

For Fun and Profit

A One-Round LIVING FORCE Interactive

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A group of Cularin-based businesses has formed the Trade Alliance, a member-run initiative that is dedicated to putting Cularin back on the galactic trade map. On the eve of their inaugural Trade Show, the Alliance is prepared to unveil a new technology that will eliminate a long-standing barrier to commerce in the system. 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 LFMeta@living-force.net for additional materials.

For Fun and Profit 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 craft or profession checks or get pay from certified employment for LIVING FORCE interactives. Players may make a payment for ships, although they are not required to and will not be visited by the Happy Starshine Collection Agency at this interactive.

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 179) 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 Sourcebook*... "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 character, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

Wookiees, Rage and Dark Side Points: Per the sidebar on page 182 of the *Star Wars Roleplaying Game Revised Core Rule Book*, Wookiee Force users do not gain Dark Side Points for following their natural tendencies and using the Wookiee rage species ability. They do receive a Dark Side Point, however, if they incorporate Wookiee rage with any of their Force skills.

In addition, while in a Wookiee rage, a Wookiee Force user can't call upon the Force (except for calling upon the Dark Side when using a Force point). All other uses of the Force require more calm and peace than the Wookiee can manage while in the natural frenzy.

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

The Cularin system's 10-year absence from the galaxy has had a tremendous impact on trade and commerce. Though a wartime economy has produced great demand for Cularin's industry, many local companies have seen their out-system contracts taken over. Trading partners sought other sources of goods once Cularin disappeared and many of them found an eager trade partner in the Metatheren Cartel.

Eager to regain lost business, and to put Cularin back on the economic map of the galaxy, an association of like-minded businesses has sponsored the development of a Cularin-based Trade Alliance. The Alliance's primary objective is to open new markets for its member trade houses, and to bring new business to Cularin. To this end, the Trade Alliance has amassed considerable backing and is poised to offer its members the greatest benefit to trade that Cularin has ever seen – a means to hyperspace directly to and from Cularin.

The Trade Alliance Vessel *Prosperity* has been commissioned to serve as the system's own space-going convention center. The massive capital ship, a modified warship, has been refit with an impressive hotel, casino and trade-show area that would be the envy of many worlds. Engineers have installed a special modification to the ship's hyperdrive motivators to allow the ship to bypass the hyperspace shadow of Cularin's cometary cloud.

This breakthrough is to be unveiled at the Alliance's first ever trade show. Corporations from all over the galaxy will be on hand to solicit for new contracts, market their products and try to carve themselves a niche in the Cularin marketplace.

Heroes attending the Trade Show are going to be in for a stellar time. Casino games, contests and all manner of business opportunities are presented on the *TAV Prosperity*. Even if a hero has no interest in business matters, they might have an interest in supporting a corporate initiative that is truly by Cularin and for Cularin. Anyone who knows just a little about Cularin politics knows that this Trade Alliance is going to severely upset the Metatheren Cartel, so showing up just to watch the 'fireworks' might be worth it alone.

At the keynote address by Cy Taegen (VP Media Relations/Business Development), the new technology is to be revealed and the *Prosperity's* first voyage

through the cometary cloud commences. During Taegen's speech, a holographic message from Thurm Loogg interrupts to offer sincere wishes of luck to the Trade Alliance and to remind everyone that the Cartel "Loooooooooves Cularin!". This message is being transmitted by a Cartel Agent who has infiltrated the Trade Show and has brought a portable Holotransmitter. After the Cartel's operative is escorted from the meeting hall by TA Security, Taegen's speech continues, and the expected moment arrives.

Unfortunately, the moment of scientific triumph does not last long. A malfunction in the 'upgraded' hyperdrive causes the ship to re-enter hyperspace within a dangerous section of the cometary cloud. As engineers struggle to regain control of the damaged ship, the heroes are called upon to assist as many people as they can on the trade show floor and to man whatever showroom ships that they can. The only way to buy enough time to regain control of the ship is to destroy incoming cometary fragments and chunks of ice.

Once all is said and done, the *Prosperity* returns to Cularin, with just a few dents and a largely bruised, corporate ego for the Trade Alliance. The Alliance intends to continue its activities, but they wisely decide to abandon their hyperdrive technology for the time being, while an investigation is launched into the accident.

Area 1: The Prosperity Casino

This casino and entertainment center would be then envy of several worlds. A 500cr limit at many of the gaming tables doesn't hurt either!

Area 2: Trade Show Booths

A number of Cularin and out-system merchants have booths in the Trade Hall. Heroes would do well to check them all out and to interact with as many NPCs as possible. The Cularin Trade Alliance, Spacer's Union, Nenmo's Curios, Joh's Droid Emporium, The Kashyyyk Academy of Wrestling, Blastech, Merr-Sonn, SoroSuub, and a showroom hangar for the Ma'Haffee Shipyards are all present here.

Area 3: Trade Hall Floor

Mingling on floor of the Trade Hall, in and amongst the booths, are other NPCs that might be of interest to the heroes. The Cularin Militia, a Force Adept Matchmaker, and the Jedi Academy all have representatives here.

Keynote Address:

Cy Taegen, VP Media Relations and Business

Development for the Cularin Trade Alliance leads an address to the attendees. He spells out the mission and reason for the Trade Alliance, and then is interrupted by a holographic message from the Metatheran Cartel's Thurm Loogg. After the Cartel 'operative' is escorted from the Trade Hall, Cy continues. He describes how the Trade Alliance has obtained technology to allow the *Prosperity* to move through hyperspace without interference from the hyperspace shadow of the Cometary Cloud that has always made hyperspace travel to and from Cularin so difficult. Unfortunately the planned test through the Cometary Cloud goes awry and the heroes are called upon to help.

Mini-Mission:

The *Prosperity* is crippled and adrift through a dangerous section of the Cometary Cloud. The heroes must first diffuse a number of tense situations on the Trade Hall floor then jump into some of the showroom ships. The *Prosperity* is on a collision course with a number of ice fragments. The heroes must act quickly to destroy the threatening fragments and buy enough time for the engineers to restore main power.

Conclusion:

The heroes keep the *Prosperity* safe long enough for the engineers to restore main power. The large ship quickly moves for safer space. The heroes are welcomed back aboard and thanked profusely for their assistance. The Trade Alliance suspends all their hyperdrive testing until they can determine what went wrong.

Timeline (Assumes a 4 hour slot):

Start – 2:00 hrs

- Areas 1-3 are open for interaction.

2:00hrs – 2:15hrs

- All contests wrapped up, winners announced, prizes awarded.
- All other interactions at Areas 1-3 to be wrapped up in preparation for the Keynote address.

2:15hrs – 2:30hrs

- Keynote address begins
- Interruption by Thurm Loogg
- Technology revealed, hyperspace jump begins and ends abruptly. Ship in danger.

2:30hrs – 3:30hrs

- Mini-Mission occurs

3:30hrs – 3:45hrs

- Conclusion and wrap-up.
- All certificates and experience awarded, log

sheets updated.

