

Paarty On!

Epilogue for the Metatheran Caution Trilogy A One-Round Living Force Interactive

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In the midst of a galactic civil war, it's sometimes hard to find a reason to celebrate. Why does it surprise no one, though, that the Metatheran Cartel has done exactly that? An adventure for 20 or more LIVING FORCE heroes of all levels.

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

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Paarty On! 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 be about three and a half hours.

It is a good idea to ask each player to wear a name tag. 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.

Scoring the game for RPGA points: There is no voting in LIVING FORCE interactives. Organizers are advised to sign people in as they enter and list them (and the judges/NPCs) when you report this event to RPGA HQ. Standard points for taking part are applied to all eligible players and 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***. We strongly recommend 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.

Hero Earnings

Players do not roll for earnings or otherwise obtain income as a result of participating in LIVING FORCE interactives, unless income is part of the interactive reward.

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.

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

The Story

Never let it be said that the Metatheran Cartel lacks the capacity for gratitude. After the heroes of Cularin saved Caarimon, Thurm Loogg and the Cularin branch of the Cartel saw an opportunity to promote a favorite activity

of the heroes – an enormous celebration.

The Cartel has participated in and even sponsored events like this in the past. Those events were so much window-dressing, opportunities to improve public relations. This, however, is a legitimate “Thank you” from the Cartel to Cularin – or, is it?

The Cartel has had an opportunity to see what the heroes of Cularin find entertaining. Having watched pod races and athletic competitions and debates and any number of other events, they have drawn on the best of all of them while adding in a new element – a very expensive set of space combat simulators, designed to allow the pilots of Cularin to compete against an ace who works for the Cartel (and against each other if they wish).

In a bit of self-referential humor, they also noted the great pleasure the heroes of Cularin took in shooting an effigy of Thurm Loogg and have developed a “Thurm Loogg Holo-Shooting Gallery” complete with prizes.

These, and other attractions at the celebration, are detailed below.

The action of the story takes place on Dorumaa, where the Cartel has rented the pricey Greentree Resort and set up for a major celebration. They're bringing in people from all over the system, and even the Almas Jedi are in attendance – but since Dorumaa is a moon of Almas, it's really not that much of a trip.

For a while, it seems as though everything is going to be calm and pleasant. Then the entertainment arrives – a band calling themselves “Piggie and the Orbiting Nasties,” who took their name from an off-hand comment made by a local reporter in reference to the Cartel. The band – making an artistic statement of some sort – takes the stage wearing Caarite masks. Thirty seconds into their set, the origins of the musicians become obvious. They are Tarasin, and while the sounds coming out of their instruments are delightful to Tarasin ears, they quickly become painful to anyone else.

“Piggie and the Orbiting Nasties” have plans for this party that the Cartel probably isn't aware of. In addition to being musicians, PatON were also the guards responsible for protecting the ch'hala grove that Velin Wir had destroyed over two years ago (in the background of the Eye of the Sun trilogy). Ever since, they've been looking for a way to get even with the Cartel. They recently got a tip from a certain cult in the system that the Caarites may be feeling somewhat overconfident given their recent salvation. There is no better time for revenge than when the enemy least expects it. Given the near-destruction of their homeworld with a virus, the Caarites are feeling a great deal of relief, and likely won't be expecting anything. Right?

Wrong.

If there's one thing the Cartel expects, it's resistance from Cularin. The system has been a trouble spot from the beginning, and it would be foolish to expect that to stop now. As such, this party is little more than a big

trap – bring out the “heroes” of Cularin, get them worked up into frenzy, and see who makes an attempt on the lives of any Caarites in attendance. Rumors about the Cartel’s vulnerability came from – you guessed it – the Cartel themselves.

So, while the Caarites on Caarimon are pleasant and kind and generous, the Cartel in Cularin remains angry, untrusting, deceptive, and slimy – and are, in fact, using this “celebration” to a very selfish end.

The problem is, if something isn’t done to stop PatON, they plan to start picking off Caarites one by one. Some of the Caarites present aren’t even part of the Cularin portion of the Cartel. Individuals the heroes met in “Belly of the Beaast” are present, including Patla Soo (Operations Manager for the Metatheran Cartel offices in Joventusek, on Caarimon), Nuris Blaht (Deputy Undersecretary to the Assistant Chief Subcounsel of the Greater Caarimon Communications Division of the Caarimon Ministry of Conservation), Rikard (the Force-sensitive Filordus youth who lived on Caarimon; as a Filordus, it’s in danger from PatON as well), Jyll Xon (the Caarite “ditz” who works reception at the Cartel’s offices on Caarimon), and a group of Caarite schoolchildren including Flib, Mody, and a half-dozen more, who wander around, goggle-eyed, looking at the amazing world that’s so beautiful – almost as beautiful as home. All of these individuals, whom the heroes have interacted with in “Belly of the Beaast” and know to be good and kind, are in danger if PatON starts to act.

Part way into the event a rumor begins to circulate. Someone is planning to act against the Cartel. The source of the rumor, again, is the Cartel. It’s designed to force any potential problems to surface, and it does exactly that as PatON disburses to begin setting explosives and other traps for Caarites.

The heroes must take a break from the festivities to hunt down the perpetrators and to stop any harm from being done. When they do so, they are able to learn that the members of PatON were fed bad information – and trace it back to the Cartel.

The Cartel gleefully accepts responsibility. Of course they wanted the heroes to go out and adventure – it would not be a Cularin celebration without adventure and hunting of one another, would it? There was never any danger to anyone. Really. The Cartel would not do that. The Cartel loves Cularin!

So, at least, says Thurm Loogg’s holoprojection.

Patla Soo is unimpressed, and it’s clear that there is a rift in the Cartel. How serious that rift is remains to be seen...

Important Note to Coordinators: This is an interactive event. In other words, it’s important to keep people interacting, to keep them doing something, while they’re involved in the event. Make sure you have sufficient staff with NPC personalities to catch

anyone who seems to have “fallen through the cracks” and is just sitting around, not doing anything. The point of interactives, after all, is to interact.

Opening Crawl

Evil comes and evil goes. Somehow, the Metatheran Cartel remains. For all the harm and mistrust they’ve brought to Cularin, they continue to make attempts at peace while behaving in less than honest ways. Now, in the aftermath of the salvation of their planet, the Cartel has decided to throw a party for the heroes of Cularin at the exclusive Greetree resort on Dorumaa. And it’s just that simple, isn’t it? Of course. Because after all, the Cartel looooves Cularin...

The Details

NOTE: ONLY THOSE INDIVIDUALS COORDINATING THE INTERACTIVE SHOULD READ THIS SECTION. IF YOUR JUDGES AND VOLUNTEERS KNOW EVERYTHING THAT’S GOING ON, THEY MAY INADVERTENTLY SPOIL SOMETHING FOR THE PLAYERS. ALL INFORMATION HERE IS ON A “NEED TO KNOW” BASIS, SO USE YOUR BEST JUDGEMENT ON WHO NEEDS TO KNOW WHAT.

Most of the interactive falls into the “milling about” category. The Cartel has, in its beneficence, allowed a number of organizations to come to the celebration and set up shop, after a fashion. You should request the standard metacampaign booths from the Living Force campaign staff (lfadmin@living-force.net) in order to fill the time when the story is developing.

A basic timeline of events is included below; use it to guide you as you run the interactive. Most of the focus of the event, however, should be on the interactions with the various NPCs present (both at the booths and circulating throughout the interactive area), participating in the various Cartel-sponsored contests, and ultimately assisting in the mini-mission during the second hour.

Following general interaction and information-gathering time, in which the players may interact with NPCs, visit standard LIVING FORCE interactive booths, and get to know one another, a main announcement is made by Thurm Loogg, the ranking Cartel officer in Cularin. The basics of the speech should not be altered, but someone who knows the Thurm character, and how he has been portrayed in the past, is welcome to take the basics of the speech (included as Handout #1, to be

given to the person in the Thurm role) and modify it as they see fit. The announcement is made by a hologram twenty meters in height, smiling benevolently down on the heroes and other honored guests. Then the band arrives and other NPCs begin to circulate.

