

PRE-INTRODUCTION

It is possible, however unlikely, that there may be individuals attending the interactive who did not elect to play the trilogy at Winter Fantasy. For them, I would recommend making the following announcement:

This interactive is based off of events occurring in the finale of the trilogy that premiered at this convention. If you have not played the trilogy, then be warned – something that surprised many people will be completely spoiled for you if you elect to participate in the interactive. The event, while not central to the modules, is key to Living Force, and if you want to avoid spoiling the surprise, we strongly recommend you wait outside during the opening moments. Even that isn't a guarantee, though, since the point of the interactive is to interact, to be part of the story. So even if you go out into the corridor every time an NPC speaks, you will probably still hear the spoiler from another player. It's something that's worth talking about, after all.

You should consider this fair warning. We don't think that playing the interactive first will ruin the fun of the trilogy for you. The events that this is based on only touch on one small aspect of the trilogy, and we believe that even if you know the disposition of one element of the plot, it will not keep you from enjoying the rest of the story as fully as you ever could.

With that, we will begin in five minutes!

Introduction: Barnab Chistor

{{{This should be delivered with an air of pomp and authority; Chistor, you will recall, loves the limelight, and while he will always be appropriately deferential, he's at his best when he's in front of a crowd. What he has to say will likely be the most grandiose of anything that gets said, with the possible exception of Impeveri's speech in hour two.}}}

I want to thank you all for coming together today in Gadrin, to join in the celebration of a life that touched all of us. The passing of Master Kirlocca has shaken the system. Kirlocca was a powerful force for good, training countless Jedi in the timeless art of the lightsaber. Beyond that, though, he was a presence, a strong, quiet comfort, a symbol of the safety of our system. Nay, a symbol of the hope for safety in the galaxy as a whole, as we struggle through this awful war with the Separatists.

After much conferring with Jedi and non-Jedi alike, it was decided by Counselor Impeveri, myself, and a number of other administrators of the system that while a day of mourning might be in order, a day of celebration would be more in keeping with what Master Kirlocca might have wanted. He has, after all, moved on to be part of the Force that he loved, that he served all his life. That he is no longer with us physically does not mean that he is absent from our lives.

With that in mind, we have arranged a number of competitions, the first of what we hope will be many annual events to commemorate the life of this great citizen of the galaxy. I would love to claim him as a citizen of Cularin, but that would be too selfish. He was compassionate, and kind, and as good a Wookiee as I, at least, ever had the chance to meet. We are all diminished by the loss.

Some of the competitions will be combat, but all will be non-lethal. Skill will win the day, and that, I believe, is in keeping with what Master Kirlocca would have wanted.

Thurm Loogg's address

~20 minutes in, should be timed in such a way as to make people wonder whether he's serious or whether he's actually going to say more

Citizens of Cularin... The Cartel shares your sorrow on this day. We almost did not say anything at all, but that might have seemed callous, and the Cartel is not callous. Many things we have been called, but callous is not among them.

We have nothing to do with the festivities today. We are not sponsoring events because we know that in some of your eyes, that might cheapen them. You celebrate the life of a great individual, and we only wish to express our sympathies. To do more might, in the eyes of some, cheapen a day dedicated to a very important individual. The Cartel loves you too much to do such a thing.

.....

SUGGESTION: A vocal anti-Cartel sentiment arises (you may not even have to plant this). They do not trust the Cartel, and believe that Loogg is "up to something." Plant a rumor that the Cartel is going to send flowers that contain a bomb, then announce every time flowers are delivered and see how many people run to disarm them.

The Cartel isn't going to do anything obnoxious. They know that in this situation, simple is best. Speak briefly, sound sincere, and leave the people to their celebration. The Cartel has been "present" enough in the past that they will actually be more noticeable in their absence, and people will remember that they DIDN'T do anything obnoxious. Knowing when NOT to act is also good PR.

Master Lanius's address

~ 1 hour in

{{{Lanius is not physically present, though there are representatives of the Jedi Academy here, doing the standard testing/recruiting shtick. Lanius is projected as a hologram. He provides his thoughts and then fades away. What the two representatives of the Jedi Academy think is outlined below.}}}

There is much that I could say about my friend Kirlocca. When I thought about what to share with you, I really didn't know where to start. This isn't something that the Academy had explicit plans to be a part of. Don't get me wrong – it's a wonderful tribute to a wonderful individual, and I'm pleased to be here, as much as I am. But there have been many losses to the Jedi, and to many throughout the galaxy, in recent months.

The more I thought about it, the more I thought that the celebration was the right thing to do. I should be there, but the business of running the Academy must come first. This is the way Kirlocca would have wanted it. That so many have chosen to attend this memorial to Kirlocca, to share in the joy – and it really is joy, through the sadness – of his becoming one with the Force, warms my heart.