3:45hrs – 4:00 hrs

- Excess budgeted time for overflow or for Administrative messages from Campaign Staff to Players.

Important Note to Organizers: Be sure to consult the appendices at the end of this document. You will find many useful sheets to smooth the running of this event

Clarification regarding tiering notation: when you see something like “DC 15/20/25”, use the lowest DC for the lowest tier, the middle for mid-tier and the highest for high tier. In this scenario, tiers are for character levels: 1-3, 4-6 and 7-9. Higher level heroes are unlikely to find this scenario challenging. Bear in mind that this tiering notation is only applicable within the mini-mission, and not for any NPC interactions during the rest of the interactive event.

Opening Crawl

It is a period of economic turbulence in the Cularin system. Ten years of absence from galactic trade has seen many Cularin businesses lose their contracts to out-system competitors. Eager to regain their lost business, and to find new economic prosperity for Cularin, many businesses have banded together to form the Cularin Trade Alliance. This organization is preparing to hold an immense Trade Show aboard a space-going convention center. But, even as the first exhibitors and guests arrive disturbing rumors begin to circulate about new technology aboard this Trade Alliance ship that will change forever the face of Cularin economics .

Area 1: Prosperity Casino and Entertainment Center

Key ideas of this area: Heroes have a chance to wager some of their hard earned credits.

What Trade Show venue would be complete without some the glitzy entertainment of high rollers and show girls that only a Casino can bring? The Prosperity Casino is quite elegant, much unlike some of the tackier casinos on Tolea Biqua. The drinks are not watered down, and none of the games are actually rigged any more than necessary in the house's favor. Each gambling table is manned by a DLR series protocol droid that is resistant to all attempts to cheat at the

games. There is a 500cr limit on all rounds of house gaming. Use the rules on page 89 of the SWRPG-RCR for betting against the house. The table is reproduced, below. All heroes partaking in the gambling are allowed one (and only one) gambling check, as one check does represent several hours' worth of gaming.

In the interest of fairness, all gamblers should roll the same die provided by the Interactive Assistant manning this table. This way there can be no complaints of unfairness concerning other people's dice. It also fits this style of casino gambling as well.

Force Points and Force Skills may not be used to augment any contest in any manner in the Casino. A sign at the door asks all patrons to be fair and to not use the Force while in the Casino. A large, nasty looking Trandosha Pit Boss quietly escorts any hero who attempts use of the Force in this Casino out the door. Grrandash is a Force Adept and knows what such heroes are trying to do. There is no conflict, no chance for rebuttal here. The player is simply removed from the Casino area and not permitted to come back in. Whatever money they were attempting to wager is also unceremoniously tossed into the offending hero's face.

It is possible to walk away from this casino 5,000 richer, but this does require a gamble skill check of 40+.

From p. 89 of the SWRPG-RCR

Gambling Result	Wins or Loses
1-4	Lose entire stake
5-9	Walk away with 25% of stake
10-14	Walk away with 50% of stake
15-19	Break even. Keep entire stake
20-24	Win stake x 1.5
35-29	Win stake x 2
30-34	Win stake x 3
35-39	Win stake x 5
40+	Win stake x10

NPC's Here: Dealer Droids, Grrandash

Rumors Here

- 1) Nenmo lost big earlier, he might be interested in cutting a deal to make up for his losses.
- 2) That Jedi-lady been by asking about force users. Grrandash told her that if she wasn't betting she need to go. She not seem to like that very much.

Area 2: Trade Show Booths

Key idea of this area: Many booths are present on the floor of the Trade Show, showcasing the goods and services of many Cularin-based businesses as well as

many key suppliers and manufacturers from outside the system. Heroes can interact with these booths, partake in contests, obtain rare merchandise and gain a few, interesting rumors along the way.

Booth 1 – The Cularin Trade Alliance (MetaOrg)

This new association of Cularin-based business interests is recruiting new member Trade Houses. Heroes interested in learning more about joining the Trade Alliance are in the right spot. Cy Taegen, who later gives the Keynote Address, is happy to initiate new Trade Houses.

NPC's Here: Cy Taegen

Rumors Here:

- 1) There is something special planned for the keynote address, but we can't say what. Suffice to say the repercussions will have lasting economic benefit for the Cularin system.
- 2) The Metathaeren Cartel is not a member or associate of the Trade Alliance in any way. In fact, we were organized to help Cularin merchants win back contracts that the Cartel has had exclusive access to for 10 years now.
- 3) Watch that lady at the Spacer Union's booth – word is she's tied to some criminal syndicate, maybe Nirama, maybe some outfit out of Malastare. Nothing but a bunch of smugglers and pirates in the Union.

Booth 2 – Nenmo's Curios

The sight of this Toydarian merchant hocking his wares at this Trade Show might seem somewhat out of place. Although he is wearing a suit (albeit a tacky, wrinkled one) his style and wares seem far more suited to a marketplace than this Trade Hall. Nenmo boasts of his new import-export business and these trinkets are only the latest items he is delighted to haggle over.

As always, Nenmo expects everyone to haggle over his wares. There are to be no skill checks here, as we want to encourage players to role-play their encounter with Nenmo. The Toydarian is also fascinated with interesting stories. Anyone who takes the time to role-play with Nenmo by telling him an interesting story may earn a chance to haggle over some unique items. Otherwise, heroes are free to haggle with Nenmo over his other items for sale. Please see the **Booth Aids** for Nenmo's current inventory.

NPC's Here: Nenmo

Rumors Here:

- 1) Hey... did you hear? There's-a some big thing planned for the keynote address this afternoon. Something they say is going to bring all kinds of new business to the system. Sounds good huh? Maybe old Nenmo can bring you some much finer things eh?

Booth 3 – Blastech vs. Merr-Sonn vs. SoroSuub

Three prominent weapons manufacturers have come to the Trade Show to show off. Each corporate representative is convinced that their model of Blaster Rifle is superior to the other, and they have set up a contest to prove it once and for all. Heroes wishing to help resolve the dispute are invited to participate in a contest of accuracy and damage capability. They may make a ranged attack roll using the weapons provided to hit a series of extremely difficult targets. Two rolls will be recorded per hero per weapon: 1) The total attack roll result and 2) The total damage result. Heroes can fire each weapon only once, and then only along the specified target range. For this contest, the use of Battlemind and Enhance Ability are permitted, but spending a Force Point will earn a Dark Side Point (Do warn players that giving into the quick and easy path to win this contest of skill, merely to win a prize, or bragging rights, is worthy of a DSP).

The winners of the contest will be determined by the highest attack roll, and in the case of a tie, the one who did the most damage is the winner. Great prestige on the Trade Hall floor will be heaped on the winning corporation's booth, but the other two booths are not sore losers. Each company will award one weapon to the hero that scored the highest with it. Only one weapon will be awarded to any hero, so the lists that are kept here are important. Keep going down the list until all three rifles are awarded. **Only one award per company, total of three, will be given out in the interactive.** Please make use of the Booth Aids for important information on running this contest.

