

# Peaces

**Interactive to Accompany the Blinking Eyes Trilogy  
A One-Round Living Force Live Action Event**

**by Morrie Mullins & Lee Pickler**

Amidst the hoopla surrounding the discovery of the Syndicate, and the disclosure that several transmitters seem to have been placed around Cularin by representatives of the Metatheran Cartel, a quaint distraction arises – a pod race. But while the racers are busy, other forces are at work, some very sinister. A Living Force interactive event for characters of all levels.

Note to organizers: If you would like to have metagaming at your interactive, please contact us at [LFAdmin@living-force.net](mailto:LFAdmin@living-force.net) for additional materials.

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*Peaces* is a non-standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time will vary.

It is a good idea to ask each player to wear a nametag. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which character. Players are encouraged to dress in costume for the event.

**Scoring the game for RPGA points:** There is no voting involved in RPGA Network interactive events. You can take attendance and then fill out no-vote scoring packets with the NPC volunteers as judges.

A note about the text: Some of the text in the module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Live action events require flexibility. What we provide in *Living Force* is a framework, along with overall goals for the event. How the events unfold throughout the course of the interactive is up to you, the organizer, and your staff. Some conventions may run this with 50-100 players; others may run it with 20 (we do not recommend interactive-style events for fewer than 15-20 players, as the number of judges makes running it for so few prohibitive). The story should remain the same, but how it gets told is up to you.

### Character Earnings

Characters do not get to roll their craft or profession skills for *Living Force* interactives.

### Issuing Force and Dark Side Points

*Issuing Force Points:* When heroes perform cinematically heroic actions, don't forget that you may issue a Force point for such activities. Because this is a heroic campaign, we expect heroism - and encourage judges to reward it. In the course of a standard *Living Force* event, there are many opportunities for heroism. If a *Living Force* hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything will be that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the

judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 157) define "Dramatic Heroism" as follows:

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

*Issuing Dark Side Points:* Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can get Dark Side points. There are just too many ways that the beginnings of "evil" can manifest themselves.

To quote the *Dark Side* book... "Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

"When a Gamemaster is in doubt about whether to award a Dark Side Point to a character, he or she should consider the character's motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the character choose an option simply because it would allow her to spill an enemy's blood? Was greed or envy involved? Jealousy?" (Great section, beginning on page 41, which illustrates the problem fairly precisely.) The GM must assess the motivations of the hero, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

### General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

The point of *Living Force* is not to kill heroes. If you believe a combat is too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up - within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that's fine.

But let's not have any "dumb" deaths. That's not what *Star Wars*, or *Living Force*, is about.

This is an adventure for any level Living Force heroes. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

## The Story

In the “Blinking Eyes” trilogy, the heroes of Cularin had the opportunity to deal with several threats to the system, and to the planet itself. In “Quarters,” they made their way from Varna Biqua to Cularin in search of answers about a datapad they had discovered. This datapad contained information that had been turned up by Salld Nrumpp regarding three strange transmitters on Cularin. While the heroes might not have known it at the time, those transmitters were identical to the transmitter found aboard the ship given to Cularin a year before (at Winter Fantasy 2001) by the Metatheran Cartel, and may well represent more attempts by the Cartel to monitor activity on Cularin. Given that the transmitters were planted in the main office of Cularin Central Finance, in the control tower of the Hedrett Groundsport, and in the Council Chambers at Hedrett, espionage is not out of the question.

Reality of the situation is this: The Cartel is denying any involvement in the transmitter fiasco, and is pointing the finger of guilt at “the Syndicate,” a criminal organization that has been burgeoning under the leadership of Alina Impeveri, daughter of Hedrett Senior Counselor Westa Impeveri.

Alina’s activities came to light in “Halves” and “Holes.” In “Halves,” she removed her competition, Cavin Chistor (son of Barnab Chistor, Governor of Gadrin), from the picture by turning Cavin and his partner in crime against one another. She also planted a bit of damning evidence against her own father, a heavily doctored recording of him meeting with a representative of the Trade Federation. In reality, the recording was created by a slicer who was a former protégé of the infamous Baylan, and did not actually include a Neimoidian, but a Duros named Ulli Fuolos in extensive make-up, but it was still enough to get Counselor Impeveri to step back from the public eye for a time. This is precisely what Alina wanted, because it allowed her the chance to step in and begin her own climb to the top of Cularin’s political ladder.

In “Holes,” things went sour for Alina. Her secret base of operations in the Ishkik Caverns was discovered, and her alliance with a Filordi representative of the Metatheran Cartel came to light. The head of the Cartel in Cularin, Thurm Loogg, is planning on turning the “traitorous wretch” over to authorities, if the Filordi hasn’t already been captured, but has yet to do so. This will occur in the early stages of the interactive.

In “Peaces,” a new major sporting event is being introduced to Cularin – a pod-racing track has been laid through part of the jungle the Tarasin no longer claim (and have not for years, because of the presence of kilassin in great numbers), and an inaugural race is being held. This race is the backdrop for a great deal of action, as it brings to the system Skall Delos, a pod racing pilot of great reknown, who also happens to be close friends with the late Barrit Bosch, the slicer who created the forged scene of Impeveri negotiating with the Trade Federation.

Delos was given a copy of the materials used to create the forgery, and told, “If anything happens, you’ll know how to use these.” Bosch was an old and dear friend, and Delos is intent on doing two things: first, winning the inaugural race on the Cularin pod track; and second, getting revenge on the person responsible for Bosch’s death, by announcing from the victor’s podium that the recent public castigation of Counselor Impeveri was a fraud, and that he has proof.

Unfortunately, Delos crashes during the race – or so it seems. No body is recovered from the wreckage, and upon examination of the wreckage, the pod that was brought back is not the same one Delos took out.

This brings several concerned contingencies to the front. Delos had contacted Impeveri’s office upon arrival in Cularin, stating that he had information that would clear the Counselor of all charges, but that he wouldn’t be releasing it until after he won the race. As a backup, he also contacted the Metatheran Cartel, since it was made clear to him that whoever hired Bosch did it to undermine **all** traders in the system aside from the Syndicate. Thus, both the Cartel and Impeveri want someone to go out and find Delos, if he’s alive, and bring him back.