There is no single story I would share with you. That's what I decided. Master Kirlocca died as he lived, doing what he believed was right. He touched many of our lives, and the galaxy is a better place for his having been in it.

Westa Impeveri's Statement
~ 2 hours in

{{ {Impeveri's statement's tone will be based on the reception to what has gone before. If people seemed to receive Chistor well, with his high-flown language, then Impeveri's language will also be high-flown. If people responded better to Lanius's "short and sweet" approach, then that's what he'll do. Because, well, Impeveri may be a weaselly politician – but he's GOOD at it. Thus, we're providing only the key points for Impeveri to make, and not verbatim text. I strongly recommend putting someone with strong improvisational skills on this.} }}

It is a day both great and sad...

Kirlocca served well and true. He helped to uphold the noble Jedi tradition...

The lesson to take away from this is that duty and honor will be remembered. There is a shortage of heroes in our galaxy. It takes individuals like Kirlocca to mold them, and it takes deaths like Kirlocca's to remind us what heroism truly is.

I hope that we will not allow Master Kirlocca's sacrifice to have been in vain. Always stand up for what is right. ALWAYS protect those who must be protected. And whatever ethos you follow – whether you call it "the Force" or something else entirely – always follow it in a way that is true to yourself.

Mother Dariana's Statement

~ 2:40

{{ {Mother Dariana is not well, but will make a brief personal appearance. She is flanked by a number of guards, both Tarasin and Wookiee, who escort her to the podium.} }}

When you get to be my age, you see a lot of people born, and a lot of people die. Say farewell to enough, and you begin to realize that each one would have wanted something different in how they're remembered, and they almost never get it.

I don't know what Kirlocca would have wanted. Raucous celebration or quiet mourning, I couldn't say. He was always quiet, but you know those quiet types. Always something going on inside.

Any time people can get together, so many different people, and talk about someone's life. Any time you can laugh and smile and remember. That's a good thing. Maybe Kirlocca would have wanted competitions. Maybe he would have wanted meditation. Or maybe he would have been just as happy to have had nothing at all.

This isn't about him. That's what you learn, when you see enough of these. It's almost never about what the person who's moved on would have wanted. It's about what the people who are still living need.

So, you know what? I'm not telling a single person what to do when I die. When the time comes, people will know. We all do what we must, in life, and then in death.

May the Force be with you. May Kirlocca be with the Force. May we all find peace.

Those are all the planned speeches. Notes on other NPCs who are present:

Two representatives of the Jedi Academy: The two individuals manning the Jedi Academy booth have different views of the proceedings. One of them believes that *Master Kirlocca would have wanted the people to have a release, if one was needed; there is war in the galaxy, and people need to be reminded that even in the face of darkness, there is light.* The other believes that *Master Kirlocca would have wanted business to continue as usual. Celebrations detract from the responsibilities of a Jedi.* These two individuals, as in previous interactives, serve to demonstrate that being a member of the Jedi Order does not mean that one has a predetermined mind-set, but instead that two Jedi, equally responsible and reasonable, may come to different conclusions about the same situation. Draw the players into this discussion. NOTE: Someone will have read the feat in the *Powers of the Jedi* sourcebook that allows individuals to call forth a spirit of a specific Jedi. There are currently NO plans to call forth Kirlocca's spirit. No one in Cularin possesses the ability to do this, regardless.

Force Adept Apprentice Booth: Our standard FAA NPC (Lony Hertz?) is present. The message is one of compassion; Master Kirlocca was a great individual, made even greater by his contribution to the education of the next generation of Jedi. His life was noble, and everyone should be so noble. Won't you take on an apprentice, someone to train in the ways of the Force?

Vanster Enan's Sop House: Vanster is manning the bar, and serves up a round of Kashyyykan bitter berry beer every time someone wants to toast Kirlocca. The Wookiee who normally armwrestles all comers is instead debating philosophy with them. He believes that anything which can "become one with the Force" can also separate itself from the Force once more. He doesn't know why he thinks this, but he takes the idea in some interesting directions. Tell whomever takes on this roll to be creative, and whatever ideas get presented, whatever consensus gets reached, should be given to the plot director for review and possible incorporation into future plotlines.

Shipyards, Droids, etc.: These booths are staffed as usual, but it often seems that the individuals working them want to be off celebrating as well. In honor of Master Kirlocca, Joh's is pushing an "MK" series of droids, which includes both protocol and battle droids (standard stats, just a different name). These droids ultimately shouldn't have anything different about them, other than the commemorative name. In the shipyard, plans are being finalized to give away a landspeeder to the individual – Wookiee or other – who gives the most impassioned speech about how Kirlocca touched his or her life. (Note that this should be announced in the second hour of the interactive, and judging should be based on both roleplaying and relevant skill checks.)