NPC's Here:

Rumors Here:

Booth 4 – Joh's Droid Emporium

Representatives of Joh's are on hand to take the heroes' orders for droids. Given the 10 year leap in time made by the entire Cularin system, many new droid models have become available to Joh, and hence to the heroes.

NPC's Here: Seelana

Rumors Here:

- 1) This ship was modified with a large number of droid controls and sub-processors allowing it to run with a reduced crew complement.
- 2) The Thaerians have been exceptionally 'diligent' in their customs patrols of late, causing all kinds of delays in bringing new droid models into Cularin.
- 3) The collector's series of droids commemorating Kirlocca's death is sold out! It was the fastest selling production of droids the Cularin system has ever seen.

Booth 5 – The Cularin Spacer's Union (MetaOrg)

Representatives of the Spacer's Union are present and can answer questions and take applications for membership in the Union. This new initiative is intended to protect the interests of independent transport operators and support staff within the Cularin System. Although there are many professed ties to Nirama's criminal organization, none have yet been proven.

Quinlu Naj, an attractive human woman in her 30's, is sharply dressed appears to be every bit the concerned business activist. She has a few opinions on the other 'powers' in the Cularin system and might be worth talking to.

NPC's Here: Quinlu Naj

Rumors Here:

- 1) The Trade Alliance is nice and all... until you hit the hidden fees, and tariffs, not to mention you have to keep your contracts within the Trade Alliance. Despite how nice it looks, the Trade Alliance still favors big organizations, big taxes and leaves nothing for the little guy.
- 2) The Union is all about keeping the contractors and independent operators that made Cularin great in business. We have contacts and connections that will look out for you and open up all kinds of opportunities for those who aren't afraid to work hard, and leave idiot bureaucracies to committees like the Trade Alliance.

Booth 6 - Kashyyyk Academy of Wrestling

Rawkee, the famous Wookiee arm wrestler has created a bold new business venture and has opened a wrestling school. His Academy is intended to appeal to all comers who are keen to compete in friendly tests of skill and strength. He views the Trade Alliance as being absolutely important to his venture due to the co-operative nature of marketing within the Alliance. Heroes who come to this booth are invited to compete with Rawkee in either a test of strength or wrestling prowess. In game terms the hero may choose to make an opposed test of Strength with Rawkee or climb into his ring, and try to successfully grapple and keep him pinned for one round. **Note:** Rawkee does **not** use Wookiee rage during these contests.

Contest Mechanics:

Participants may choose one of the following means to prove themselves to Rawkee:

Arm Wrestle – Opposed Strength checks are made. The high roll wins. Rawkee adds +8 to his rolls from his strength and various feats. Heroes may also add to their rolls in this special instance as per the chart in the

Booth Aids.

Get in the ring – An actual unarmed combat with Rrawkee that is fought for one to three rounds. The one who succeeds in an attempt to pin their opponent wins the contest. In this match, participants start with their arms locked, so attacks rolls to hit are not needed. Such a contest has 3 stages:

- 1) Initiative Check
- 2) Initiative winner makes an opposed grapple check to hold the opponent. Next, another opposed grapple check is made to pin the opponent. Heroes may also add to their rolls in this special instance as per the chart in the **Booth Aids**.
- 3) If needed, the Initiative loser now makes an opposed grapple check to hold the opponent. Next, another opposed grapple check is made to pin the opponent. Heroes may also add to their rolls in this special instance as per the chart in the **Booth Aids**.

Rrawkee makes his grapple checks with +15/+10 modifiers (Note: Rrawkee gets 2 attacks per round... this is not tiering notation), taking into account his feats as per the above table.

To keep things from becoming overly complicated, the first one to succeed in the pinning of their opponent wins the contest (no chances for breaking or wriggling free). Should anyone succeed against Rrawkee in either form of contest, he extends to them a chance to work for his Academy as instructors and physical trainers. Rrawkee will only accept a maximum of 6 people into his employ each time this interactive event is run. Heroes who accept employment are given the Kashyyyk Academy of Wrestling Employment certificate.

NPC's Here: Rrawkee, famed Wookie arm-wrestler

Rumors Here:

No Rumors. Rrawkee is fairly devoted to his Academy and not at all interested in politics.

Booth 7 – Ma'Haffee Shipyard Showroom and Sales Office

Representatives are on hand to take orders on starships and to show off some new acquisitions to the shipyard – several new Z-95's sporting the latest in enhancements, a Citadel Class Civilian Cruiser as well as some Firespray-31 Patrol craft, claiming to be 'Roomier than ever!'

NPC's Here: The chatty sales-droid SL33-Z

Rumors Here:

- 1) The Trade Alliance may have found a clear route through the Cometary Cloud. The odds

of that are very remote, but the sources are reliable. This could mean a new age of commerce, piracy and warfare.

- 2) The Trade Alliance has hired a scientific team recently that is not known for the quality of their work. Roughly 8 years ago, this team of scientists was responsible for a power-core accident that irradiated a space station. How they are back in business now, and what they are doing for the Trade Alliance is still anyone's guess.

Area 3: Trade Hall Floor

Key idea of this encounter: Several NPC's and NPC groups can be encountered on the floor of the Trade Hall. Though they are not merchants, or business people per se, they nonetheless have an interest in meeting with the citizens of Cularin

Cularin Militia Recruiters (MetaOrg)

Osten Dal-Nay, founder of the Cularin Militia, is present and eager to meet and recruit new Militia members. For such a grand occasion, Osten is wearing his militia dress uniform, which is white with emerald green trim. He is of course happy to catch up on old times with heroes he has met and interacted with in the past, but is most concerned with recruiting new members for the militia.

NPC's Here: Osten Dal-Nay

Rumors Here:

- 1) There is some truth to the idea that some factions within the Cularin Government are concerned with the Militia's quick build up. However, Osten feels confident everyone knows why the Militia was formed and expects no problem with backing from all concerned parties within the system.
- 2) It is said that Nirama has a hand in the Spacer's Union, but Osten doesn't seem to mind. In fact the 'independent' operators of the Union have been able to secure a number of critical components for the militia in recent days.

Lony Hertz's Force Adept Club

Lony is eager to help Force Adepts become paired with apprentices who are eager to learn more about the Force from a non-Jedi interpretation. She will wander the Trade Hall floor and speak with Force Adepts about their suitability to guide an apprentice.

NPC's Here: Lony Hertz

Rumors Here:

1) Force Adepts have been sought out for an unusual number of security jobs lately. It seems that certain types of businesses are eager to bring a Force-User onto staff and use them to protect against Jedi mind-tricks and such.

2) Lony has heard that the Pit Boss in the Prosperity Casino is a Force using Trandosha who can spot someone using the Force anywhere in his casino.

The Jedi Enclave

Seenlu Kir, headmistress of the Enclave's Padawan dormitory is present at the trade show, in a more or less unofficial capacity. She can share a few pieces of information, and recommend some Masters to interested Padawan learners. She will note the pressures of the Clone Wars are making timely pairings of Masters and Padawan somewhat more challenging.