He is, in fact, alive, and is currently eluding capture by Alina’s goons in and around section 19 (the old mining equipment) of the course, where he crashed. Alina, in the meantime, knows that someone is likely to come looking for him, and has set up a diversion – several individuals who all look like Delos (through her illusion skill) to keep any rescuers busy while Delos is captured, the location of his information extracted from him, and he is killed. If the heroes manage to figure out that the individuals who look like Delos are all red herrings, and can then rescue Delos himself from Alina and her thugs, they can turn him over to either the Cartel or Counselor Impeveri, and restore the Senior Counselor to his position in Hedrett. Otherwise... all is lost for Counselor Impeveri.

## The Details

There are a few NPCs who will need to have someone

playing them during the interactive. The names of NPCs who require a judge to portray them are set off in **bold type**. Note that these are not the only NPCs who are present, and if you can structure the interactive to be more meaningful for your players by including other NPCs, you have some leeway. You cannot include major NPCs from the Living Force Campaign Guide (Master Lanius, Nirama, etc.), but if you want to allow your judges freedom to create their own, to flesh out the scenes, feel free. Just make sure the individuals in bold type are covered.

The opening announcement for the interactive:

*In the days following the discovery of the Syndicate in the Ishkik caverns, life has been tense. All the political maneuvering in Cularin has its citizens fed up with lying, cheating, and stealing. Just in time, a diversion presents itself – a celebration of the opening of the Cularin Swamp Run, the first podrace track in Cularin! All pilots are welcome to attend and participate, and there will be food and drink for all!*

During the first hour or so of the interactive, a few things will be going on. The standard metacampaign booths will be open, and any judge who is not running the metacampaign booths will be running a podrace heat. There will be multiple heats of 3-6 racers per, with the winner from each heat advancing.

**RUNNING THE HEATS:** Pods will be randomly assigned to racers for each heat. To keep things “fair,” the organizers of the race have provided racers, and to some extent, it will be luck of the draw who gets which pod. At each obstacle, the racers roll their pilot checks. Utilize the rules in the Tatooine source book, with any modifications included in the appendix to this event (DM Aid #4).

**OTHER THINGS THAT ARE GOING ON:** Several individuals will be wandering through the crowd, spreading rumors. Rumors that need to get spread...

1. There’s a ringer here, from Alderaan (or Corellia; there are different stories). His name is Skall Delos. (Spacer Lore, or a similar skill, DC 15, will reveal that he actually is from Alderaan, and if this is really him, he’s a very good human pod racer – quite a rarity.)
2. The Cartel is entering someone in the race. (Gather info will reveal that this rumor comes from several sources, and various folks point to a number of racers, none human, who are said to be in the employ of the Cartel. None of these individuals will admit to being employed by the Cartel, but they only have Bluff at +5, and actually

are Cartel lackeys. If the heroes press this, they can probably get at least one of these folks thrown off Cularin. Have fun with the expulsion.)

3. The Cartel is providing prize support for the race. Maybe a new pod racer for the winner, unless she has her own. (This will be confirmed later.)
4. Alina Impeveri has escaped custody.
5. There were a bunch of transmitters found recently, and they were the same kinds of transmitters that were on the ship the Cartel gave Cularin a year ago. The Cartel is bugging places like the Hedrett Groundsport and Council Chambers, and the main office of Cularin Central Finance! (No one can independently verify that these were the same transmitters, but there were the right number of them...)
6. The Cartel has denounced the actions of its “rogue member,” the Filordi who was working with Alina Impeveri in “Holes.” They have publicly stated that he is a disgrace, and should not be taken as a representative of the “kind and benevolent” Metatheran Cartel.

The first hour of the interactive should be dedicated to rumor-mongering, information gathering, and the chance for the heroes to interact with the NPCs present while visiting the various booths. NPCs include Westa Impeveri and Xav Verivax, as well as a few random extra-system racers (but not Delos, he is off preparing for the race, and cannot be found to talk to).

At the one hour mark, a large viewscreen that has been set up to show the action of the race flickers to life, and a familiar image, with a too-broad smile, comes into view. Enter **Thurm Loogg** (at WF, to be played by August Hahn). Thurm’s speech is included as an appendix to this event.

There is one authorized Cartel representative on Cularin right now, a Twi’lek named **Hril Bast**. He is quietly circulating through the crowd, and will extol the virtues of Loogg to anyone who will listen, talking about his compassion and kindness. (Put your slimiest judge on this duty; Bast is a sleaze, and should be played as such.) He will deny any knowledge of (a) the incidents in the Ishkik Caverns, and (b) the transmitters. The Cartel would NEVER engage in such activities! Really! Trust me!

**Westa Impeveri:** Impeveri is present to plead his case. He believes he has a great deal to offer Cularin, and Hedrett in particular, and wants to assess public support. He is unfailingly honest – any attempt to sense motive on him will reveal that he’s probably telling the truth. He has not dealt with the Trade Federation, he has not dealt with the Metatheran Cartel (other than in official capacities, prior to their violation of their

charter), and he believes, much as he hates to admit it (this is something that will need to be drug from him) that his daughter was likely behind his fall. He is very disappointed in her, and blames himself for not raising her better.

**Xav Verivax:** He's out to find ladyfriends. Many heroes will have met him before. He does not remember ANY of them. He looks a little scruffier than he did either of the other times they might have met him (either in MidWorld, or at the Gen Con interactive "Blown Away"), but it's clearly the same guy. Maybe he's just letting himself go... or maybe he's drunk. Or insane.

**Tarasin representative:** An NPC to cruise the crowd and rile people up against the Cartel. The Tarasin have long memories, and it's only been a year since the ch'hala incident (when the Cartel was shown to be chopping down the sacred ch'hala trees).

Cularin militia: **Osten Dal'Nay** is present (NPC from Tilnes Rising). He is doing recruiting for the Cularin militia; there is no representative from the Thaereian Military here, although there are rumors that one of the pilots in the race is a Thaereian operative. (Osten has heard this, and others may spread the same rumor, but no evidence of the truth of the rumor is ever uncovered). NOTE THAT THE ABSENCE OF THE THAEREIAN MILITARY IS IMPORTANT TO EMPHASIZE.