Timeline

- 00:00 The doors open and players are allowed into the interactive area. They are greeted at the door by Caarites throwing flowers at them.
- 00:15 Thurm Loogg's address.
- 00:20 "Piggie and the Orbiting Nasties" arrive and begin to perform. The music is painful to anyone but Tarasin, or heroes who have developed a fondness for Tarasin music. Suggestions: Bad polka, or bad techno-punk. If you can find bad techno-polka-punk, that would be about perfect.
- 00:30 The Thurm Loogg holo-shooting gallery opens. PatON takes a break. Other, more soothing music may replace the sounds of PatON. At that point, though, silence may be nice.
- 01:00 The Caarites and Filordi from Caarimon arrive. Patla Soo speaks to the audience and then all of the new arrivals begin to circulate.
- 01:30 Begin to circulate rumors that someone may be planning to act against the Cartel here, today, at the celebration.
- 02:00 Recruit assistance to uncover the source of the threat to the Caarites in attendance. That is, get people to organize into groups of 3-6 to go out and look for bombs and other traps. Keep the rumors flying about who and what is behind this, and allow people to think that it's the Believers.
- 02:15 Begin the mini-missions.
- 03:00 Mini-missions should be complete. Wrap up all contests, award victory certificates, and allow Patla Soo to make closing comments (the second half of handout #4).

Thurm Loogg Shooting Gallery

For a mere 200 credits, the heroes of Cularin may take out their frustrations with the state of the galaxy by shooting at holo-effigies of the beneficent Thurm Loogg. This shooting gallery needs someone running it in true carnival barker fashion – a Caarite, calling on the heroes to "Come and shoot Thurm Loogg, step right up!"

It costs 200 credits for 10 shots, and anyone who hits all 10 times (the holograms have an effective defense of 15) gets a cert for a tunic emblazoned with

the words "I shot Thurm Loogg!"

Patla Soo's Address

Patla Soo's Address is included as Handout #4, and should be delivered by the individual portraying this NPC for the interactive. It is very important that as she takes the stage, the twenty-meter hologram of Thurm Loogg appears, as if to introduce her. As soon as he begins to speak she turns, pulls a remote control, and clicks – and he disappears. She then addresses the audience, who will (hopefully) be pleased that someone shut Thurm up, and even more pleased that someone from the Cartel has the guts to speak to them in person.

Simulation Piloting

Pilots fly against a "Caarite Ace" in a combat simulation. Use the rules below as a guide for running the combat. Keep track of how many rounds the hero takes to either kill or be killed; this can be used for a tie-break. Award the top finisher in the 7-9 level range, the 4-6 level range, and the 1-3 level range with an "Exceptional Pilot" certificate from the interactive. Pilots who are tied with one another for quickest kill should do a series of opposed checks for various maneuvers until only one remains. Hero vs. hero piloting is non-combat, and uses the simulators as well.

The rules are in the Contest supplement at the end of this document.

Other Contests

A few other contests are available (see supplemental material at the end). The are: computer use, lightsaber, marksmanship, oratory, and repair.

Rumors to circulate (quietly) prior to the mini-mission

Give the basics of each rumor to one judge and let that judge circulate and interact with players. The judge can feel free to improvise based off the rumor s/he is originally given. (These are reprinted in the handouts section so you can cut them apart and hand them out.)

1. I've heard there are Believers around. (Probably true, but none of them are going to make themselves known or act against the Cartel in this environment; they see plenty of potential for trouble as it is.)
2. The Thareians are planning to come here and cause trouble. I've heard they have a whole wing of fighters ready to do strafing runs. (False. Duh.)
3. Some of Nirama's people are here, keeping a "secret eye" on things. They think something's

wrong. (True. As far as we're concerned, some of the heroes might consider themselves "Nirama's people" at this point. It's all a question of who the heroes have decided to ally themselves with.)

4. The Jedi are nervous. (False. Jedi get bad feelings about things, but nervous? Not so much. They are mainly here because the celebration is being held above Almas and they can afford to have a few people here. Note that none of the "big names" from Almas are here.)
5. Master Lanius isn't here because he's foreseen something so awful that he's gone into seclusion. (False. Lanius is swamped with running the Academy short on staff.)
6. Master Lanius has been called back to Coruscant. They're going to close the Academy and draft all of the Padawans and Knights. (False. Lanius is very busy, and rumors of a draft are common in times of war.)
7. Len Markus is back in the system. Yeah, I heard he was dead too – but we never found a body, right? (False. Len is not currently in Cularin. We will neither confirm nor deny whether Len lives. Pardon us while we wink at you after saying that.)
8. The Barklovers are looking to stir up trouble. They want revenge on the Cartel. (Pretty much true, although the group that's here is an extremist Tarasin splinter faction of the Barklovers.)
9. I think the Caarites from Caarimon are here to take Thurm Loogg out, once and for all. (False. If only...)
10. One of tarasin found the Darkstaff, and they're going use it to destroy all the non-tarasin in Cularin. (False. There's been no sign of the Darkstaff since it disappeared with Len Markus.)

And so on. Again, let judges be creative here. Remember that you've got a pretty good amount of time to spread rumors and foment paranoia, so if judges would like to switch name badges and spread a different rumor after a while, that's fine. That also works well if you have a limited number of judges/volunteers.

Mini-Mission

The music goes silent and a high-pitched Caarite voice suddenly bursts over the loudspeakers. "Attention brave and honorable citizens of Cularin. A threat has emerged to the safety of all present, particularly those affiliated with the omnibenevolent Metatheran Cartel. We request assistance. Those who would harm this gathering lurk just outside the boundaries of the resort – we need teams to assist in finding and subduing them before harm can be done."

Break the heroes up into groups of 3-6. Quietly recruit some combat oriented heroes to be "floaters" – wandering individuals or pairs who can rush in from "off-camera" to assist in difficult combats. These players will, quite literally, walk between tables and wait for someone to call for help; they can wander into any combat they happen to come across. Jedi and individuals with military aspirations (based on combat, not necessarily leadership) are ideal for this, but any of your combat junkies should be fine for it.

I'm only going to provide bare-bones descriptions of what's going on. Remember that Dorumaa is beautiful, the trees are tropical and lush, the sand is white and clean, and the oceans are luminous green-blue. Everything is bold and spectacular.

It is quite possible that at least one group may want to stay behind and protect the area where the celebration has been happening. Allow them to patrol inside the bounds of the resort and have the same set of experiences as those who go out in the search parties; they have the added element of the Caarites and Filordi nearby (including the Caarite children) who need to be protected.

Scene One: Into the Woods

You can actually take your group into the jungle around Greentree Pointe, onto the nearby beach, into a set of caves that don't go very far down – it doesn't matter which of these you choose, pick the one that you're most comfortable with and make up a basic layout for what's happening as you go along. Here's what needs to happen in this scene:

The heroes need to find tracks/traces of someone else being here. Obviously, Survival is the preferred skill to use to do this, and the Survival DC is 15 (give or take, based on the levels of the heroes you have in your group). If no one has Survival, Spot will suffice, though the DC increases by 5 just to find the tracks.

Anyone who makes the Survival check by 5 or more beyond the DC you set not only finds the tracks but also realizes that the individuals who have been prowling around are probably members of one of the

humanoid-sized species. They aren't particularly large (i.e., not Wookiees, Trandoshans, or Ithorians), nor are they particularly small, based on their footprint size and depth (whoever they are, they're wearing boots).

If the Survival check exceeds the DC you set by 10 or more, the heroes also find smaller tracks – some animal, not native to Dorumaa. The tracks look odd, and if the Survival check exceeds your DC by 15 or more (hey, there have to be rewards for focusing so much on a skill that we use so rarely!), the hero realizes that the creatures are being forced to wear some kind of device that disguises their footprints – because someone wanted the nature of the threat to be a surprise.

Scene Two: Attack of the Killer WHAT?