NPC's Here: Seenlu Kir or E1-6RA

Rumors Here:

- 1) The Trade Alliance made a generous contribution to the Enclave's activities, and had hoped Master Lanus would come to the show.
- 2) The courageous exploits of many of Cularin's Jedi are gaining notice amongst several prominent Senators and even the Chancellor himself.

Keynote Address:

Key ideas of this encounter: Cy Taegen, VP Media Relations and business development will address the assembly on the Trade Hall floor. His speech is interrupted by a holographic greeting from Thurm Loogg. After the Hologram is removed from the Hall, Taegen continues. The vessel prepares to make its jump past the cometary cloud and its rendezvous with danger.

For the benefit of the organizer and staff running this interactive, we've placed the Keynote Address and Thurm Loogg's Address as an appendix to this document.

Please assign one interactive assistant to the following roles (in addition to their booth/metaorg roles from Areas 1-3):

- 1) Cy Taegen, who starts off with the Keynote address.
- 2) Holorecording of Thurm Loogg.
- 3) Trade Alliance Security (x2)
- 4) Cartel Plant – This person is carrying the holoprojector that is broadcasting Thurm

Loogg into the room.

The script provided in Appendix 3 should suffice to bring the players to the mini-mission.

Mini-Mission:

Key idea of this encounter: The Prosperity is crippled due to a problem with its modified hyperdrive system. The heroes must defuse a number of tense situations on the Trade Hall Floor. Just as it seems things are getting under control, they are brought to meet Osten in the showroom hangarbay. The ship is on a collision course with several large chunks of ice, and the heroes must many some of the ships on display and blast the fragments out of the path of the Prosperity.

The hyperdrive modifications to the TAV Prosperity have failed. Normally, backup systems would prevent all kinds of tragic collisions, loss of power and hull breaches. Unfortunately, not too many crew deliberately aim their vessels at such an obvious hazard as a dense cometary cloud. The Prosperity did.

The Prosperity's main power systems are off-line. Backup power has engaged, but is barely enough for life support and environment systems. It is obvious that the 'plan' has gone right out the airlock. Trade Alliance officials are unable to contain the near-riot that is starting to spread throughout the Trade Hall.

This is read to the entire room:

The ship lurches about wildly only moments after the hyperdrive test begins. Suddenly it is as if the deck of the Trade Hall wants nothing more to do with the beings or booths inside it. Everyone is sent flying, booths crash into one another and panic begins to spread everywhere! For a brief, horrifying, second a terrible crashing noise reverberates throughout the Prosperity – something has collided with the ship. Then, main power flickers off for too long a time, until backup power engages.

In the chaos, only a few Trade Alliance personnel can be seen trying to assist the wounded and the hysterical. There certainly seems to be no clear leadership at present trying to direct people in what is obviously an emergency situation.

Now is the time for heroes to prove themselves. They are likely going to want to do 2 things right off the start – 1) Get more information on what has happened to the Prosperity and 2) Try to help those around the Trade Hall floor.

What just happened?

Getting any kind of information about what just happened will require finding a computer terminal tied into the vessel's main computer – a DC 15 Search skill check will suffice. Next, tapping into the computer systems will require hacking through the computer's security system – A DC 20/25/30 Computer Use skill check. At this point, a simple DC 15 Computer Use skill check will give access to all the following information:

- The hyperdrive safeties cut in to prevent a near catastrophic collision with something in the cometary cloud. This is exactly how the system is supposed to work – one might wonder if this much-anticipated new technology works at all.
- The modifications made to the hyperdrive were on the verge of overloading the entire power grid. Engineers obviously scrambled, even as the ship lurched back into real space, to contain the damage to the vessel. Unfortunately...
- Once back in real space, a collision with a large piece of ice did occur and knock out main power as a result. At the moment, it looks as though the ship is on backup power only and is drifting through the cometary cloud.

After the heroes retrieve this information, all the computer terminals in the Trade Hall go dead. Engineers are busy re-routing power from non-essential systems and that includes computer terminals in the Trade Hall. You needn't tell players this... a little more panic here won't hurt any.

How can we help?

With luck, the players are going to want to help out the situation in the Trade Hall right after you finish reading the boxed-text. Some heroes will want to wade right into the chaos and help calm things down, others will want to pursue the information we've just been through. Be flexible. However, make sure each encounter is brief. There is not a lot of time for this section. Don't be afraid to let individuals or pairs of characters encounter these things; if it helps move things along quickly, go for it.

Below we have six brief encounters and some recommended means of resolving them. Your goal is to make sure that each player at your table has some kind of challenge placed before them. Overall, we want to encourage role-playing in this section of the adventure, so use the following encounters as examples, and feel free to tailor the circumstances a bit more to your players.

Try to complete these encounters by one half-hour into the mini-mission as there are further challenges to overcome before the day is through.

	Situation	Resolution skills and DC's
1	A group of 5 Bimm investors became injured when a booth fell on them.	Stabilize 2 of them, restore as many wound points as possible on all 5. Treat Injury and Force Healing are applicable.
2	A poor Trade Alliance rep. is being verbally assaulted by 3 tough looking Grans. He doesn't understand a thing they are saying. (They are demanding to be taken off the ship immediately)	Speaking Huttese and the use of Diplomacy or Intimidate would require a skill check DC of 15/20/25. Speaking in Basic increases the DC by 5. The TA Rep knows nothing about the situation.
3	A booth filled with high-end holographic projection systems has malfunctioned. Sparks and arcs of electrical power make the area extremely dangerous. Furthermore, the holographic projectors are displaying mirror images of themselves, so finding the right pieces of equipment to shut down is going to be hard.	Subject anyone entering this area to shut down the malfunctioning projectors to a Ranged Attack at +6, Dam: 2d6, Reflex save for ½ damage. A DC 15/20/25 Tumble check will negate all damage. Once past the arcs, it will require a DC 15 search check to find the malfunctioning projectors, then a DC 15/20/25 Repair check to disable them.
4	Part of Nenmo's booth has fallen on him. He's trapped and complaining about damage to his wares. He's not overly hurt, but helping him out would be nice.	Moving the fallen booth enough to free Nenmo requires a Strength check DC 18/23/28, and the whole team can help with this. The Move Object DC will be 20, costing 4 Vitality Points.
5	Grrandash, the Trandosha Force Adept pit boss at the casino is menacing 4 seedy-looking patrons. He's convinced that one of them stole a number of credits from a table just as the accident occurred (yes, one of them did). Grrandash would be much greater help in the chaos if he didn't have thieves to worry about.	Some clever Diplomacy and Sense Motive use is advised here, but you might want role-playing to win the day. Any attempt to give the culprit a chance to 'return' the lost credits he found would be well received. (E.g. 'I'm sure the intent was to return these lost credits to the cashier's wicket... right?')
6	A large crowd of nearly 100 attendees appears to be on the verge of a riot. Some are looking to escape the ship, some want accountability, some want a refund. Regardless, this is a reactor about to go critical.	Diplomacy and more diplomacy are required here. This is a chance for well respected Heroes of Cularin to make a difference. The Diplomacy skill check to calm this crowd will be DC 25/30/35. You can modify this up or down based on how they role-play this delicate situation. Don't forget to ask about Heroes of Cularin certs and character's reputation points.