Things Osten knows now, that he didn't know at the end of Tilnes Rising: (1) He is very glad to be away from the Thaereian Military; (2) He believes there is a future for the Cularin militia, if there are sufficient heroes interested; (3) the Jedi were kind hosts, but he is no longer staying on Almas, since he didn't want his presence to interfere with anything; (4) the Jedi are not officially supporting the Cularin militia, but they have made several introductions for him, to individuals who can assist with building the military; (5) Broof Yurdel (the Gungan soldier from the Eye of the Sun trilogy) has already joined up. (Note to interactive organizers: If you want to have Broof make an appearance as an NPC with Osten, this is fine; he's very anti-Cartel, and has never been a big fan of the Thaereian Navy, whom he believes to be "very much wid da heavy hand; deysa bombad militaristics.")

By the 1:30 mark, all the race heats should be completed. At this point, run the final race, with play-by-play over the intercom system if at all possible. At part 9 of the track, the judge, who will be rolling for Delos, should roll behind his hand, cringe, and nod to the announcer, who should provide the following kind of description.

***Delos drops back to the rear of the pack – probably going to use his trademark come from behind maneuver. But it looks like something's gone wrong! Delos's right engine seemed to give out, and he just careened into the side of one of the rusted-out pieces of mining equipment. Look at that fireball! The rescue patrol is already on its way.***

There's no body in the wreckage, but it's very definitely wreckage. No amount of searching this portion of the track will do any good, since the actual pod, and its pilot, are a good distance away already, having been taken down by an ion blast. The crash was an illusion, although the fire and the wreckage are real – just a different pod.

When the wreckage is brought back in, give the heroes a chance to roll spot checks on it (DC 20). If they make the roll (or whoever comes closest), they notice that the body shape for the racer is all wrong. This is definitely not the pod Delos was using for the race.

At or before the 2:00 mark, it's time to begin the mini-missions. All the booths should be shut down, and all judges allocated to running mini-missions. ALL the judges. Two announcements must be made – one by Impeveri, and one by Thurm Loogg.

#### Impeveri's Announcement

Note that this is done in smaller groups; the individual portraying Impeveri should make their way around the room and ask that the heroes form small groups (he has a speeder to loan them that seats 6, conveniently) and then meet up with him for more information.

***"Friends – citizens – Skall Delos contacted me when he arrived on Cularin. He claims to have information that will exonerate me. I've heard the rumor that he might not have died in that crash, and would very much appreciate it if you could put together a team to go and find him. I will be in your debt."***

Once the heroes have formed up into groups of 6, they will be assigned a judge, and will run through the mini-mission.

#### Thurm Loogg's Announcement

Loogg's grinning, porcine face appears on the enormous viewscreen.

***"Oh brave citizens of Cularin, the Cartel extends its most grave condolences to the family of Skall"***

## ***Delos. We –***

The transmission abruptly ends. Loogg was just informed that Delos is not dead, and his representative on-planet, Hril Bast, is about to begin making his rounds. When the groups are assembled, Bast will stop and speak to each of them, making the following offer.

***“I understand that you may be in a position to locate the missing Delos. This is good, yes. This is good. The Cartel very much wants Delos returned. The Cartel is most fond of Delos. Should Delos be turned over to the Cartel immediately upon his recovery, it would be worth a great deal to the Cartel. Say, 3000 credits to each of you? No, no. Don’t answer now. Think about it. And here’s my comm code.”***

Hril will be happy to answer basic questions. No, the Cartel will not harm Delos. No, the Cartel will not transport Delos off-planet. The Cartel only wants a chance to speak with Delos first. Of course, if the heroes act as bounty hunters, they must agree to his terms; if they turn him over to the Cartel, and are paid for their trouble, they cannot tell anyone they did so. Hunter-client privilege, and all that. This is non-negotiable.

The heroes will then engage in the mission, to locate Delos, recover him from the wreckage of the old mining machinery, and bring him back. He will be able to exonerate Impeveri, although if the majority of groups end up handing him over to the Cartel and taking the credits first, the Cartel will get the accolades for restoring Impeveri to power, and Impeveri will be forced to begin campaigning to allow them back on-planet.

## **The Setting**

### **Scene 1: The Big Party**

The crowds are milling around Gadrin and Hedrett as preparations are made for the race. Individuals interested in competing in the race are rushed off to get prepared, and things are frantic. There are, as ever, politicians present (it’s on Cularin, after all), and the primary politician making his presence known is Westa Impeveri.

Other NPCs are present as well. During this time, the rumors outlined in previous pages should begin to be spread, and the trial heats for the podraces should be run. The pilots get to race, everyone else gets to get a feel for the story.

Other tidbits that are floating around:

- The Raging Rancor cantina, on Varna Biqua, was burned down. **Famier Denzmorren** is somewhere around the crowd, and is talking about setting up shop again elsewhere in the system. Varna Biqua, he’s decided, just was a little too seedy for the family kind of establishment he wanted to run. Besides, he was insured.
- A group of bounty-hunters that was roaming Cularin has left the system. No one was all that upset to see them go.
- Ryyk blades seem to be making a comeback. They’re a popular fashion accessory right now. (A minor fracas starts at one point when a Wookiee sees a Trandoshan wearing one of the blades, but the Trandoshan is more than willing to hand it over without a fight, if any of the heroes are willing to step in and intervene. Feel free to put a couple of judges on this.)
- The ship the Cartel gifted to Cularin a year ago is in orbit right now. It’s actually a very nice ship – which is good, since it makes up 100% of the dedicated military force on Cularin!

These pieces of information should be spread around different judges/NPCs. Anything else you think is interesting can be included as well. Frankly, if you’d like to let your judges make up random rumors, that’s fine – lots of things get said at these kinds of gatherings that have no bearing on reality!

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: Various excitable race fans, Lony Hertz (Force Adept contact person), Xav Verivax, Westa Impeveri, Tarasin trouble-maker, etc.

### **Scene 2: Vanster Enan’s**

The popular pub in Gadrin is again a center of activity, as the Tarasin band wails (quite literally) and drink and games are available for all.

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.

In addition, wagers may be made on the upcoming podrace. Skall Delos is the favorite, going off at 2:1. Any hero pilot only has odds of 20:1 of winning the podrace, and no bet of more than 100 credits will be covered (e.g., if a hero wins the overall race, the maximum payoff to anyone who bet on that hero is 2000 credits).

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: Vanster Enan, half-owner of Riboga's Barge (the other Trandoshan who co-owns the bar is out "surveying the competition"); Barsus; a bartender; a bookie; and a Wookiee arm-wrestler (apparently a staple for LF interactives).