Mulissiki. That's right, the mulissiki, the strange creatures from Cularin (the planet) who like to scour garbage and other refuse and who are obnoxiously foul-smelling. These particular mulissiki have been starved for several days, then injected with a fairly painful liquid, which has rendered them mad – in game mechanic terms, they have had the "maddened" template applied. The stats in parentheses reflect the application of this template. They are going to be set loose on the poor innocent Caarites, along with a few small kilassin. The heroes come upon the Cularin creatures and the creatures attack. Use your judgment as to how many it will take to challenge your heroes, and consider adding one or two more so they can call for help and have other heroes come and assist them.

Yes, it's possible to defuse this fight with clever thinking and/or some of the Force skills. That's fine. It's not meant to be brutal, after all.

Mulissiki (varies): Scavenger 2; Init +7 (+4 Dex, +3 Maddened); Defense 17 (+1 size, +4 Dex, +2 natural); Spd 25 m; VP/WP 18/14; Atk +10 melee (1d4-2, bite); SQ low-light vision, stink gas cloud (Will save, DC 12); SV Fort +3, Ref +4, Will +4; SZ S; Rep 0; Str 7, Dex 19, Con 14, Int 3, Wis 10, Cha 7.

Skills: Hide +4, Spot +0, Survival -2.

Feats: Power Attack, Weapon Finesse (bite).

Important note: A Scavenger 2 only has a BAB of +1, so the mulissiki can only power attack for 1 point!

"Maddened" creatures do not act in a rational manner, acting unpredictably and violently. The Handle Animal skill is useless when facing a maddened creature

Mulissiki are quadrupeds with brown skin streaked with yellow and green, allowing them to blend in with most of the vegetation in the jungle. They stand about a meter tall at the shoulder and have long prehensile noses and long tails that just seem to drag behind them.

If the heroes need a greater challenge, feel free to include some sclarin --medium sized kilassin similar to raptors. Don't set out to kill them – just challenge

them, perhaps enough that they need help from the wandering heroes.

Sclarin: Predator 3; Init +6 (+2 Dex, Improved Initiative); Def 16 (+2 Dex, +4 natural); Spd 10m; VP/WP 29/19; Atk +7 melee (1d3+4, 2 claws), +2 melee (1d4+4, bite); SQ Low-light vision, Scent; SV Fort +7, Ref +5, Will +1; SZ M; Rep 0; Str 18, Dex 15, Con 19, Int 5, Wis 11, Cha 12.

Skills: Hide +8, Intimidate +5, Move Silently +8, Spot +4.

Feats: Improved Initiative, Stealthy.

Scene Three: The Handlers Talk

Once the mulissiki and the sclarin have been defeated, have the heroes make Listen checks (heroes who are “floating” to help with combats should rush off at this point to see if anyone else needs help, rather than hanging around to make the check). The DC is 12 to hear someone (smaller than a kilassin and quicker than a mulissiki) running away from the scene of the fight, though the individual who rolls highest should also be able to tell exactly what direction the individual is running. This is Nyronusa, a Tarasin Scout who has panicked at seeing the creatures he brought from Cularin killed or incapacitated and has elected to flee.

Nyronusa is only a first-level Scout, and he’s more concerned about staying alive than anything else, but he’s really not that hard to catch. In other words, if the heroes go after him, they catch him. Insert cinematically appropriate descriptions, but he’s not going to shoot at them. He’s a pacifist, except when it comes to Caarites. Them, he wants to kill, and he wants to kill all of them for what they did to the ch’hala grove on Cularin.

Things Nyronusa knows/believes (and he doesn’t particularly need to be threatened to talk):

- The Cartel is evil. They blight the galaxy. They should be destroyed.
- Yes, I brought the creatures here, along with some others from my irstat. They weren’t supposed to attack anyone who wasn’t a Caarite, but you must have the smell on you.
- I was part of “Piggie and the Orbiting Nasties,” yes. It’s hard to make a living as an activist, so I had to get another job.
- My irstat was responsible for protecting the ch’hala grove that the Caarites cut. We are forever shamed by our failure.
- Of course this was to be revenge!
- We heard about this celebration as soon as it was announced. It seemed like the ideal way to get our revenge. We were notified of it, in fact. All the members of our irstat received messages. Mine is still stored on my datapad. [More on the datapad below.]

- There is no such thing as an innocent Caarite. Every one of them I’ve seen in Cularin has been exactly the same.
- It is the right time for revenge. They are celebrating, and weak!
- Well, no. I’ve never actually interacted with any of the children.

Nyronusa starts out very sure of himself, but can be brought to realize that what he’s doing is no better than what the Cartel did – and is, in fact, much worse. At that point, he breaks down.

Now, his datapad... the message that came to him is the same message that came to all the members of the Buraka irstat. It reads, quite simply, “The Caarites will gather on Dorumaa soon. The time for revenge is at hand. They will be weakened, and not expecting attack.” Initially, it looks as though the message originated from somewhere in Gadrin. However a Computer Use check, DC 20, reveals something quite different: The message originated from an orbit just above Cularin, and it appears to have come from the Cartel command ship. Any other checks the heroes want to make can confirm this.

Which means (Intelligence check, DC 12): It sounds like the Cartel was trying to set the Tarasin up.

If the heroes are particularly adept slicers (Computer Use, DC 35), they can slice transmission records from the time around when the message went out to the Tarasin; doing this reveals that messages were sent to a number of power groups in Cularin – the pirates, Nirama’s smugglers, the Tarasin, and at least a half-dozen different cities in Genarius. The Cartel was, it seems, **fishing** for someone to attack them, trying to draw out enemies.

Once the heroes have figured this out, allow them to make plans on who they want to tell and send them back to the interactive. Patla Soo and all the other NPCs should be wandering the area, and the players should let their judge know before they leave the table who, exactly, they want to contact with the information they’ve gained. (Note that it’s possible some groups may not get all the information; that’s fine. What information the heroes gain should be given to the interactive coordinator as each mini-mission finishes, to determine the overall outcome of the event.)

End of Mini Mission

When all the tables have completed their activities, Patla Soo gives her final address, thanking the heroes for their continued assistance (and potentially denouncing the activities of her colleagues, if she has learned they are behind this; even if the majority of groups did not learn of the Caarite involvement, it only takes one group that did coming forward during her speech and telling her to get her in a very grumpy mood when it comes to Envoy Thurm Loogg).

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

For the contest winners – see the certificate file. There are winner's certificates for three tiers of participants (1-3, 4-6, 7-9).

Conclusion

Patla Soo climbs the ramp to her ship. As she reaches the top, she turns. "I must return to Caarimon. But do not worry, Cularin. I have seen that there is something wrong here, and I will speak with the body of the Metatheran Cartel. The actions of Thurm Loogg and the Cularin branch of our Cartel will no longer go unnoticed. Of that, you have my promise."

Then she takes her final step and the ramp closes. From landing pads all over Dorumaa, ships take flight. The celebration is over, and all that remains is the quiet sound of the waves, lapping at the beaches of Dorumaa.

Here Ends, "Paarty On!"

Adventure Experience Award:

Each player, judge and volunteer who participated in the interactive event receives 350 xp for one of their characters.

Loot Summary

If it's not on this list, the heroes cannot keep it. This is a house rule that overrides what they may actually acquire in the scenario. Certificates are not supplied for standard equipment, but it should be assumed that any equipment the heroes find which is not listed here cannot be kept or is non-functional for one reason or another.

For those who succeed in hitting the Thurm Loogg hologram 10 times out of 10:

Thurm Loogg Shooting Gallery Souvenir Tunic: This lightweight synthetic tunic bears a large, full color image of Thurm Loogg, encircled by a targeting grid. Beneath the portrait is the legend: I Shot Thurm Loogg!

Appendix 1: Thurm Loogg's Address

Thurm Loogg appears as a hologram twenty meters in height, smiling down on the throngs who have assembled on Dorumaa to celebrate the recent salvation of Caarimon.