30 Minutes Into The Mission

The situation in the Trade Hall seems to be coming under control, but there is still some concern over the state of the ship. Thankfully, the life support systems seem to still be online, so people are somewhat at ease.

The crowd murmurs as Cy Taegen takes the main podium (or what is left of it) and attempts to address the crowd.

“Gentlebeings, I must inform you that the vessel experienced a malfunction in its hyperdrive system. We’ve come out of hyperspace inside the cometary cloud, and have struck a comet fragment. The damage is under control, and engineers expect to have main power back online shortly. As soon as that occurs, we will reverse course and make for safe space at best possible speed. We have alerted OPS and the Cularin Militia and they are sending vessels to assist. Now... I know this situation is less than ideal, but I want to...”

As Mr. Taegen continues to speak to the assembly, Trade Alliance representatives quietly move about the Trade Hall seeking out the Heroes to engage their help. It appears as though the Prosperity is not entirely out of danger.

The heroes are quietly brought to the Showroom hangar. Osten Dal’Nay and a handful of technicians are preparing some of vessels here for take off. Osten will approach the heroes and fill them in.

“My friends, thanks for coming. We’re not out of this yet.” Osten points out the magnetic field towards a rotating, twisting view of the interior of the cometary cloud. “As you can see, the ship is spinning adrift through the cloud... a very dense section of the cloud. We need to get out there and buy some time by destroying any incoming comet fragments. We’ve got some transports and some Headhunters ready to fly. Who’s with me?”

Here is a chance for hot-shot pilots to shine. More than this, it is also a chance for teamwork to win the day, because more than heroic piloting may be required. We’ve provided you 2 types of ships that can accommodate just about any adventuring group. Some heroes are good pilots, some are good gunners, some are good with computers – read the following descriptions aloud, and then encourage players to group up to maximize their chances.

Your goal is to get as many people as possible into the action, bearing in mind that not every hero is a pilot or gunner. We have given you three ship types to hand out to players. The Headhunters are perfect for the hero who has specialized in starfighter combat while the

Firespray-31 is a nice ship for someone experienced in space transports. The Firespray-31 also has a tractor beam which may come in handy later. The third ship is a Citadel Class Civilian Cruiser and is a great ‘team-ship’. There are more than enough stations and weapons emplacements on the Citadel to give everyone something to do in the coming scene.

There are only two important notes about these ships: 1) None of them have missile weapons loaded, and 2) None of them have active hyperdrives, or backup hyperdrives.

Your ships launch from the Showroom Hangar and almost immediately your shields are pelted with small chunks of ice. In moments your sensor systems indicate that the Prosperity is in some considerable danger – it is drifting into a very dense cloud of ice fragments, and is not likely to survive. Seizing the moment, you quickly determine that at least 6 ice fragments are on a collision course with the Prosperity and you set an intercept course.

During this action, Osten’s and several NPC ships are going to be in the area working at destroying or diverting a number of other ice fragments. If necessary you can use them to help out heroes who are having problems with any of their targets.

Please consult Appendix 4 – Starship Battle for rules, ships and statistics specific for this encounter.

Just as the last fragment is destroyed, main power is restored on the Prosperity.

Conclusion

As the last of the fragmentary debris flies safely past the Prosperity, all of her hull lights spring to life, and the engines and maneuvering thrusters activate. The Prosperity swings through 180 degrees, and her powerful drives engage, pushing the ship and her passengers towards safety.

“Nice job everyone!” Osten’s voice beams over the comm. “Let’s escort the Prosperity out of the Cloud, then we’ll land and see what else we can help with inside.”

The vessel’s voyage out of the cometary cloud is nothing compared to its voyage in. In short order, you land your borrowed ships and head back to the Trade Hall. Many congratulations and heartfelt thanks greet you all. Cy Taegen taps on the PA system from the

main stage.

“Everyone, we owe these people a debt of thanks for their selfless work in protecting this ship and the lives aboard her. We are now headed back to Cularin orbit, where you will disembark and we will begin the process of determining the source of the problem.” Mr. Taegen looks very sincere and apologetic throughout his address. “The Trade Alliance may not be able to bypass the Cometary Cloud today, but we will continue to investigate the technology and perhaps one day we will be able to open the doors to intergalactic trade a little wider. For now, I think that the commercial interests of Cularin have made a powerful statement today – specifically that we are taking our interests into our own hands and that we are capable of overcoming any adversity that comes our way... what could be more characteristic of Cularin than that?”

Here Ends, “For Fun And Profit”

Experience Point Summary

Adventure Experience Award:

All heroes who participated in *For Fun and Profit* receive 350xp. In addition, every person who participated in the interactive as an assistant, judge or organizer receives 350xp they can apply to one of their LIVING FORCE heroes.

Loot Summary

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

From the Blaster Rifle Competition:

The winner of the competition gets first pick of the three rifles below, followed by the runner-up then the third place contestant. Only one each of these weapons will be awarded at the interactive.

Trade Show Blaster Contest - Prize

The Hero named above was awarded one of the following weapons by a corporate representative at the First Annual Cularin Trade Show. The Hero placed 1st/2nd/3rd in the contest and chose the following weapon (Check one only before the GM signs off)

Blastech DLT-20A, Type: Blaster Rifle; **Proficiency**

Group: Blaster Rifles; **Cost:** 1300; **Damage:** 3d8+3; **Critical:** 20; **Range Increment:** 30m; **Weight:** 6.7kg; **Fort DC:** 16; **Type:** Energy; **Multifire/Autofire:** M; **Size:** Large; **Hardness:** 5; **WP:** 8; **Break DC:** 18; **Availability:** Prevalent, Military. (SWRPG-AEG p. 15)
Note: This weapon does not come with a license.

Merr-Sonn Model G8, Type: Blaster Rifle; **Proficiency Group:** Blaster Rifles; **Cost:** 1100; **Damage:** 3d8; **Critical:** 19-20; **Range Increment:** 40m; **Weight:** 4.5kg; **Fort DC:** 18; **Type:** Energy; **Multifire/Autofire:** M; **Size:** Medium; **Hardness:** 4; **WP:** 5; **Break DC:** 15; **Availability:** Prevalent, Military. (SWRPG-AEG p. 17)
Note: This weapon does not come with a license.

SoroSuub Firelance, Type: Blaster Rifle; **Proficiency Group:** Blaster Rifles; **Cost:** 1200; **Damage:** 3d8; **Critical:** 20; **Range Increment:** 30m; **Weight:** 2.5kg; **Fort DC:** 20; **Type:** Energy; **Multifire/Autofire:** M; **Size:** Medium; **Hardness:** 5; **WP:** 5; **Break DC:** 17; **Availability:** Prevalent, Military. (SWRPG-AEG p. 18)
Special: The stun setting on this weapon is effective to a range of 10m.
Note: This weapon does not come with a license.

Nenmo's Items with in-game effects (3 of each may be sold, maximum, in total).