### **Scene 3: Cularin Militia Recruiting Station**

With some doubt thrown on the trustworthiness of the Thaeirian Military, following the incidents beneath Tilnes, the rumblings of discontent in Cularin have led to the first signs of a true local militia developing in Cularin.

Osten Dal'Nay, the defector from the Thaeirian Navy, is organizing the early portion of the militia, and is present doing the recruiting. He will be polite and thankful to any heroes who helped him escape from Tilnes, and will apologize for his rather cowardly behavior. He knew he was going to be chased, and someone would be trying to kill him, but that's no excuse for his "simpering." He knows the information as laid out above. Specifically:

- (1) He is very glad to be away from the Thaeirian

Military; (2) He believes there is a future for the Cularin militia, if there are sufficient heroes interested; (3) the Jedi were kind hosts, but he is no longer staying on Almas, since he didn't want his presence to interfere with anything; (4) the Jedi are not officially supporting the Cularin militia, but they have made several introductions for him, to individuals who can assist with building the military; (5) Broof Yurdel (the Gungan soldier from the Eye of the Sun trilogy) has already joined up. (Note to interactive organizers: If you want to have Broof make an appearance as an NPC with Osten, this is fine; he's very anti-Cartel, and has never been a big fan of the Thaeirian Navy, whom he believes to be "very much wid da heavy hand; deysa bombad militaristics.")

NPC present: Osten Dal'Nay, Broof Yurdel

### **Scene 4: The Jedi Enclave**

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 previous interactives, I'm sure it will turn into something more when trouble breaks out.

Note that the Jedi will be present, regardless, but they are only useable from a metacampaign standpoint if approval has been granted by the Living Force metacampaign director (lfmeta@living-force.net). We encourage con coordinators to collect information from players about interested characters, to forward to the metacampaign director.

NPCs present: Various Jedi

### **Scene 5: Lony Hertz's Force Adept Club**

Lony is the individual who has taken up the daunting task of helping young Force Adepts find suitable mentors. (Name subject to change by Metacampaign administration.) 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.

Note that Lony will be present, regardless, but is only useable from a metacampaign standpoint if approval has been granted by the Living Force metacampaign director (lfmeta@living-force.net). We encourage con coordinators to collect information from players about interested characters, to forward to the metacampaign director.

NPCs present: Lony Hertz

## Mini-Mission

*Key ideas of this mission: rescue Skall Delos and decide what to do with him*

Going into the mission, the heroes know that they must find Delos, because he has information that will clear Impeveri. Impeveri does not know what this information is, but he knows that if Delos is not found, he has no chance to be cleared.

Hril does not provide much useful information, other than a guarantee of 3000 credits per hero to any group that finds Delos and brings him back, courtesy of the Cartel. Delos will not be harmed in any way, the Cartel just wants to speak with him – and, though he won't admit it, to get the credit for returning him to Impeveri.

They can learn that Skall Delos is a human male, about 28 years old, with dark hair that he always wears back in a ponytail, and a black vest with the letters "SD" on the breast pocket.

The heroes can take a speeder Impeveri provided them to the edge of the swamp. However, the speeder isn't going to go over the swamp course the way the pod racers did, so the heroes are going to have to make the kilometer-long trek to the mining machinery on foot.

On the way, one or more of the dianogas below attempt to attack them. Roll the hide and move silently checks for the dianoga, and then have players roll opposed spot and listen rolls to realize they are about to be attacked. (Okay, remember that thing in the trash compactor with Luke, Leia, Han, and Chewie? That was a dianoga.)

Make sure to scale the combat appropriately. If an entire group is low-level characters, drop the defense value of the dianoga, and take away some of its vitality points. The fight should be exciting, but not deadly. Let me spell it out for you: DO NOT KILL CHARACTERS WITH THE DIANOGA. But if someone gets lucky and crits the beast to death on the first shot, have another one show up. Have fun with it, but don't let the combat drag on for more than 10 minutes.

**Carnivorous Dianoga:** Aquatic Scavenger 4; IM +1 (Dex); Def 20 (+10 natural, -1 size, +1 Dex); Spd 10m; VP/WP 38/16; Atk +9 melee (1d8+4, tentacle) or +7 melee (2d6+4, bite), +6 ranged; SV Fort +7, Ref +7, Will +1; SZ L; Rep 1; Str 19, Dex 13, Con 16, Int 4, Wis 10, Cha 6. CC D.

Skills: Hide +5, Move Silently +5, Search +3.

Feats: Improved Grab, Track

Be very descriptive. It's a nasty swamp, with all sorts of strange plants with oblong fronds. A brown goo floats on top of patches of the water, and there's a strong stench of sulfur in the air. (Sulfur always makes players nervous – but it has no game mechanic effect here!)

After a good amount of walking, the heroes see shapes in the distance. Big, bulky, kind of the shape of sandcrawlers. There are several large mining implements here, one with a recent (still smoking) hole in its side, and several smaller pieces of mining machinery. All of these are left over from the time of the Tarasin revolts, so have been gradually rusting out. Another few years, and they'll crumble and sink into the swamp.

### The Search

Searching the area where the pod "crashed" turns up nothing. However, a careful search (and they can do this however they want, but it should be more than "I roll a search check" – let them describe what they want to do, and roll with it) will turn up what looks like an impact point in what looks like a shallow pool. In reality, this is a pit that Alina had Delos's pod dumped into once he was out of it. If the heroes manage to get it out (and they're heroes, they may find a way; it's a standard light vessel, for purposes of Move Object or mechanical means of raising it), or if they go down to it with a light source (remember, this is murky swamp water), it only requires a DC 10 repair check to recognize that parts of the engine have been fused by an ion blast.

Once they've found this, have them roll listen checks (DC 15). There is noise coming from one of the other old pieces of mining equipment.

*As you enter, you see that most of the interior of the great metal beast has rusted out. Fifteen meters above your heads, standing at the edge of a narrow platform suspended by thin wires, are three men. All of them have dark hair, pulled back in a ponytail. All of them wear black vests, with a stylized red "SD" on the breast pocket. All of them have their hands bound in front of them.*

*All of them look exactly like Skall Delos. Above them, on the ceiling, are ten words. "Get the right one, and he's yours. If not... boom."*

Any individual with a soldier or scout class, or anyone with ranks in the disable device skill – or, barring those, anyone else who looks like they need something to do – can roll a spot check at this point. The DC is 5 to notice that the wires holding up the platform seem to be attached to explosives beneath the



platform. There are several different packets of explosives around the room. It only takes a DC 10 disable device or explosives check to “disarm” them, since they aren’t true explosives. Recognizing that they are fake requires that the heroes make a careful study of them, which they really can’t do from 15 meters away.