Hello Cularin! It is I, the beneficent and omnibenevolent Thurm Loogg, here as part of a grand celebration of your own excellence. It is always the goal of the most wondrous Metatheran Cartel to recognize excellence in all things that are even remotely under our control. And this means you!

Not to say that you are under the control of the Cartel. We would never, ever say that! You are very much your own individuals who are under no person's control, I am most certain. No one could ever manipulate such wise and kind individuals as yourselves, least of all the most modest and unassuming Metatheran Cartel. If we could manipulate you, we would not have waited nearly so long before sending you off to find those who might do harm to the Cartel and many other Caarites throughout the galaxy.

That is a joke! Even if we could manipulate you, we would not. That would be wrong. It would be wrong for the Cartel to manipulate Cularin. The Cartel loves Cularin!

So I must say to you in seriousness, from the bottom of my hearts, thank you. You have done a great service to the Cartel, one that will not soon be forgotten. It is not every day that we find those who have despised us without cause for so long suddenly love us in ways that are not entirely natural. But that is fine, because while we may not return precisely the same love you give us, we love you all the same, just as we always have.

We hope that you will enjoy the many festivities we have planned for you today. There are exciting contests and competitions in which you may participate, though we did not elect to build a pod racing track for this event. We have instead brought in outrageously expensive combat flight simulators, which you do not need to ask where we obtained them because we will not tell you.

There is also a wonderful assortment of food, including a variety of chilled meats. Some of you are already enjoying our mynock-cuts.

That is a trade name, of course. The meat is not actually mynock. Mynock is hardly edible without so many spices and preservatives that it almost lives for a second time! This is only flavored like mynock. Mmm good!

So, enjoy the celebration! Forget for some time about the horrible state of the galaxy and the mess that has been made of it by individuals bent on making a profit. Forget about the ongoing war that threatens to shatter our way of life and leave us all bereft of hope. Forget about the Sith who are the real danger and the Believers who follow the Sith and are a much greater threat than any of the wondrously compassionate representatives of the Metatheran Cartel. Because remember, the Cartel loves you very much!

Appendix #2: The Jedi Position

As with most LIVING FORCE interactives, there are two Jedi here in “official” capacities, beyond the other Jedi who have elected to attend. The Jedi who are recruiting at the Academy “booth” are both young Knights (having recently completed their trials) and represent the two main approaches to being a Jedi – one is a Guardian, and the other is a Counselor. The Academy always sends two Jedi to do this, and attempts to send two who have very different visions of the role of Jedi in the galaxy. This keeps the Jedi from appearing quite so single-minded as they’re sometimes made out to be.

Krin D’bis is a female Kel Dor Jedi Guardian who has had just about enough of the rampant evil in Cularin. She’s slightly hotheaded, and speaks her mind, but is actually fairly patient in acting. She believes that, left unchecked, the Believers will only cause more trouble for Cularin. If they’re targeting the Cartel, they must be trying to get rid of any potential competition for power. The Cartel themselves look like they could be a threat to Cularin, but Krin is really only suspicious because the Cartel has done so much sneaking around. She’s not willing to denounce the Cartel – it doesn’t seem prudent, right now – but she isn’t completely trusting. Regardless, the Sith-worshipping Believers should be hunted down before they can do any more damage.

Akial is a male Jawa Jedi Counselor. He speaks Basic perfectly, without any trace of an accent, and whenever someone says “Utinni!” to him, he wrinkles his face as though the person just pulled out a packet of spoiled mynock meat in a small turbolift. He agrees with Krin that the Believers are a problem, but disagrees that going out and hunting them down is the right approach to take. More time should be taken, more investigations conducted, in order to be sure where they are and what their capabilities may be. It would be foolish to rush off on a hunt when it isn’t even clear where the Believers are, or what their goals may be. As to the Cartel, the most important thing they can do is re-establish their diplomatic position within Cularin and demonstrate themselves to be trustworthy. If they can do this, many of the transgressions of the past should be forgiven.

Krin and Akial happily debate these points with anyone who comes along, and may be willing to engage in similar debates about the nature and meaning of the Force with other heroes. Try not to get them too involved in debates with other NPCs, though; the interactive is about the players, not just about judges interacting with one another (though judges should have fun as well!).

Appendix #3: Other NPCs and brief motivation statements

Rikard (young Filordus, Force sensitive, came to Cularin after meeting the heroes on their recent trip to Caarimon): You are curious but cautious, uncertain what the galaxy beyond Caarimon has to offer. You've heard a great deal about Jedi over the course of your young life, but aren't sure whether that's the right path for you. Some structure is good, but how much structure is too much structure? Are they all violent? You've heard that they are very violent, and while you can take care of yourself in a fight (you think), you know that there's a lot more that you want to do than just kill enemies.

You have no particular problem with the Cartel celebrating the triumphant return of the heroes – after all, they saved thousands of lives, maybe hundreds of thousands. Your main interest isn't in politics, though – it's in Force traditions. Seek out and engage Force-users. Get them to talk about the Force, what it means to them, and what path they believe you should follow. If you (the person playing the role) are feeling like a trouble-maker, try to set up a debate between some Force Adepts and Jedi, explaining the relative merits of their approaches to the Force. Check with the interactive coordinator before doing this, though.

In case of See Force: You are Force-sensitive, but have no levels in any Force-using class thus far.

Patla Soo (Caarite female of middle years, head of operations for the Cartel's facility in Joventusek, on Caarimon): You are pleased to be in Cularin and happy to be meeting more of the citizens of the system you have heard so much about. You are deeply embarrassed by how the Cartel has behaved in Cularin in the past, and are hopeful that the recent events on Caarimon will serve to mend some of the strain introduced into relations between Cularin and Caarimon by Velin Wir's actions. You do not have any bodyguards with you. Why would you need any? No, you do not need an escort, though you never object to conversation and anyone who wishes is welcome to accompany you.

You are surprised that Thurm Loogg did not appear here in person, and when you are told that he never appears in person at these gatherings, you become concerned. Loogg's reports indicate that the situation is much improved in Cularin since Velin Wir's demise, and you have not seen any evidence to the contrary. Evidence that the heroes give you of wrongdoing on the part of the Cartel in Cularin surprises you, but you do not dismiss it out of hand; you ask for copies of all relevant materials to take back to Caarimon and show to the Cartel's directorate.

You have a defense of 15 and 12 WP. Your Will save is +5. You have several levels of Diplomat, and your Diplomacy bonus is +19, your Sense Motive is +12, and your Bluff is +11.

Nuris Blaht (Deputy Undersecretary to the Assistant Chief Subcounsel of the Greater Caarimon Communications Division of the Caarimon Ministry of Conservation; male Caarite): You are a functionary with a very long title, whose job description boils down to "greet off-worlders when they arrive on Caarimon". You have had to perform the duties of your job exactly twice in the last two years. Once when the heroes arrived on Caarimon, and once when the Believers they were chasing arrived on Caarimon. You were shocked that anyone would consider doing harm to your lovely planet. Shocked and dismayed.

You talk with your hands a great deal, and your title is long enough that you will probably need two name badges to get it all on there (but every word of it is important). You are very happy to be in Cularin, as you have heard a great deal about it and very much appreciated the kindness and generosity of the heroes of Cularin who came to Caarimon. You find Dorumaa to be a remarkable planet, and spend most of your time asking questions about how it was terraformed and how it maintains such warmth when it is so far out from Morasil and Termadus, the twin suns of Cularin.

You know that the Cartel's management was mortified by Velin Wir's behavior, and has so far been pleased with Thurm Loogg. You noticed Patla Soo reviewing files on Loogg's performance on the way here, and she seemed to be deep in thought.

Metatheran Cartel Hospitality Brigade (various Caarites): 2-3 judges should circulate in the crowd wearing Caarite name badges. They are all about hand shaking and shoulder patting, and have nothing of consequence to say. Mainly, their dialogue with the heroes consists of playing up the Cartel – “How wonderful it is that we can all celebrate together!” “As most exalted Minister Loogg says, the Cartel loves Cularin!” “Are we not most generous in our celebratory activities?” – and denying knowledge of any wrongdoings. [Rotate judges on this; it will get boring for them after a while unless they start to make up their own rumors and statements about the Cartel – that’s fine, just send any particularly interesting ones to lfplots@living-force.net for potential use in future events!]