Shock-Sink

The hero named above has purchased this device from Nenmo's Curios. This is a one-use item resembling a stylized bracelet that allows the hero to automatically succeed at any stun-check. This certificate should be voided by the GM once used.

E-Bacta Shot

The hero named above has purchased this item from Nenmo's Curios. This experimental injection based on Bacta can heal very well, but dulls the senses horribly. It was never approved for commercial sale. This is a one-use item that heals 1d6+3 wounds, but causes 1d4 attribute damage to INT, WIS, and CHA for 1 day. This certificate should be voided by the GM once used.

Trandoshan Grooming Kit

The hero named above has purchased this item from Nenmo's Curios. This collection of tools and lotions offers a one time, +2 circumstance modifier to Charisma based skill checks which lasts until the end of the scenario in which it is used. Usable by Trandoskans only. This certificate should be voided by the GM once used.

Bantha Smelling Salts

The hero named above has purchased this item from

Nenmo's Curios. These horrible smelling crystals restore 2d4+2 points of vitality when inhaled, and can be used only once. This certificate should be voided by the GM once used.

Nenmo's Special Items:

Only one each of these items is available for sale at any running of this interactive.

Merr-Sonn Model 434 "DeathHammer"

The Hero named above has purchased a customized blaster pistol from Nenmo the Toydarin merchant. As a blaster pistol it requires no special licenses.

Merr-Sonn Model 434 "DeathHammer", Type: Blaster Pistol; **Proficiency Group:** Blaster Pistols; **Cost:** 650 (before customization); **Damage:** 3d6+2; **Critical:** 19-20; **Range Increment:** 8m; **Weight:** 1.2kg; **Fort DC:** 14; **Type:** Energy; **Multifire/Autofire:** M; **Size:** Small; **Hardness:** 6; **WP:** 2; **Break DC:** 15; **Availability:** Prevalent, Licensed. (SWRPG-AEG p. 9) **Special:** This weapon has benefited from 2 customizations. 1) The threat range has been increased to 19-20, and 2) The multifire penalty for this weapon has been reduced by 1.

Blast-Dampening Armor

The Hero named above has purchased this customized armor from Nenmo the Toydarin merchant. No special permit is required to own this armor.

Creshaldyne Industries Blast-Dampening Armor

Armor Type: Medium Armor; **Proficiency Group:** Medium; **Cost:** 6,000; **Damage Reduction:** 2, or 5 against blaster attacks; **Maximum Dex Bonus:** +2; **Armor Check Penalty:** -1; **Speed:** 8m/4m; **Weight:** 4kg; **Availability:** Common; **Special:** This armor has received 1 customization – The armor check penalty has been reduced from -2 to -1.

MicroData Pocket Secretary

The Hero named above has purchased this device from Nenmo the Toydarin merchant. This device requires no permit.

MicroData Pocket Secretary

Cost: 2,000; **Weight:** 0.5kg; **Availability:** Prevalent

This feature packed, micro-sized datapad offer the user a +2 equipment bonus on Int checks related to calculations, Computer Use checks involving information downloads, and Profession (Administrator) checks. It can load datacards like regular datapads. (Such cards confer a +2 equipment bonus to various Knowledge checks.) This unit can also record up to 12 hours of audio.

From the Kashyyyk Academy of Wrestling:

The hero named above is gainfully employed as physical trainer at the Kashyyyk Academy of Wrestling on Cularin. The hours are flexible and do not interfere with any "other commitments" the hero might have. The hero earns 1500 credits at the start of each scenario (replacing a skill check for income). Also, the hero receives some notoriety from the position (+1 Reputation, +2 circumstance bonus to Intimidate skill checks, **only** while in the Cularin system). The hero is also well trained in the art of grappling (+2 circumstance bonus to all grapple checks). A Character may only have one active employment at a time. Any non-active employment certs possessed by the character are voided once a new employment is active. Characters with an active employment have no other employment income, other than what is specified in that employment cert. Benefits from an employment cert are only available if it is active.

From the Mini-Mission (Every Hero receives this cert): Appreciation of the Trade Alliance

The hero named above was instrumental in protecting the TAV Prosperity during the first annual Cularin Trade Show. To show its appreciation, the Trade Alliance is happy to provide one of the following benefits:

___ 10% discount on a combined purchase of legal goods prior to the start of one scenario. Max discount is 500 credits on the purchase of 5,000 credits worth of goods.

___ Bonded Courier Status. For one scenario only, the hero named above may invoke this favor to obtain a legal license for one of the following restricted items (Please circle) Heavy Blaster Pistol, Blaster Carbine, Blaster Rifle, Security Tool Kit. The license **expires** at the end of the scenario in which it was obtained.

___ **Financial Advisory Service.** The hero named above may invoke this favor during a scenario to prevent a visit from the Happy Starshine Collection Agency, when the hero would have missed a payment on a starship. The collection agents do not show up, as the HCSA has been advised the hero's debts are being restructured at this time. This favor may only be invoked once.

not learn of the fund transfer, award them ¾ adventure experience.

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 encounter in the scenario.

[Be as detailed as possible. Restricted or special items need certificates, and should be cleared with the Plots team and the campaign director.]

Here Ends, "[scenario name]"

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:

Did the heroes [achieve primary goals of the scenario]? If so, each hero who survived receives 600 xp. [350 for non-core scenarios.]

Adventure Experience:	600 xp
Roleplaying Experience:	0-400 xp

Total Possible Experience:	1,000 xp
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If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award ½ adventure experience. If the heroes succeeded in stopping the release of the virus but did

Player Handout 1: Welcome to the First Annual Cularin Trade Show!

The Cularin Trade Alliance – By Cularin, For Cularin!

With so many out-system interests vying for control of commerce, isn't it nice to know that someone is looking out for Cularin? Why outsource financial and economic decision making to institutions that do not have Cularin's best interests at heart? Wouldn't you prefer to continue doing business with Cularin-based corporations and Trade-Houses you've known and trusted for years?

The Cularin Trade Alliance was formed after our system's strange jump through time. The galaxy has changed, but the strength of our economy and the integrity of our businesses has not. This is the message the Trade Alliance is bringing back to the galaxy, and it is being well received! Yes, 10 years of absence from the galaxy means we have to rebuild relationships, and restore prestigious contracts, but by working together, we are going to regain our lost business and then some.

Are you curious to learn more? Do you have a business that has been affected? Do you wish to start your own Trade House? Then please join us onboard the TAV Prosperity, our newly commissioned, space-going convention center for our first annual Cularin Trade Show. Be sure to visit our booth, and explore the economic possibilities!

The TAV Prosperity - Bringing economic development to Cularin and beyond!

Please join us for the maiden voyage of the Trade Alliance Vessel Prosperity during the first annual Cularin Trade Show. The Prosperity is based on an old warship design and measures in at 600m long! The only battles this ship will be involved with are in the corporate meeting rooms and perhaps the casino. The Prosperity is completely dedicated to the peaceful development of commerce and trade. You'll find no weapons arrays, just the finest accommodations for your convention needs this side of the Core Worlds.

