there are only 2 mediators left, at which point, those two and the two judges may come to some sort of satisfactory conclusion for the diplomatic effort. Make sure to record the names of the players and characters for those persons who succeed in mediating the difficult dispute (and it should be difficult; judges, have fun with it!).

NOTE THAT THERE IS ONLY ONE PAIR OF JUDGES FOR THIS. It does advantage higher-level characters over lower-level characters, but frankly, that’s how it should be. Characters who are more developed and have better skill ranks **should** be better equipped to mediate this kind of dispute.

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Side Event 2: Fighting Your Way Through

Several separate groups of heroes will be sent through the streets of Tolea Biqua to bring technicians to the generator station. Each will take a different path, though their fights may end up being somewhat similar.

NO FLYING – WITH THE STORM RAGING, EVEN A SHORT HOP TO THE GENERATOR STATION COULD BE DISASTROUS.

The heroes, at this point, will be divided into two groups – warriors and techies. The warriors clear the path, with the techies following. This means that each judge should have 7 combatants, and 7 technicians. Divide as you see fit. If there are some combat groups that don't have their own techies, that's fine, and if there are some techies who don't have a dedicated combat group, that's fine as well. Just set it up to make it work.

Ideally, the heroes should be able to make their way through the crowded, noisy, party-filled streets without killing anyone. Unfortunately, the ideal and the reality are often very different. There should be a couple of combats they need to work their way through. In the first, throw a few thugs at them, using the stats below. The thugs are armed only with fists, so anyone who opens up with lightsabers or blasters on non-stun settings gets a DSP.

The second fight is a little more dangerous. Word has spread that there's someone looking for a fight wandering through the streets, and some legitimate toughs have made their way here – including 3 fallen Jedi Padawans, Yrral, Lyrrad, and Lerred, the dreaded Cerean triplets. They will watch the first round of the fight from a balcony as their lackeys pull blasters on the heroes, then utilize their Fear ability on the most threatening (read: Highest Jedi level) heroes before leaping down with lightsabers ignited.

Yrral, Lyrrad, & Lerred, Cerean Dark Jedi Consulars 3; IM +5; Def 15 (+5 class); Spd 10 m; Sz M; VP/WP 21/14; Atk +3 melee (2d8+1, lightsaber [crit 19-20]), +2 ranged (3d4, holdout blaster pistol); SQ none; SV Fort +5, Ref +2, Will +7; SZ M; FP 2; DSP 9; Rep 3; Str 12, Dex 10, Con 14, Int 12, Wis 18, Cha 10.

Skills: Enhance Ability +8, Enhance Senses +9, Farseeing +9, Fear +14, Sense Motive +10, Intimidate +4, Knowledge (dark side lore) +6, Battlemind +4, Force Defense +4, Speak Dosh, Speak Cerean, Speak Basic, R/W Cerean, R/W Basic.

Feats: Weapons (simple, blaster, etc.), Force Sensitive, Sense, Improved Initiative, EWP: Lightsaber, Control, Dodge.

Equipment: hold-out blaster, lightsaber (stolen from Jedi Academy), street clothes.

Various Thug 2; IM +0; Def 12; Spd 10 m; VP/WP -/15; Atk +4 melee (1d6+2, baton), -2 ranged (3d6, blaster pistol); SQ nil; SV Fort +4 Ref +0, Will +0; SZ M; FP 0; Rep 1; Str 15, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +3, Jump +2.

Feats: Toughness, Simple Weapons, Light Armor.

Equipment: Blaster pistol, baton, fatigues.

Use as many thugs as you feel are appropriate to augment the scary Jedi. And remember – there's no save vs. Fear. This is supposed to be a tough, but winnable fight. If you need slightly tougher thugs, or if you have one of the truly buff LF groups, go ahead and sneak-attack a little with some of these goons:

Various Human Scoundrels 5; IM +7; Def 19; Spd 10 m; VP/WP 25/12; Atk +4 melee (1d4+1, knife), +6 ranged (3d6, blaster pistol); SQ Illicit Barter, Better Lucky Than Good, Sneak Attack +2d6; SV Fort +2, Ref +7, Will +2; SZ M; FP 3; Rep 2; Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 13.