Caarite Children (various): Remember, Caarite children look like miniature Trandoshans. The idolize Trandoshan heroes and attempt to play with them as they do with one another. Put judges you trust on the child-brigade, since it would be easy for the children to get obnoxious and that’s not the point. The kids are cute, and excited to be away from home, and LOVE hyperspace travel. Also, if your judges are particularly adept at evoking guilt by portraying wide-eyed children asking questions like, “What’s a ‘piggie’?” and “How come you don’t like us?” you should let them go to town. The kids absolutely won’t understand any anti-Caarite sentiment. Don’t push this aspect of it, since the kids are more interested in fun than in hearing people slag on their species. They wander off if it looks like the person they’re talking to isn’t any fun. They wander around, goggle-eyed, looking at the amazing world that’s so beautiful – almost as beautiful as home.

Appendix #4: Patla Soo's Address

Patla Soo arrives with the others who have traveled from Caarimon a short time into the interactive. She should be introduced, and as she takes the stage, the following occurs. It should be pantomimed as the description is presented.

As the diminutive Caarite ascends the steps, the enormous Thurm Loogg hologram appears again, smiling down at her.

“Hello again, Cularin! It is Thurm Loogg, and I am here-”

This is as far as the hologram gets as Patla Soo pulls a small device from her pocket, points at the hologram, and clicks a button, and the hologram clicks out of existence.

I do not need an introduction from someone who is not here. I am quite certain that the introduction I have received from the various individuals already present more than suffices – and from what I've heard, Envoy Loogg has already addressed you once today.

I've been told that brevity is the surest sign of wisdom, so I will keep my remarks brief. I have come from Caarimon to give thanks to all the people of Cularin. You have done my people a great service, and we are in your debt. I hope to meet many of you today, before I must return to Caarimon to fulfill the many duties of my office. Still, after all that has happened, it would have been inappropriate for some of us from Caarimon to not attend, to show our gratitude.

Thank you, Cularin. Thank you.

Closing comments:

If the majority of mini-mission tables discover the Caarite “trap”

Again, the people of Cularin have proven themselves to be friends to Caarimon. It shames me, however, that your display of friendship was set up. I hope you know that in the minds of those of us you attempted to protect, your bravery and actions hold their full meaning. You should also rest assured that Envoy Loogg's behavior will be discussed in much detail by the Cartel's governing body back on Caarimon. Such manipulation, however well-intentioned Envoy Loogg may believe it to be, is not at all appropriate and not even remotely what good business is made of.

Thank you once more, Cularin.

If less than half the mini-mission tables discover the Caarite “trap”

It appears that my thanks earlier were both well-deserved, and premature. Thank you once more, Cularin, for protecting the citizens of Caarimon from a threat. We hope that you will find compassion in your hearts for those who attempted to do us harm. Old wounds are slow to heal, but if we can all forgive transgressions, the galaxy will be a much more pleasant place. Thank you.

Appendix #5: Rumors (cut these apart and pass them around)

I've heard there are Believers around.

The Thaereians are planning to come here and cause trouble. I've heard they have a whole wing of fighters ready to do strafing runs.

Some of Nirama's people are here, keeping a "secret eye" on things. They think something's wrong.

Master Lanius isn't here because he's foreseen something so awful that he's gone into seclusion.

Master Lanius has been called back to Coruscant. They're going to close the Academy and draft all of the Padawans and Knights.

Len Markus is back in the system. Yeah, I heard he was dead too – but we never found a body, right?

The Barklovers are looking to stir up trouble. They want revenge on the Cartel.

I think the Caarites from Caarimon are here to take Thurm Loogg out, once and for all.

One of Tarasin found the Darkstaff, and they're going use it to destroy all the non-Tarasin in Cularin.

Name

RPGA#

[illegible]

Coordinator List#1 – Master list of NPCs and Props needed

(Thanks to Keith Hoffman for his assistance in developing this list and the contests, other than the simulation piloting.)

General Preparation

If possible, try to obtain preregistration numbers for the interactive so you have some idea how many copies of things to make and how many volunteers you'll need. Check into tables and chairs. Do you want tripods for signs? Can you use masking tape on walls to hold signs? (Often the answer is no.) Each contest instruction sheet is arranged so that the judge and interactive staff have all the details of each contest together. The collection of rules for all the contests are reproduced on another sheet, suitable for displaying for players to read in advance. (Cut out any contests that you do not intend to run.)

General Supplies

- Pencils
- Tape
- Scissors
- Markers
- Poster boards or blank paper

NPCs:

- Piggie and the Orbiting Nasties (3-5 Tarasin)
- Thurm Loogg (Caarite male)
- Patla Soo, Operations Manager for the Metatheran Cartel offices in Joventusek, on Caarimon (Caarite female)
- Nuris Blaht, Deputy Undersecretary to the Assistant Chief Subcounsel of the Greater Caarimon Communications Division of the Caarimon Ministry of Conservation (Caarite male)
- Rikard (Filordi youth – Filordi have no gender)
- Jyll Xon (the female Caarite “ditz” who works reception at the Cartel’s offices on Caarimon)
- Caarite children (Flib, Mody, and a half-dozen more)
- Rumor mongers (half a dozen)
- Enough volunteers to have a minimum of 1 running each contest (6)
- Additional volunteers to run the metagaming stations.

Props:

- Paper or silk flowers for the Caarites to toss at the players as they enter. Doesn't have to be fancy – even tissue flowers are fine.
- Music – Bad polka techno punk (or anything discordant) for the band; Star Wars sound tracks (for everything else)

Contest #1: Computer Use

Rules

- All heroes are eligible to participate in this contest.
- Each hero will make a series of Computer Use skill checks to successfully operate a computer in a limited time.
- Completely successful operation involves accomplishing 10 tasks in 2 minutes (20 rounds).
- A hero may not take 20. A hero may take 10 with Skill Mastery in Computer Use.
- The tasks must be accomplished in order.
- The hero may attempt to accomplish each task multiple tries, but each try takes 1 round.
- The DC of the ten tasks are: A: 10, B: 15, C: 10, D: 20, E: 25, F: 30, G: 20, H: 25, I: 30, J: 20
- If more than one hero has successfully accomplished all ten tasks, the hero with the shortest time is the winner.
- If no heroes accomplished all ten tasks, the hero who achieved the most tasks in the 2 minutes is the winner.
- If two (or more) heroes tied for most tasks within 2 minutes, duplicate winners are announced.
- All decisions of the judge are final.
- Each participant may only enter the Computer Use contest once at any given interactive.
- No use of Force points in this contest.

Preparation

We estimate this contest will be fairly popular (perhaps 25%-35% of interactive participants). Photocopy the score sheets based upon estimated attendance. Make a sign--poster board is great, but standard 8 x 10 paper is ok.

Physical Setup

- Table & 2 chairs. (Spectator chairs are optional.)
- Copies of score sheets to record participants and scores.
- Pencils
- Scratch paper
- d20 dice (Players should bring their own.)

Running the Contest

This contest is easy to run. Compare each skill check to the DC for the task in sequence. The hero must accomplish each task in order, they cannot pick easier tasks later in the sequence. Each skill check takes one round...so basically they have 20 chances to accomplish all 10 tasks, but the more successful they are, the greater their chances of winning. No synergy bonus from other skills or equipment bonuses apply in this contest.