A Sample of the Trade Show Exhibitors:

Blastech
Cularin Spacer's Union
Joh's Droid Emporium
Kashyyyk Academy of Wrestling
Ma'Haffee Shipyards Showroom
Merr-Sonn
Nenmo's Curios
Sorosuub
Plus many others!

You earned it – You keep it!

Tired of losing a percentage to endless layers of bureaucracy? Eager to get back to the profitable trade of an independent ship owner? Want to ply your trade on your own terms? Join the Cularin Spacer's Union today and move forward in solidarity! Meet the specialized needs of your clients with the knowledge that you have support, without losing control! Owner-operators, technicians and crew members needed.

The Cularin Spacer's Union
(Booth 884)

Attendee Advisories

Weapons Restrictions – All weapons are prohibited on the TAV Prosperity. The Office of Peace and Security has been retained to conduct all pre-boarding inspections. Jedi active in the Order are permitted to retain their lightsabers.

Force Restrictions in the Prosperity Casino – For the fairness of all competitors in the droid monitored games, we appreciate your understanding that use of the Force is not permitted while gambling. Your cooperation is anticipated and appreciated.

Booth Aid: Blasttech vs. Merr-Sonn vs. SoroSuub

Use the following weapons information and charts to help run the Blaster Rifle Competition. SWRPG-AEG = Star War Roleplaying Game Arms and Equipment Guide.

Rifle #1) **Blasttech DLT-20A**, **Type:** Blaster Rifle; **Proficiency Group:** Blaster Rifles; **Damage:** 3d8+3; **Critical:** 20; **Range Increment:** 30m; **Type:** Energy; **Size:** Large; **Availability:** Prevalent, Military. (SWRPG-AEG p. 15)

Rifle #2) **Merr-Sonn Model G8**, **Type:** Blaster Rifle; **Proficiency Group:** Blaster Rifles; **Damage:** 3d8; **Critical:** 19-20; **Range Increment:** 40m; **Type:** Energy; **Size:** Medium; **Availability:** Prevalent, Military. (SWRPG-AEG p. 17)

Rifle #3) **SoroSuub Firelance**, **Type:** Blaster Rifle; **Proficiency Group:** Blaster Rifles; **Damage:** 3d8; **Critical:** 20; **Range Increment:** 30m; **Type:** Energy; **Size:** Medium; **Availability:** Common, Restricted. (SWRPG-AEG p. 18)

Players will make one ranged attack roll at their best attack bonus for each weapon. Multiple attacks per round, and multifire are not allowed – this is a precisely controlled contest. Proficiencies, range increments and force skills must be taken into account. For this contest, the use of Battlemind and Enhance Ability are permitted, but spending a Force Point will earn a Dark Side Point (Do warn players that giving into the quick and easy path to win this contest of skill, merely to win a prize, or bragging rights is worthy of a DSP).

The winners of the contest will be determined by the highest attack roll, and in the case of a tie, the one who did the most damage is the winner. Great prestige on the Trade Hall floor will be heaped on the winning corporation's booth, but the other two booths are not sore losers. Each company will award one weapon to the hero that scored the highest with it. Only one weapon will be awarded to any hero, so the lists that are kept here are important. Keep going down the list until all three rifles are awarded. **Only one award per company, total of three, will be given out in the interactive.**

Important Note On Range Increments!

Due to some deft negotiating, the Merr-Sonn representative has managed to have the targets placed at precisely 35m from the shooters. This gives the G8 rifle an advantage, as the Blasttech and SoroSuub model suffer -2 to hit at that range due to their shorter range increments. Heroes with the Far Shot feat will not have to worry about this penalty.

Interactive Option – If the organizer wishes, you may run this contest with an easy little game that will stimulate the competition and the enjoyment players will have in coming to this booth. Use a bucket and several bean-bags (or something like bean-bags), to challenge player's aim. Set the bucket 10-20 paces from a tossing line (mark this spot clearly with masking tape or something similar). Each player who's hero enters the contest gets to toss 3 bean-bags into the bucket (if they can). For each bean-bag that lands in the bucket, +1 is added to the hero's ranged attack roll for the competition. The bonus will be generated once, and will apply to each rifle that the hero shoots.

Hero Name	RPGA #	Blasttech		Merr-Sonn		SoroSuub	
		ATK	DAM	ATK	DAM	ATK	DAM

Booth Aid: Blastech vs. Merr-Sonn vs. SoroSuub – Continued

[illegible]

Booth Aid: Nenmo's Curios Store Inventory

Remember: Nenmo loves to haggle. The person running Nenmo is free to charge any price between the Max/Min prices listed in response to in-character roleplaying that is done.

Use this char to keep track of Nenmo's inventory. Encourage people to buy only one of any given item, so others can have a chance at them.

Item	Cost (Max/Min)	Number on Hand					
		1	2	3	4	5	6
Shock-Sink: A one-use item resembling a stylized bracelet that allows the hero to automatically succeed at any stun-check.	1500/800						
Datcards (Knowledge – Alien Species)	350/200						
Datcards (Knowledge – Business)	350/200						
Datcards (Knowledge – History)	350/200						
Tales of the Expedition – A rare copy of ancient fictional stories about galactic exploration. Estimated to be 5-6,000 years old.	4000/2500						
E-Bacta Shot: An experimental injection based on Bacta that can heal very well, but dulls the senses horribly. It was never approved for commercial sale. One-use item that heals 1d6+3 wounds, but causes 1d4 attribute damage to INT, WIS, and CHA for 1 day.	1200/600						
Gungan Coral Sculpture (Fills a room with a pleasant glow)	500/300						
Trandoshan Grooming Kit (Offers a one time, +2 circumstance modifier to Charisma based skill checks which lasts until the end of the scenario in which it is used. Good for Trandoshans only)	400/200						
Bantha Smelling Salts (Horrible smelling crystals restore 2d4+2 points of vitality when inhaled. One-use only)	250/150						
The past 10 Years of Republic News Daily on DataCard	200/100						
Celebrity Bobble Heads (Perfect for the instrument board of your vehicle or ship! Popular celebrities and dignitaries are available)	150/50 Palpatine						
Celebrity Bobble Heads (Perfect for the instrument board of your vehicle or ship! Popular celebrities and dignitaries are available)	200/50 Yoda						
Celebrity Bobble Heads (Perfect for the instrument board of your vehicle or ship! Popular celebrities and dignitaries are available)	100/50 Clone Trooper						
Celebrity Bobble Heads (Perfect for the instrument board of your vehicle or ship! Popular celebrities and dignitaries are available)	50/10 Sen. Jar-Jar Binks						
Alderaanian formal gown. Several lovely shades.	2200/1500						
Corellian silk tuxedo. Perfect fasion for the dashing sort.	1700/1250						
Doruuma Pearl handle for any blaster pistol	500/350						
Blast-Dampening Armor (* Special See Below)	7500/6000						
MicroData Pocket Secretary (* Special See Below)	2800/2000						
Custom Merr-Sonn Model 434 "DeathHammer" (* Special See Below)	2100/1500						
Nexu Tooth Necklace	3000/2500						
Deluxe Dejarik Hologram Game Board	1500/1250						

* Special items – Nenmo has only one each of these special items. He will only offer **one** item to a hero who **takes some time to entertain him with a story**, and of course, the Toydarian expects some good haggling!