Here’s the deal. None of the three Skalls are the real Skall. He escaped, and Alina put three of her goons here, with gags in their mouths so they couldn’t be mind-tricked into talking (plus, she put them 15 meters away) while she and some other goons hunted him down. She knew someone would probably come looking for him, and had hoped to have him dead by now.

There are a number of ways to deal with this encounter. First, they can come up with a way to get up to the platform that doesn’t involve touching the platform itself, since anyone with disable device is pretty sure that the platform is going to be pressure sensitive, and rigged to blow if something is done wrong. Once they have their hands on the 3 Skalls, it will be easier to realize that all of them are grunts, cloaked in illusion. (Remember, per the illusion skill, there is no auto-success on the will save unless the hero is faced with incontrovertible proof that the illusion is not what it appears; seeing 3 of the same man in the same place will give saves, but each hero only gets one save to try to see through each of the 3 illusions, and then one resave with a +4 bonus if someone else sees through the illusion and tells them how.) There are also just enough differences across the 3 illusions to keep the heroes guessing. Going from left to right...

Illusory Skall 1: Tot, the Sullustan – The illusion masking Tot is the weakest of the 3 Alina created. The DC for the will save to recognize it as an illusion is only a 20. If the heroes can reach Tot, the illusion will not fool their hands. A Sullustan face feels nothing like a human face. The Tot illusion also wears its blaster on the left hip, instead of the right (DC 10 spot to notice this). Delos’s pod was set up for a right-hander.

Illusory Skall 2: Aeios, the Zabrak – The illusion masking Aeios is slightly stronger, requiring a DC 25 Will save to see through. (Remember, natural 20 always saves.) As with Tot, the illusion on Aeios will not mask tactile recognition of the Zabrak horns. The Aeios illusion has several recent burn marks on its cheeks – which would be convincing if Delos had crashed and burned, but there was no evidence on his ship that any burning occurred. A DC 15 Treat Injury check will allow a hero to determine that the burns on the face of this individual couldn’t have been caused by the crash of the actual pod.

Illusory Skall 3: Naren, the Human – This is Alina’s best illusion of the 3, requiring a DC 30 Will save to see through. (Again, natural 20 always saves.) Naren also has long hair, and human features, so feeling his face will not reveal that he is other than what he appears. However, Naren doesn’t know much about Delos, so any attempt to ask him questions about his past will stump him. (Naren has NO ranks in Spacer Lore!) In addition, Naren has a very distinct accent – he speaks in a throaty way that says he spent a lot of time in Hutt space, which Delos never has. The illusion on Naren has no major flaws that the heroes can find, but once they get him off the platform and he removes his gag (a strange-looking action, since the illusion isn’t wearing a gag), the game is up.

None of the three goons (they’re all Thug 1’s) know where the real Delos is. They were left here to distract anyone who came along.

As they’re realizing that this was all a ruse, someone comes rushing toward their position (listen, DC 10). It’s the real Delos.

***A very muddy, flustered-looking man with long hair and what might have once been a black vest flings himself through the doorway and lands at your feet. “You’ve got to get us out of here! They’re trying to kill me!”***

He’s a little freaked out by Alina and her goons, but can answer any questions the heroes pose to verify his identity. Alina has already realized that things are too hot here, and has taken off for other parts. But she did leave behind a large number of thugs, who are going to chase the heroes once they begin to leave the swamp. It’s a minor running combat. Again, NO KILLING HEROES IN THE MINI-MISSION.

When the heroes make it back, they have to decide to whom to give Delos. Do they turn him over to Impeveri, or do they give him to the Cartel and take the 3000 credits each? (They can also give him to someone else entirely, like the Jedi Academy; if they give him to anyone else represented at the interactive, other than the Cartel, he will be turned over to Impeveri immediately and the heroes will be credited.)

## The Conclusion

Around the 3:15 or 3:30 mark of the interactive, Impeveri will address the crowd again. He will first play for them a series of holo-vignettes, which include recordings of himself, and of a creature that looks like a Neimoidian, but which is actually a Duros in heavy make-up. They even show the make-up process that “transformed” the Duros into a Neimoidian. Then the

splice-work that was necessary to make it look as though Impeveri was negotiating with the Trade Federation will be demonstrated – and it’s nice, seamless work, right up until you can see how it was done. When he’s done playing the series of recordings, Impeveri speaks.

***“My friends, I thank you. You have again justified my faith in the people of Cularin. I will be resuming my position on the Hedrett Council immediately, and will be commissioning a task force to locate my now-errant daughter, and bring her to justice!”***

If the majority of the tables at the convention “sold” Delos to the Cartel, he still gets returned to Impeveri, but Impeveri also has this to say at the end.

ONLY READ THIS IF THE MAJORITY OF THE MINI-MISSIONS ENDED UP WITH DELOS SOLD TO THE CARTEL: ***“I would also like to thank our friends, the Metatheran Cartel, for their assistance in bringing Delos back.” He grimaces. “Without them... well, there’s no telling where we’d be.” And as he says this, the grinning face of Thurm Loogg appears on the viewscreen behind him, and is gone.***

Every convention that runs this interactive in 2002 needs to submit the results. The Cartel is, after all, looking for leverage to get on to Cularin again...

At this point, all that is left is wrap-up.

## **Here Ends, “Peaces”**

## **Experience Point Summary**

Experience is calculated as follows for Living Force events.

- 1) Experience awards in the SWRPG are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).
- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately

cinematic behavior, so use it!

### **Adventure Experience Award:**

All heroes who participated in *Peaces* receive 300 xp.

## **Loot Summary**

If it’s not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

Favor of Westa Impeveri (one per hero, to be awarded only to those who turned Delos directly over to Impeveri): The hero named above has the gratitude of Westa Impeveri, Senior Counselor of Hedrett. The hero may, at the beginning of any event that takes place on Cularin proper, petition Impeveri’s office for a temporary permit for any restricted item. This permit is only good for the duration of the event in question, and does not grant the item if it is not already possessed. This favor may also be used to prevent a restricted item that was found in the character’s possession on Cularin without a permit from being confiscated. Whichever way the favor is used, once it has been utilized, it must be destroyed.