Skills: Bluff +9, Profession (Piracy) +9, Hide +11, Spot +9, Listen +9, Search +8, Appraise +5, Jump +3, Tumble +6, Move Silently +14.

Feats: Alertness, Dodge, Weapon Group Proficiencies (blaster pistols, simple weapons), Improved Initiative, Skill Emphasis (Move Silently).

Equipment: knife, fatigues, blaster pistol.

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Try not to kill anyone. If the reserve corps (the techies) want to try firing into the fight (they're coming through about 20 meters behind), then that's fine. Just remember that it's **you** who has to run the ensuing mass combat! Also make sure to tell them that unless they get involved, they won't get shot at, but once they're in... they're pretty much fair game.

OPTIONAL: If one group gets in trouble, they can shout for help and have a rescue squad from another table come and help them; I leave this up to the folks who actually end up running the interactive at Gencon, but it could be fun to have other PCs doing run-ins to save groups that are in over their heads! (Heck, you might just roll randomly and have an entire gang encircle one group as they try to make their way through, and force them to call for help! If you go that route, make sure you have a large open area in the center of the room, and several judges available to run the different sections of the combat.)

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Side Event 3: The Task at Hand

Now, the technicians get to shine. With the combatants setting up a perimeter (I'd recommend a wandering judge come around with a handful of thugs for them to shoot at every once in a while), the technicians must bypass the security system on the generator station.

This will NOT be possible for anyone to do by themselves. However, some of them are going to try it by themselves. The DC to disable the security system is 41. Failure means the security system delivers 3d6 electrical stun damage (DC 18 fortitude save to prevent being stunned for a # of rounds equal to the damage dealt; save fully negates). The heroes need to work together to aid one another. If everyone is working together, and the roll still gets botched, the shock still goes off on the primary person, but the system also shuts down immediately afterward, allowing the heroes access to the next task.

The interior of the generator station is a mess of wires and half-melted machinery. Clearly, things have been overheating constantly, and the generators are on the verge of breaking down.

Now it's time for repair checks. There are multiple pieces of machinery that need repairing. Be creative, and make them nervous. This part, you can send different people off to do different things. This is a good time to note that there's fighting directly outside, to give them a sense of urgency.

You're looking for DC 15 checks to repair most of the machinery in here. Whoever rolls the highest on their repair check also notices the following:

As you get the panel fitted back into place, you glance up through the skylight and see that the main transponder dish, on the roof, is wobbling dangerously. If that goes down, the city will lose power!

And this is where they should start to get nervous. Getting to the roof is no trouble. They can find stairs, or they can come up with a creative way to climb atop the machinery and go through the skylight. Either way works. Cinematic behavior is encouraged. Oh, and the skylight is 10 meters off the floor.

The transponder dish needs to be secured, and they're going to have to figure a way to do so. If they happen to be carrying full toolkits (and some of them may) that will help, but the rivets that hold the dish in place have been popping, and only 2 of the 8 are still attached.

Feel free to go overboard describing this. The sounds of the party are overwhelming, but they can hear the roar of the storm just beyond the city's shields. The colors in the sky are beautiful, and frightening, and not at all calming. If those shields go down, Tolea Biqua is slag.

Have them roll some repair checks. They can all help one another. There is a transmitter at the back of the transponder dish that is beeping rapidly. The computer in the transmitter was recently subjected to an energy surge, and is not running its primary program. (Computer Use, DC 20 to notice that it's asking for the "FL-00 subroutine" and to run the subroutine to get it running again. In other words, there should be something for everyone to do up here, getting the repairs made, and getting the computer up and running. Write down the DCs made on the repair checks to the transponder dish, tell the players that it "Looks like everything will work, but only time will tell," and take the DCs to Jae Walker.

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FOR THE INTERACTIVE STAFF ONLY

Don't share this with the judges. What would the fun be?

The repairs work. I mean, c'mon. Are we going to blow up Tolea Biqua with all the PCs who attended Gencon on board? I don't think so. But it's good to make them sweat. Besides, they don't actually KNOW what would happen if they failed. So if some of them choose to stay and watch over the transponder dishes, that's all right.