Contest #2: Lightsaber

Rules

- Only active Jedi heroes are eligible to participate.
- The heroes compete in a series of matches, each one between two heroes.
- Guidelines can be found on pages 44-45 of the *Power of the Jedi Sourcebook*. Some of them are briefly stated below.
- A -4 penalty is applied to each contestants attack roll, due to their checking the attack. An attack that successfully hits an opponent does only half damage. (This applies to critical hits as well.)
- Victory Conditions: A Jedi wins the duel when his opponent has lost two-thirds his vitality points, or his opponent requests the duel end – whichever comes first. The duel ends immediately if either participant is injured (meaning wound point damage).
- Using the Force – skills, feats or spending a Force point – immediately disqualifies the Jedi. This is a contest of skill with a lightsaber.
- Attacking an opponent's lightsaber is illegal and disqualifies the Jedi.
- There is a single winner for the lightsaber contest. However, the contest may be divided into a "junior division" and a "senior division."
- Failure to show for scheduled match results in forfeiting that match.
- All decisions of the judge are final.
- Each participant may only enter the lightsaber contest once at any given interactive.

Preparation

The lightsaber contest is limited in size. You may estimate that about 10%-15% of the LF interactive participants will want to try it. Photocopy the playoff heat sheets based upon estimated attendance. Make a sign--poster board is great, but standard 8 x 10 paper is ok.

Physical Setup

- Spectators may gather around.
- Table & 3 chairs. (Spectator chairs are optional.)
- Copies of Playoff Heats sheets to record participants and advancements and winner.
- Pencils
- Scratch paper
- dice (Players should bring their own.)

Running the Contest

This contest is easy to run--basically melee combat between 2 PCs. Figure out how many vitality points lost are the 2/3 point. Ask for initiative roll. Obviously this contest is heavily weighted towards the character with more levels -- so consider dividing the contestants into two or three groups by level. The contestants have only one hour (in-character, not real time) between matches to recover vitality points. The point is a character may become exhausted over a series of matches. No use of heal self or heal another is allowed for any character still in the contest. The judge may need to add an NPC with a +6 attack modifier to make an even number of contestants in a heat.

Contest #3: Marksmanship

Rules

- Any hero is eligible for this contest, *though Jedi participating may find that their superiors disapprove.*
- The heroes compete in a series of matches, each one between two heroes.
- Each hero gets five shots (per match). The hero who hits the target the most, wins the match and advances to the next heat. In the event of a tie, the match is resolved by "sudden death rules," with the first hero to hit the target (while the other hero misses the target) winning.
- The target's Defense begins at 10 for the first shot and increases by 5 for each subsequent shot (even into "sudden death"). The target's Defense resets to 10 for the next match (or heat) and continues in this pattern. (So the first shot of a match is at Defense 10, second at 15, third at 20, fourth at 25 and fifth at 30, etc., etc.)
- No weapon modifications, aiming devices or use of Force abilities are allowed for this contest.
- The following classes of ranged weapon are allowed: blasters, slugthrowers, bowcasters, bows, and slings.
- The contest sponsor supplies the weapons.
- There is a single winner for the marksmanship contest, though if there are enough participants you can break it into three tiers – levels 1-3, 4-6, 7-9 and offer prizes for each.
- Failure to show for scheduled match results in forfeiting that match.
- All decisions of the judge are final.
- Each participant may only enter the marksmanship contest once at any given interactive.

Preparation

The marksmanship contest will likely be the most popular or one of the most popular contests. You may estimate that 25%-35% of the LF interactive participants will want to try it. If you have a very large group, you might consider running three contests (for character levels 1-3, 4-6, 7-9). Photocopy the playoff heat sheets based upon estimated attendance. Make a sign--poster board is great, but standard 8 x 10 paper is ok.

Physical Setup

- Spectators will likely gather around.
- Table & 3 chairs. (Spectator chairs are optional.)
- Copies of Playoff Heats sheets to record participants and advancements and winner.
- Pencils
- Scratch paper
- d20 dice (Players should bring their own.)

Running the Contest

This contest is easy to run. Have both players roll their dice at the same time (compared against the same Defense). Keep track -- with a die, scratch paper, or your fingers -- number of hits for each player. The player with the most hits out of the five shots, (or first to break a tie after five) advances for the next heat. Keep the dice rolling quick. If the players ask, the ranges and target sizes are adjusted per weapon to give the appropriate (effective) Defense. This is transparent to the player--no range adjustment (no point blank, etc.) Don't worry about damage from the shot. The judge may need to add an NPC with a +6 ranged attack modifier to make an even number of contestants in a heat.

Contest #4: Oratory

Rules

- All heroes are eligible to participate in this contest.
- The contestants perform for a crowd (audience). (This may be part of other events during the interactive.) It is suggested that a common topic be selected for the heroes to speak on. They do not have to take the same position (i.e., for or against).
- Each hero makes a Bluff or Diplomacy check. (Synergy bonus of +2 if the hero has 5 or more ranks in the other skill.)
- The judge(s) give a circumstance bonus based upon audience applause, cheers or boos.
 - Boos = -2
 - "polite" applause = 0
 - strong applause = +2
 - cheers, etc. = +4
- The highest score wins the oratory contest.

Preparation

The oratory contest will be limited in size. You may estimate that about 10%-20% of the LF interactive participants will want to try it. Photocopy the score sheets based upon estimated attendance. Make a sign--poster board is great, but standard 8 x 10 paper is ok. If you can work this into a larger event, consider having 2-3 judges (average the circumstance bonus).

Physical Setup

- Spectators will likely gather around and may like some seats.
- Speakers should stand.
- A microphone-speaker system can be useful.
- Copies of score sheets to record participants and their respective scores.
- Pencils
- Scratch paper
- d20 dice (Players should bring their own.)

Running the Contest

This contest is easy to run. Announce a topic. Signup heroes who want to speak on the topic. They speak-you and the crowd listen. Have the player roll a d20, modify for (their choice) Bluff or Diplomacy skill, synergy bonus if available, and circumstance bonus. That is their score. Best score for the contest wins.

Contest #5: Repair

Rules

- All heroes are eligible to participate in this contest.
- Each hero will make a series of Repair skill checks to successfully fix a speeder bike.
- Completely successful operation involves accomplishing 10 tasks in 2 minutes (20 rounds).
- A hero may not take 20. A hero may take 10 with Skill Mastery in Repair.
- The tasks must be accomplished in order.
- The hero may attempt to accomplish each task multiple tries, but each try takes 1 round.
- The DC of the ten tasks are: A: 10, B: 15, C: 10, D: 20, E: 25, F: 30, G: 20, H: 25, I: 30, J: 20
- If more than one hero has successfully accomplished all ten tasks, the hero with the shortest time is the winner.
- If no heroes accomplished all ten tasks, the hero who achieved the most tasks in the 2 minutes is the winner.
- If two (or more) heroes tied for most tasks within 2 minutes, duplicate winners are announced.
- All decisions of the judge are final.
- Each participant may only enter the Repair contest once at any given interactive.
- No use of Force points in this contest.

Preparation

We estimate this contest will be popular (perhaps 15%-20% of interactive participants). Photocopy the score sheets based upon estimated attendance. Make a sign--poster board is great, but standard 8 x 10 paper is ok.

Physical Setup

- Spectators will likely gather around.
- Table & 2 chairs. (Spectator chairs are optional.)
- Copies of score sheets to record participants and scores.
- Pencils
- Scratch paper
- d20 dice (Players should bring their own.)

Running the Contest

This contest is easy to run. Compare each skill check to the DC for the task in sequence. The hero must accomplish each task in order, they cannot pick easier tasks later in the sequence. Each skill check takes one round...so basically they have 20 chances to accomplish all 10 tasks, but the more successful they are, the greater their chances of winning. No synergy bonus from other skills or equipment bonuses apply in this contest.

Contest #6: Simulation Piloting

Rules

- All heroes are eligible to participate in this contest.
- Pilots fly against a "Caarite Ace" in a combat simulation.
- All decisions of the judge are final.
- Each participant may only enter the Simulation contest once at any given interactive.
- No use of Force points in this contest.

Preparation

We estimate this contest will be popular (perhaps 15%-20% of interactive participants). Photocopy the score sheets based upon estimated attendance. Make a sign--poster board is great, but standard 8 x 10 paper is ok.

Physical Setup

- Spectators will likely gather around.
- Table & 2 chairs. (Spectator chairs are optional.)
- Copies of score sheets to record participants and scores.
- Pencils
- Scratch paper
- d20 dice (Players should bring their own.)