OR

3000 credits, from the Metatheran Cartel (if the heroes take the money, and then make a public announcement that they gave Delos to the Cartel – an action which will not make them popular – the credits will be immediately drained from their account; sneaky Cartel slicers...)

## **Appendix 1: Thurm Loogg's Address**

Friends, I bid you welcome on this glorious day! I want to assure you that the Cartel has nothing but admiration for the heroes of Cularin, who have again demonstrated that nothing can get in the way of their system prospering!

I will not take up much of your time. The Cartel has offered to make a donation to the winner of this event, in the form of a sponsorship for future racing endeavors. One who is interested may, upon emerging victorious, take on Cartel sponsorship in future events here on Cularin, and perhaps throughout the galaxy – that's right, racing courtesy of the Cartel, because the Cartel LOVES you! Perhaps negotiations may even include a new pod racer for the lucky individual... we're always willing to negotiate.

Enjoy this grand day, citizens of Cularin! Enjoy!

## DM Aid #1: Skall Delos

**Skall Delos, Pod racer:** Male Human Soldier 2/Scoundrel 5; IM +4 (Dex); Def 20 (+6 class, +4 Dex); Spd 10m; VP/WP 45/13; Atk +6 melee (2d4+1, vibrodagger), +9 ranged (3d6, blaster pistol); SQ Illicit Barter, Better Lucky Than Good, Skill Emphasis (Repair), Sneak Attack (+2d6); SV Fort +5, Ref +8, Will +0; SZ M; FP 3; Rep 5; Str 12, Dex 18, Con 13, Int 14, Wis 8, Cha 10.

Equipment: Blaster pistol, vibrodagger, pod racer uniform, pod racer.

Skills: Appraise +8, Astrogate +6, Bluff +10, Computer Use +7, Disable Device +7, Intimidate +6, Knowledge (Pod racer Design) +10, Knowledge (Streetwise) +10, Pilot +19, Repair +13, Search +7, Spot +5; Read/Write Basic, Speak Basic, Speak Bothan, Speak Huttese.

Force Skills: Enhance Ability +11.

Feats: Armor Proficiency (light, medium), Fame, Force Sensitive, Heroic Surge, Skill Emphasis (Pilot), Spacer, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Skall hails from Alderaan. He spent his younger years exploring the wide open expanse of Alderaan's plains. When he turned 12, Skall saw his first holo of a podrace. He fell in love with the sport. Every minute afterward was spent researching pod racing, keeping up with the current hotshot pilots, etc. When he entered the Alderaanian military at age 18, Skall requested training as a pilot. He excelled. Alderaan got a pilot with a gift for flying anything and he received the training he intended to use on the pod racer circuit after his tour was finished.

After his discharge, Skall headed for the Outer Rim to make a living as a pod racer. What he found was a sport that was mostly closed to human pilots. They didn't have the "skills" and "talent" needed to fly the machines. For several years, Skall did whatever he had too, in order to and get a break. Finally a Bothan offered him a job as his team's pilot. (The Bothan's main pilot had a run-in with a nasty Dug on Malastare.)

The rest is history. The Bothan, Von Qesta, is now Skall's partner and the Alderaanian is one of the top ten pilots on the main circuit. He knows he is good, possibly the best.

Skall races on a modified Sorin v3 Avalon racer. Its slim, triple engines are bright red, in contrast with the deep blue cockpit (which is covered in soft nerf hide).

Skall does not know he is Force sensitive. He just knows that during a big race, he is able to "get in the zone" and flying becomes even easier. Skall knows the Force exists (hey, Alderaan has its share of Jedi!), but doesn't put a lot of stock in it.

**Skall's Pod racer:** Craft: Modified Sorin v3 Avalon; Class: Ground (Speeder); Cost: not available for sale (estimated price of 22,000 dataries); Size: Huge (8.7 m); Crew: Skall Velos; Passengers: none; Cargo Capacity: 5 kilograms; Speed: 160m (max. speed 820km/h); Altitude: up to 80 meters; Defense: 10 (-2 size, +2 armor); Hull Points: 24; DR: none.

Weapons: none.

*Pod racers provide one-half cover to the pilot.*

Top Speed +2, Acceleration +3, Braking +0, Turning +2, Traction +3, Durability +0; Hull Points 24; Cooling Modifier 3.

## **DM Aid #2: Other pod racers (randomly assigned for first heats, but they can pick a pod for the final heat)**

### **Pod racer 1:**

Craft: Siskin Nova-Bright 4a; Class: Ground (Speeder); Cost: 15,000(new), 8,000(used); Size: Huge (8.5 meters); Crew: Varies (1 pilot); Passengers: none; Cargo Capacity: 5 kilograms; Speed: 160 m (max. speed 820 km/h); Altitude: up to 80 meters; Defense: 11 (-2 size, +3 armor); Hull Points: 28; DR: none.

Weapons: none.

*Pod racers provide one-half cover to the pilot.*

Top Speed +3, Acceleration +2, Braking +1, Turning +0, Traction +1, Durability +2; Hull Points 28; Cooling Modifier 3.

### **Pod racer 2:**

Craft: Bossada TwinJet; Class: Ground (Speeder); Cost: 12,000 (new), 6,000 (used); Size: Huge (7.5 meters); Crew: Varies (1 pilot); Passengers: none; Cargo Capacity: 5 kilograms; Speed: 100 m (max. speed 735 km/h); Altitude: up to 70 meters; Defense: 10 (-2 size, +2 armor); Hull Points: 28; DR: none.

Weapons: none.

*Pod racers provide one-half cover to the pilot.*

Top Speed +1, Acceleration +0, Braking +0, Turning +0, Traction +1, Durability +1; Hull Points 33; Cooling Modifier 0.

### **Pod racer 3:**

Craft: Zelicos Dirt-Snatcher; Class: Ground (Speeder); Cost: 12,500 (new), 6,900 (used); Size: Huge (9 meters); Crew: Varies (1 pilot); Passengers: none; Cargo Capacity: 5 kilograms; Speed: 120 m (max. speed 781 km/h); Altitude: up to 80 meters; Defense: 10 (-2 size, +2 armor); Hull Points: 28; DR: none.

Weapons: none.

*Pod racers provide one-half cover to the pilot.*

Top Speed +2, Acceleration +1, Braking +1, Turning +0, Traction +0, Durability +1; Hull Points 30; Cooling Modifier 4.