About fifteen minutes after the last session of Side Event 3 ends, make the following announcement.

Just as quickly as the radiation storm whipped up from the center of Genarius, the swirls of color fade and the screeching of the winds ends. You have saved Tolea Biqua – and the party can continue!

At this point, other awards should be given out, including the ship (if appropriate), and the minor radiation effects included as the appendix to this event should be offered to the heroes. If it is permissible for us to sell the effects and donate the proceeds to a charity of LucasFilms' choosing, we should do so. Otherwise, we should offer them, one per player, to those in attendance at the interactive.

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Appendix: Minor Radiation Effects

These effects are good for the next Living Force event in which the hero participates. They wear off after two months real time (i.e., they cannot be used after October 6, 2001). These envelopes must be opened in the presence of the judge for the next event the hero is involved in, by the judge, and the results should only be conveyed to the player immediately if there is an immediate effect.

1. Gain 1d3+1 strength for the duration of the event
2. Gain 1d3+1 dexterity for the duration of the event
3. Gain 1d3+1 constitution for the duration of the event
4. Gain 1d3+1 intelligence for the duration of the event
5. Gain 1d3+1 wisdom for the duration of the event
6. Gain 1d3+1 charisma for the duration of the event
7. Lose 1d3+1 strength for the duration of the event
8. Lose 1d3+1 dexterity for the duration of the event
9. Lose 1d3+1 constitution for the duration of the event
10. Lose 1d3+1 intelligence for the duration of the event
11. Lose 1d3+1 wisdom for the duration of the event
12. Lose 1d3+1 charisma for the duration of the event
13. You have a +1 bonus to all attacks, saves, and skill checks for the duration of the event
14. You have a –1 penalty to all attacks, saves, and skill checks for the duration of the event
15. You gain the Heroic Surge feat for the duration of this event. If you already have the Heroic Surge feat, you may utilize it one time more per day of the event than you would otherwise be able to.
16. You have a +4 bonus to all saves vs. Force powers for the duration of the event.
17. You have a –4 penalty to all saves vs. Force powers for the duration of the event.
18. You gain the Dodge feat for the duration of this event. If you already have the Dodge feat, your bonus against a single chosen opponent is +2, rather than +1, until the event ends.
19. You begin the event with 10 more vitality points than you typically have. For purposes of healing, your normal max vitality is the highest amount you can be healed to if you take damage.
20. Your maximum vitality for this event is 5 lower than your normal maximum.
21. You gain the Toughness feat (+3 wound points) for the duration of the event.
22. You are down 3 wound points for the duration of the event.
23. Your skin turns blue for the duration of the event, except under conditions of heavy exertion, at which point it returns to its normal color. (Note that this will make Wookiees look pretty silly, as the blue is very bright, and shows through even their thick fur.)
24. Hair grows from the top of your head (whether or not you usually have hair) at a rate of 5 cm per hour for the duration of the event.
25. You are light sensitive for the duration of the event. +4 to all search and spot checks, -1 to all attack rolls and skill checks in combat involving blasters or lightsabers, or in other conditions of rapidly-changing lighting.
26. If you are Force-sensitive, you lose access to all Sense-based skills and feats for the duration of the event. You gain a +3 bonus to the use of all other Force-based skills and feats for the duration of the event. If you are not Force-sensitive, you gain access to any Sense-based skill other than Fear that can be used untrained (but gain no ranks in it) for the duration of the event.
27. If you are Force-sensitive, you lose access to all Control-based skills and feats for the duration of the event. You gain a +3 bonus to the use of all other Force-based skills and feats for the duration of the event. If you are not Force-sensitive, you gain access to any Control-based skill that can be used untrained (but gain no ranks in it) for the duration of the event.
28. If you are Force-sensitive, you lose access to all Alter-based skills and feats for the duration of the event. You gain a +3 bonus to the use of all other Force-based skills and feats for the duration of the event. If you are not Force-sensitive, you gain access to any Alter-based skill other than Force Grip that can be used untrained (but gain no ranks in it) for the duration of the event.