Running the Contest

Use the rules below as a guide for running the combat. Award the top finisher in the 7-9 level range, the 4-6 level range, and the 1-3 level range with an "Exceptional Pilot" certificate from the interactive. Pilots who are tied with one another for quickest kill should do a series of opposed checks for various maneuvers until only one remains. Hero vs. hero piloting is non-combat, and uses the simulators as well. Use the stats for the Low-Level Starfighter Pilot for heroes levels 1-3 and the High-Level Starfighter Pilot for heros levels 4 and up. (pg. 353 SWRPG-RCB). Ship counters are included in this document to help you run combats on a standard battle mat.

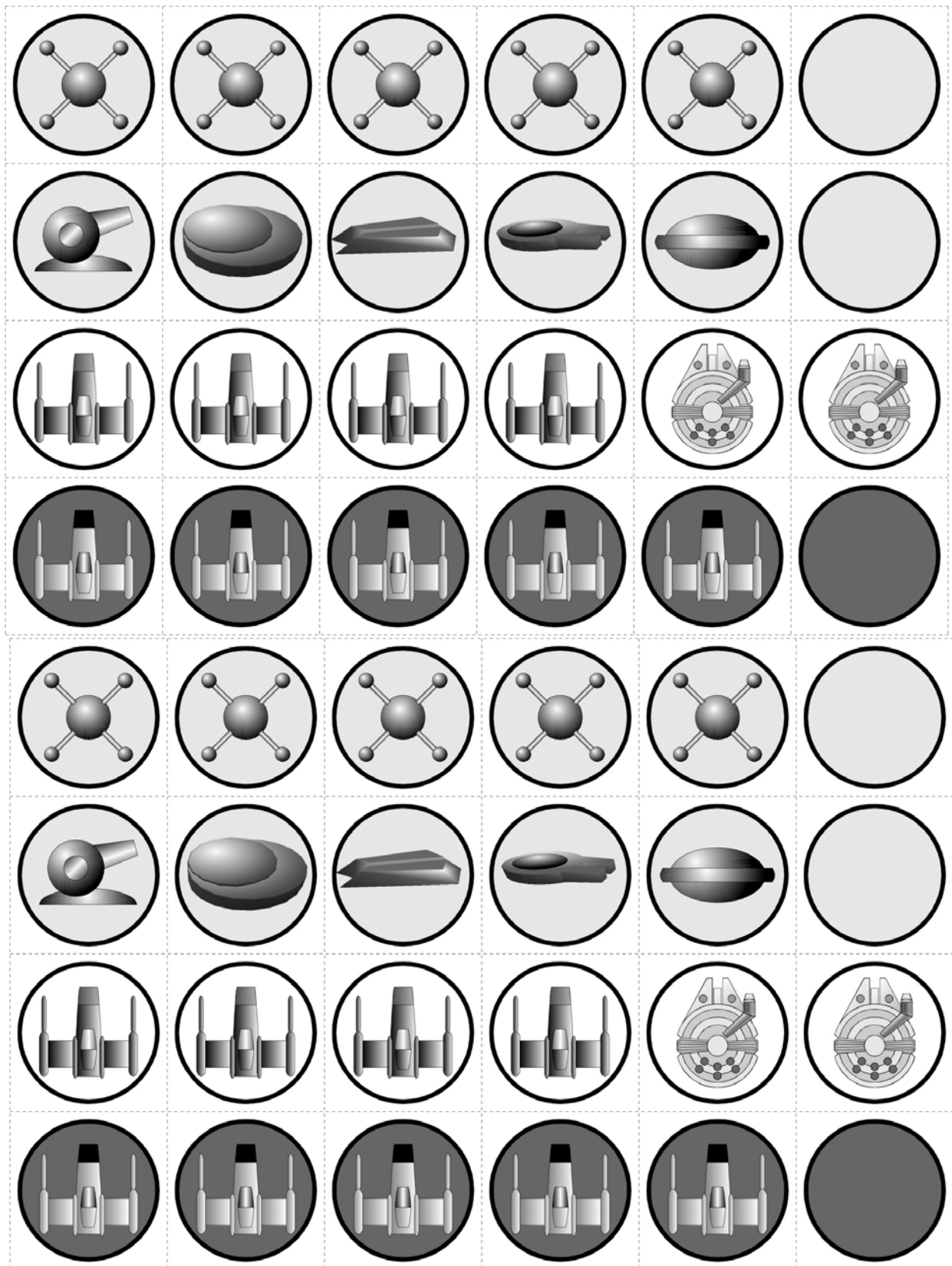
A pilot can take one move action and one attack action in a given round. A move action can be made up of any number of simple maneuvers that can be accomplished using the ship's current movement rate (9 500-m. squares if the ship is moving at ramming speed (the maximum for a Headhunter, the ship around which the simulation was modeled), 5-8 if it is moving at attack speed). The pilot can also attempt a maximum of one stunt (as a free action) in a given move action. Simple maneuvers don't require Pilot checks, but stunts do. Failing the Pilot check for a stunt by 10 or more means that the pilot is in danger of losing control of her ship. Another Pilot check must be made at the same DC as that of the original stunt; success means that the pilot does not lose control, but also does not complete the stunt, while a second failure means that the pilot has lost control; consult Table 11-18 (p. 227, RCRB) to determine precise effects of the loss of control.

Remember to keep the fire arc of weapons in mind. If they only have front fire arcs, that means the ships need to maneuver so that they have opposing ships in front of them.

Pilots may want to use debris or other objects on the combat grid as cover, or to send a pursuing missile into a different target. To do this, the pilot must first fly through the square occupied by the other object or ship (use Table 11-17 to set the DC to avoid the other object; most satellites are size Tiny, while ship sizes range from Fine to Colossal). The pilot trying to shake the missile and the new (intended) target each make Pilot checks (unattended or unpiloted objects default to a Pilot check value of 10), and the individual or object with the lower Pilot check is the new target for the missile.

Ship speed affects not only movement rate, but also the ship's defense (faster ships are harder to hit) and the pilot's skill checks (it's harder to maneuver as you go faster and faster). The modifiers are in Table 11-13, p. 218.

Contest #6: Simulation Piloting - Ship Counters



Living Force Interactive Contests Rules

(For use by the players)

Computer Use

- All heroes are eligible to participate in this contest.
- Each hero will make a series of Computer Use skill checks to successfully operate a computer in a limited time.
- Completely successful operation involves accomplishing 10 tasks in 2 minutes (20 rounds).
- A hero may not take 20. A hero may take 10 with Skill Mastery in Computer Use.
- The tasks must be accomplished in order.
- The hero may attempt to accomplish each task multiple tries, but each try takes 1 round.
- The DC of the ten tasks are: A: 10, B: 15, C: 10, D: 20, E: 25, F: 30, G: 20, H: 25, I: 30, J: 20
- If more than one hero has successfully accomplished all ten tasks, the hero with the shortest time is the winner.
- If no heroes accomplished all ten tasks, the hero who achieved the most tasks in the 2 minutes is the winner.
- If two (or more) heroes tied for most tasks within 2 minutes, duplicate winners are announced.
- All decisions of the judge are final.
- Each participant may only enter the Computer Use contest once at any given interactive.
- No use of Force points in this contest.

Lightsaber

- Only active Jedi heroes are eligible to participate.
- The heroes compete in a series of matches, each one between two heroes.
- Guidelines can be found on pages 44-45 of the *Power of the Jedi Sourcebook*. Some of them are briefly stated below.
- A -4 penalty is applied to each contestants attack roll, due to their checking the attack. An attack that successfully hits an opponent does only half damage. (This applies to critical hits as well.)
- Victory Conditions: A Jedi wins the duel when his opponent has lost two-thirds his vitality points, or his opponent requests the duel end – whichever comes first. The duel ends immediately if either participant is injured (meaning wound point damage).
- Using the Force – skills, feats or spending a Force point – immediately disqualifies the Jedi. This is a contest of skill with a lightsaber.
- Attacking an opponent's lightsaber is illegal and disqualifies the Jedi.
- There is a single winner for the lightsaber contest. However, the contest may be divided into a "junior division" and a "senior division."
- Failure to show for scheduled match results in forfeiting that match.
- All decisions of the judge are final.
- Each participant may only enter the lightsaber contest once at any given interactive.