### **Pod racer 4:**

Craft: Theris AirMax Six; Class: Ground (Speeder); Cost: 13,000 (new), 7,500 (used); Size: Huge (9 meters); Crew: Varies (1 pilot); Passengers: none; Cargo Capacity: 5 kilograms; Speed: 100 m (max. speed 745km/h); Altitude: up to 85 meters; Defense: 10 (-2 size, +2 armor); Hull Points: 28; DR: none.

Weapons: none.

*Pod racers provide one-half cover to the pilot.*

Top Speed +1, Acceleration +3, Braking +1, Turning +0, Traction +0, Durability +1; Hull Points 30; Cooling Modifier 1.

### **Pod racer 5:**

Craft: Blasik TriFold; Class: Ground (Speeder); Cost: 14,000 (new), 7,500 (used); Size: Huge (9.8 meters); Crew: Varies (1 pilot); Passengers: none; Cargo Capacity: 5 kilograms; Speed: 120 m (max. speed 781 km/h); Altitude: up to 80 meters; Defense: 11 (-2 size, +3 armor); Hull Points: 28; DR: none.

Weapons: none.

*Pod racers provide one-half cover to the pilot.*

Top Speed +2, Acceleration +1, Braking +0, Turning +1, Traction +1, Durability +2; Hull Points 32; Cooling Modifier 3.

**Pod racer 6:**

Craft: Lartus MetaStar Solo; Class: Ground (Speeder); Cost: 13,500 (new), 7,000 (used); Size: Huge (7.5 meters); Crew: Varies (1 pilot); Passengers: none; Cargo Capacity: 5 kilograms; Speed: 100 m (max. speed 735 km/h); Altitude: up to 80 meters; Defense: 10 (-2 size, +2 armor); Hull Points: 28; DR: none.

Weapons: none.

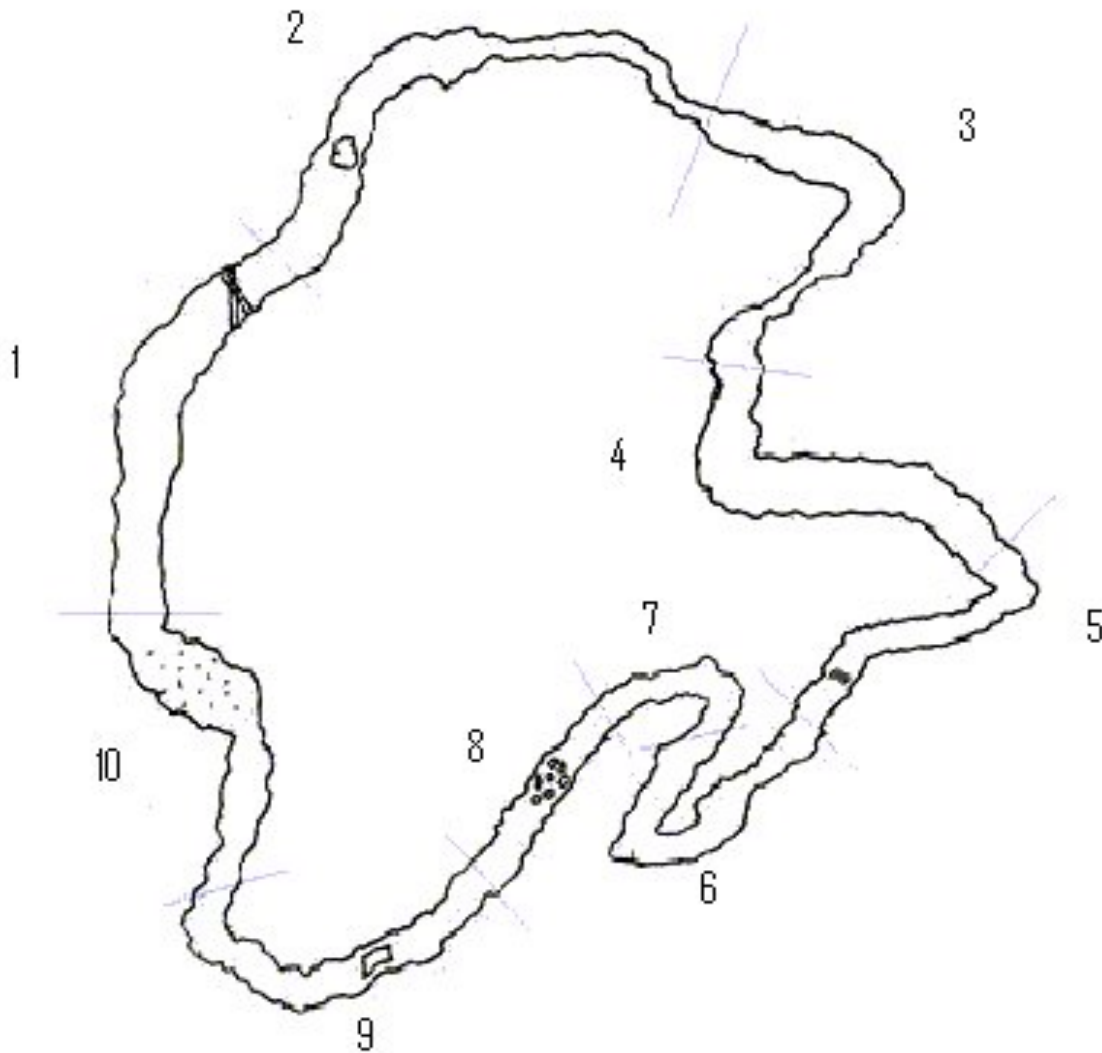
*Pod racers provide one-half cover to the pilot.*

Top Speed +1, Acceleration +2, Braking +2, Turning +0, Traction +0, Durability +1; Hull Points 29; Cooling Modifier 6.