Nirama's Position: Nirama is not present, nor is Nadin Paal. But some of his organization wander the crowd, and they have the following thoughts, for those who might listen: Nirama is concerned that if the Jedi are weakened, that will leave a power vacuum; Nirama does not want to fill that vacuum, as "keeper of the peace" is not a role he treasures; weakening the Jedi, by killing Kirlocca and potentially by killing others, puts everyone who lives in Cularin in a difficult place – like it or not, the mere presence of the Jedi helps to keep the peace; Nirama will not say

that he believes Thaere had anything to do with Kirlocca's demise, but he also doesn't say that he thinks they have clean hands in the entire affair.

Thaere's Position: No representatives of the Thaereian Navy are present. This makes Osten Dal'Nay, who is present, very happy. He believes it is a small victory for Cularin, to have Thaere completely absent from the celebration, but he also taps every militia member present to keep an eye out; it is possible, after all, that Thaere may be plotting something. (They aren't, but vigilance should be rewarded.)

Suggested reward for attending:

Blade Sliver: This tiny sliver of metal was reportedly part of the first Rykk blade Kirlocca ever wielded, one that he broke when, as a young Wookiee, he saved the life of a playmate on Kashyyyk. The blade was kept by his family for years, and on Kirlocca's death it was sent to the Academy on Almas. Knowing the importance of Kirlocca to the people of Cularin, Master Lanius had the blade shaved down into tiny slivers, to be distributed to those who attended the celebration of Master Kirlocca's life. The sliver is suspended in a blue crystal matrix that seems to focus light on the tiny bit of metal in its heart.

The sliver has no game mechanic effect. It is a reminder that heroes are made young, and that what we leave behind, while small, may still hold vast importance to those who remain.

Hero Contests for the Living Force Winter Fantasy 2003 Interactive

As Master Kirlocca was a being who excelled in combat, it only seems fitting that several contests be held at his remembrance ceremony to celebrate him. It would not be fair, though, to only hold lightsaber duels. Other types of contests have been organized to allow the non-Jedi of Cularin to participate.

Each of the contests should be run in “heats” and participating heroes should be matched as evenly as possible against each other.

Lightsaber Duels:

- Only active Jedi heroes are eligible to participate.
- Guidelines can be found on pages 44-45 of the *Powers of the Force* supplement. 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 goes for critical hits, also).
- Victory Conditions: A Jedi wins the duel when he exhausts his opponent of two-thirds their vitality points or his opponent requests the duel ends – whichever comes first. The duel ends immediately if either participant is injured (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.

Melee Duel:

- Any hero may participate in this contest.
- All types of melee weapons (excluding lightsabers and martial artists) are eligible to be used in this contest.
- 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 goes for critical hits, also).
- Victory Conditions: A participant wins the duel when he exhausts his opponent of two-thirds their vitality points or his opponent requests the duel ends – whichever comes first. The duel ends immediately if either participant is injured (wound point damage).
- Using the Force – skills, feats or spending a Force point – immediately disqualifies a participant. This is a contest of weapon skill.

Martial Arts Contests:

- Any hero is eligible to participate in this contest. Of course, heroes who have the appropriate unarmed combat feats are at a distinct advantage.
- No contestant may use a weapon of any sort other than their hands or feet. Claws are considered a weapon and may not be used.
- 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 goes for critical hits, also).

- Victory Conditions: A participant wins the duel when he exhausts his opponent of two-thirds their vitality points or his opponent requests the duel ends – whichever comes first. The duel ends immediately if either participant is injured (wound point damage).
- Using the Force – skills, feats or spending a Force point – immediately disqualifies a participant. This is a contest of weapon skill.

Marksmanship Contest:

- Any hero is eligible for this contest, though Jedi participating may receive a frown from their superiors.
- Each hero gets five shots at a target. The one who hits it the most wins the match and advances. In the event of a tie, a “sudden death” match is played, with the first hero to hit the target winning.
- The targets Defense begins at 10 for the first heat and increases by 5 for each subsequent heat.
- No aiming devices or Force abilities are allowed for this match.
- The following classes of ranged weapon are allowed: blasters, slugthrowers, bowcasters, bows, and slings.

Persuasion Contest (Non-Force):

- This is for those heroes who aren’t particularly inclined to solve a situation with violence. Some prefer to wield words.
- The contestants compete against each other in an attempt to persuade each other. Either Bluff or Diplomacy can be used for this contest.
- Each hero makes a Bluff/Diplomacy check, countered by her opponents Sense Motive skill check.
- The first hero to persuade their opponent wins the match.

Persuasion Contest (Force):

- This is like the contest above, except Force skills and abilities may be used.
- The contestants compete against each other in an attempt to persuade each other.
- Each hero makes a Bluff/Diplomacy check, countered by her opponents Sense Motive skill check or Will save, whichever is appropriate.
- The first hero to persuade their opponent wins the match.