Marksmanship

- Any hero is eligible for this contest, *though Jedi participating may receive a frown from their superiors*.
- The heroes compete in a series of matches, each one between two heroes.
- Each hero gets five shots (per match). The hero who hits the target the most, wins the match and advances to the next heat. In the event of a tie, the match is resolved by "sudden death rules," with the first hero to hit the target (while the other hero misses the target) winning.
- The target's Defense begins at 10 for the first shot and increases by 5 for each subsequent shot (even into "sudden death"). The target's Defense resets to 10 for the next match (or heat) and continues in this pattern. (So the first shot of a match is at Defense 10, second at 15, third at 20, fourth at 25 and fifth at 30, etc., etc.)
- No weapon modifications, aiming devices or use of Force abilities are allowed for this contest.
- The following classes of ranged weapon are allowed: blasters, slugthrowers, bowcasters, bows, and slings.
- The contest sponsor supplies the weapons.

- There is a single winner for the marksmanship contest.
- Failure to show for scheduled match results in forfeiting that match.
- All decisions of the judge are final.
- Each participant may only enter the marksmanship contest once at any given interactive.

Oratory

- All heroes are eligible to participate in this contest.
- The contestants perform for a crowd (audience). (This may be part of other events during the interactive.) It is suggested that a common topic be selected for the heroes to speak on. They do not have to take the same position (i.e., for or against).
- Each hero makes a Bluff or Diplomacy check. (Synergy bonus of +2 if the hero has 5 or more ranks in the other skill.)
- The judge(s) give a circumstance bonus based upon audience applause, cheers or boos.
 - Boos = -2
 - "polite" applause = 0
 - strong applause = +2
 - cheers, etc. = +4
- The highest score wins the oratory contest.

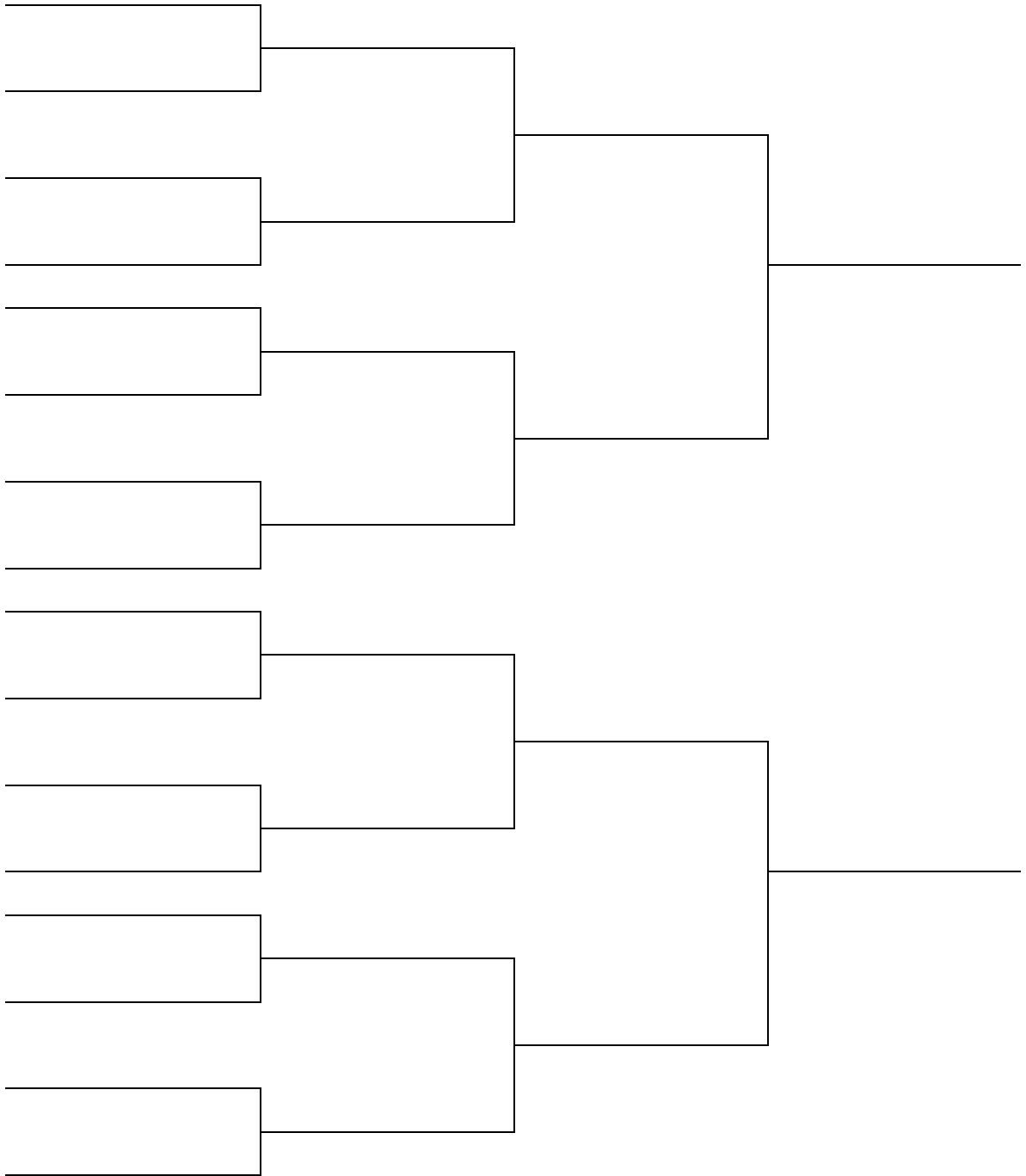
Repair

- All heroes are eligible to participate in this contest.
- Each hero will make a series of Repair skill checks to successfully fix a speeder bike.
- Completely successful operation involves accomplishing 10 tasks in 2 minutes (20 rounds).
- A hero may not take 20. A hero may take 10 with Skill Mastery in Repair.
- The tasks must be accomplished in order.
- The hero may attempt to accomplish each task multiple tries, but each try takes 1 round.
- The DC of the ten tasks are: A: 10, B: 15, C: 10, D: 20, E: 25, F: 30, G: 20, H: 25, I: 30, J: 20
- If more than one hero has successfully accomplished all ten tasks, the hero with the shortest time is the winner.
- If no heroes accomplished all ten tasks, the hero who achieved the most tasks in the 2 minutes is the winner.
- If two (or more) heroes tied for most tasks within 2 minutes, duplicate winners are announced.
- All decisions of the judge are final.
- Each participant may only enter the Repair contest once at any given interactive.
- No use of Force points in this contest.

Simulation Piloting

- All heroes are eligible to participate in this contest.
- Pilots fly against a "Caarite Ace" in a combat simulation.
- All decisions of the judge are final.
- Each participant may only enter the Simulation contest once at any given interactive.
- No use of Force points in this contest..
- Hero vs. hero piloting is non-combat, and uses the simulators as well.
- A pilot can take one move action and one attack action in a given round.
- The pilot can also attempt a maximum of one stunt (as a free action) in a given move action.
- Simple maneuvers don't require Pilot checks, but stunts do.
- Failing the Pilot check for a stunt by 10 or more means that the pilot is in danger of losing control of her ship. Another Pilot check must be made at the same DC as that of the original stunt; success means that the pilot does not lose control, but also does not complete the stunt, while a second failure means that the pilot has lost control; consult Table 11-18 (p. 227, RCRB) to determine precise effects of the loss of control.

Playoff Heats for the _____ LF Contest, Sheet ____ Judge _____ Convention _____ Date _____



HEAT 1 ➡ HEAT 2 ➡ HEAT 3 ➡ HEAT 4 ➡ Scores for the _____ LF Contest, Sheet ____
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