## DM Aid #3: Cularin Swamp Run – Pod Racer Track

*Location:* Swamps of Cularin - *Track Length:* 10 stretches, 2 laps

- |                        |  |
|------------------------|--|
| 1. Obstruction         | Avoid hazard DC20 (three trees leaning together; racer course passes through the openings)   |
| 2. Narrows             | Downed large tree (DC10)/Triple Lane   |
| 3. Turn/Narrows        | 15 degree turn, DC15; ½ width lane, DC20 (narrow “row” of trees)   |
| 4. Clear               | No roll required   |
| 5. Hazard/ Obstruction | Low visibility (boggy, foggy area of the swamp); Avoid hazard DC15 (skeleton sits in middle of course; racers must pass through the ribcage) |
| 6. Turn                | 135 degree turn, DC25  |
| 7. Turn                | 15 degree turn, DC15   |
| 8. Obstruction         | Avoid hazard DC15 (patch of trees)   |
| 9. Narrows             | Double Lane (course is narrowed by between heaps of old, rusting mining equipment left over from the days of the Tarasin Revolt)             |
| 10. Hazard             | Debris (tree stumps sticking out of the water)   |



## DM Aid #4: Podracing Rules

### Podracing Rules

(Short Version; From "The Secrets of Tatooine" Sourcebook)

1. **Roll Initiative** (Pilot's Initiative modifier + Pod's Top Speed modifier; rolled EACH round)
2. **Move (based on CURRENT speed)**  
Speed: Pods begin race at Neutral speed.  
Neutral: barely moving. (-6 Defense modifier, Pilot checks n/a)  
Low: moving quick, but safe. Cover 1 stretch of the course per move. (+0 Defense mod, +0 Pilot mod)  
High: max thrust. Typical race speed. Cover 2 stretches of course/move. (+4 Defense mod, -2 Pilot mod)  
Boost: using thrusters & only for short periods. (+10 Defense mod, -6 Pilot mod)
3. **Resolve track conditions**  
"React" with Pilot checks to maneuvers/conditions on course. Does not require a move action to attempt.  
(Examples: Avoid Hazard, Turn, Roll, Jump).
4. **First action**  
Like combat, get a move (maneuver) action and an attack action, or 2 move actions.  
Action-Equiv Maneuvers:  
Accelerate: can accelerate up to 3 speed categories/maneuver. (Pilot DC checks 10/20/30)  
Decelerate: can slow up to 3 speed categories/maneuver. (Pilot DC checks 0/10/20)  
Attack target: ranged attack. Can attack targets on same stretch, one in front, or one behind.  
Ram target: Pilot check vs Pod Defense. Same stretch or up to 2 ahead.  
Bump target: Same stretch only. Opposed Pilot checks.  
Regain control: DC10 (plus "loss of control" penalties that may apply).
5. **Move (based on CURRENT speed)**
6. **Resolve track conditions**
7. **Second action**
8. **Apply engine temperature damage (if any)**
  - temp is moved up one category at end of round in which podracer traveled at Boost.
  - a successful Repair check (DC below) moves the temperature one category lower.
  - Engine temp and effects:
    - Safe: no adverse effects
    - Low: -1 to Pilot checks, 1d6 dmg to podracer hull, Repair DC10.
    - High: -2 to Pilot checks, 2d4 dmg to racer, Repair DC15.
    - Danger: -4 to Pilot checks, 2d6 dmg to racer, Repair DC20.
    - Critical: -8 to Pilot checks, 2d8 dmg to racer, Repair DC25.
    - Beyond Critical: racer explodes. 2d6 damage to pod, 1d6 to pilot. Pod comes to a stop ... if it survives.
9. **End of Round; Go back to Step 1.**

#### **Damage Effects to Podracers:**

- Damaged: Pod is reduced to less than ½ of its hull points. -5 penalty on ALL checks (even Repair) related to operating the pod.
- Crippled: Pod is reduced to less than ¼ its hull points. -10 penalty on ALL checks (as above).



### HEAT ONE

Player Name	Hero Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

### HEAT TWO

Player Name	Hero Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

### HEAT THREE

Player Name	Hero Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

### HEAT FOUR

Player Name	Hero Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

### HEAT FIVE

Player Name	Hero Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

## HEAT SIX

Player Name	Hero Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

## HEAT SEVEN

Player Name	Hero Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

## HEAT EIGHT

Player Name	Hero Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			


## HEAT NINE

Player Name	Hero Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

## HEAT TEN

Player Name	Hero Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

# DM Aid #6 Pod Racing Stat Sheet (from Secrets of Tattoine)



### PILOT DATA

Racer Name: \_\_\_\_\_

Initiative: \_\_\_\_\_

Pilot Skill: \_\_\_\_\_

Repair Skill: \_\_\_\_\_

Vitality Points: \_\_\_\_\_ Wound Points: \_\_\_\_\_

### RACING DATA

INITIATIVE

ACCELERATE

DECELERATE

TURN

REGRIN CONTROL

REPAIR

### MANEUVERS

**Accelerate**

1 step (DC 10)

2 steps (DC 20)

3 steps (DC 30)

**Attack Target**

Against Pilot

Against Vehicle

**Decelerate**

1 step (DC 0)

2 steps (DC 10)

3 steps (DC 20)

**Bump Target**

Opposed Pilot Checks

**Regain Control**

Regain Control Check

**Repair Podracer**

Repair Check

### OUT OF CONTROL

Failed Maneuver by:

up to 5	No Effect	-2
6-10	Off Course	-5
11-15	Engine Fail	-5
16-20	Bump	-5
21+	Crash	-10

### SPEED

**NEUTRAL**

Move 0

Defence -6

Checks -

**LOW**

Move 1

Defence 0

Checks +0

**HIGH**

Move 2

Defence +4

Checks -2

**BOOST**

Move 3

Defence +10

Checks -6

### ENGINE TEMPERATURE

SAFE	LOW	HIGH	ANGER	CRITICAL
	Modifier -1	Modifier -2	Modifier -4	Modifier -8
Damage	106	204	206	208
Repair	DC 10	Repair DC 13	Repair DC 20	Repair DC 25

### DAMAGE TRACK

**Damaged (-5 modifier)**

**Crippled (-10 modifier)**

### PODRACER DATA

Top Speed: \_\_\_\_\_

Acceleration: \_\_\_\_\_

Braking: \_\_\_\_\_

Turning: \_\_\_\_\_

Traction: \_\_\_\_\_

Durability: \_\_\_\_\_

Hull Points: \_\_\_\_\_

Cooling: \_\_\_\_\_

Defense: \_\_\_\_\_

(10 + Size modifier + Speed modifier)

### RACE TRACK

LAP

### FINISH LINE

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## Critical Event Summary

### Peaces

1. To whom did the heroes give Delos?

Impeveri

The Cartel

Someone else entirely

Any time this interactive event is run during the year 2002, please email the results to [lfplotguy@aol.com](mailto:lfplotguy@aol.com).