Booth Aid: Kashyyyk Academy of Wrestling

Provided below is a chart outlining several feats that could confer a bonus to either an arm wrestling or grappling contest against Rawkee. These bonuses are in addition to any normal advantage offered by these feats.

Feat(s)	Bonus	Applied to...
Acrobatic, Defensive Martial Arts, Headstrong, Iron Will, Lightning Reflexes,	+1	Resist being grappled
Improved Martial Arts, Martial Arts, Quickness, Rugged, Toughness	+1	Make a grapple check
Endurance, Great Fortitude, Headstrong, Iron Will, Rugged, Stamina, Toughness,	+1	Strength Check for Arm Wrestling

Possible Contests:

1) Arm Wrestle – Opposed Strength checks are made. The high roll wins. Rawkee adds +8 to his rolls from his strength and various feats. Heroes may also add to their rolls in this special instance as per the chart above.

Get in the ring – An actual unarmed combat with Rawkee that is fought for one to three rounds. The one who succeeds in an attempt to pin their opponent wins the contest. In this contest, participants start with their arms locked, so attacks rolls to hit are not needed. Such a contest has 3 stages:

- 1) Initiative Check
- 2) Initiative winner makes an opposed grapple check to hold the opponent. Next, another opposed grapple check is made to pin the opponent. Heroes may also add to their rolls in this special instance as per the chart above.
- 3) If needed, the Initiative loser now makes an opposed grapple check to hold the opponent. Next, another opposed grapple check is made to pin the opponent. Heroes may also add to their rolls in this special instance as per the chart above.

Rawkee makes his grapple checks with +15/+10 modifiers (Note: Rawkee gets 2 attacks per round... this is not tiering notation), taking into account his feats as per the above table.

To keep things from becoming overly complicated, the first one to succeed in the pinning of their opponent wins the contest (no chances for breaking or wriggling free). Should anyone succeed against Rawkee in either form of contest, he extends to them a chance to work for his Academy as instructors and physical trainers. Rawkee will only accept a maximum of 6 people into his employ each time this interactive event is run. Heroes who accept employment are given the Kashyyyk Academy of Wrestling Employment certificate.

Rawkee: Adult Male Wookiee, Soldier 5/Scout 3; **Init** +0 (+0 Dex); **Def** 18 (+0 Dex, +6 Class, +2 Misc); **Spd** 10m; **VP/WP** 84/19; **Atk** +12/+7 melee (2d4+5, crit 19-20, punch), +7/+2 ranged (by weapon); **SQ** Extraordinary Recuperation, Heart +1, Trailblazing, Wookie Rage; **SV** Fort +9, Ref +3, Will +3; **SZ** M; **FP:** 5; **Rep:** +4; **Str** 20, **Dex** 10, **Con** 16, **Int** 10, **Wis** 10, **Cha** 8.

Equipment: Comlink, Credit Chip, Liquid Cable Dispenser, Medical Kit

Skills: Climb +12, Intimidate +14, Jump +10, Knowledge (Streetwise) +5, Profession (Wrestler) +11, Read/Write Basic, Read/Write Shyriiwook, Search +3, Speak Basic (Understand Only), Speak Shyriiwook, Survival +5, Treat Injury +5

Feats: Armor Proficiency (light), Defensive Martial Arts, Endurance, Improved Martial Arts, Martial Arts, Power Attack, Stamina, Toughness, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Booth Aid – The Prosperity Casino

Each gambling table is manned by a DLR series protocol droid that is resistant to all attempts to cheat at the games. *There is a 3000cr limit on all rounds of house gaming.* Use the rules on page 89 of the SWRPG-RCR for betting against the house.

All heroes partaking in the gambling are allowed one (and only one) gambling check, as one check does represent several hours worth of gaming.

In the interest of fairness, all gamblers should roll the same die provided by the Interactive Assistant manning this table. This way there can be no complaints of unfairness concerning other people's dice. It also fits this style of casino gambling as well.

Force Points and Force Skills may not be used to augment any contest in any manner in the Casino. A sign at the door asks all patrons to be fair and to not use the Force while in the Casino. A large, nasty looking Trandoshan Pit Boss will quietly escort any hero who attempts use of the Force in this Casino out the door. Yes, Grrandash is a Force Adept and knows what such heroes are trying to do. There is no conflict, no chance for rebuttal here. The player is simply removed from the Casino area and not permitted to come back in. Whatever money they were attempting to wager, is also unceremoniously tossed into the offending hero's face.

It is possible to walk away from this casino 30,000cr richer, but this does require a gamble skill check of 40+. Anyone who wins more than 4 times their wager should be brought to the attention of the campaign staff, for some kind of 'acknowledgement' opportunity (please see the Critical Events Summary).

From p. 89 of the SWRPG-RCR

Gambling Result	Wins or Loses
1-4	Lose entire stake
5-9	Walk away with 25% of stake
10-14	Walk away with 50% of stake
15-19	Break even. Keep entire stake
20-24	Win stake x 1.5
35-29	Win stake x 2
30-34	Win stake x 3
35-39	Win stake x 5
40+	Win stake x10

Remember, the maximum stake is 3000 credits.

NPC's Here: Dealer Droids, Grrandash

Rumors Here

- 1) Nenmo lost big earlier, he might be interested in cutting a deal to make up for his losses
- 2) That Jedi-lady been by asking about force users. Grrandash told her that if she wasn't betting she need to go. She didn't seem to like that very much.

Appendix 1 – Organizer’s Checklist

Thank you for volunteering to organize this LIVING FORCE live action event. Interactive events such as this can be tremendously worthwhile, but require extensive planning to pull off well. We’ve provided this appendix to assist you, the Interactive Organizer, make this event as successful as possible.

Definitions

Ax – Appendix X. Indicated there is an appendix for this feature or mini-mission (E.g. You are reading A1).

BA – Booth Aid. Indicates there is a Booth Aid for this feature.

Cert – Certificates. There are certificates available for this feature. You’ll need to provide them to the IA running it.

GM – This person judges a mini-mission table for 3-6 players, and is considered an IA.

IO – Interactive Organizer. You – the person coordinating this event.

IA – Interactive Assistant. You’ve recruited these kind people to help you run this event. They will operate booths, judge the mini-mission and work as ‘actors’ to portray characters during the interactive.

MC – MetaCampaign. This feature allows qualifying heroes to purchase droids or ship, call in favors or obtain apprentices and mentors. Request forms can be made available.

MH – Must Have. This feature of the interactive must be run, as it is a core feature.

MO – MetaOrg. This feature offers a chance for heroes to join a meta organization. Signup forms are available.

NH – Nice to Have. This feature could be run by an IA, which is preferable, but could be unmanned. Some MetaOrg booths could simply have signup sheets available for players as the move by. You should make your best effort to staff features listed as NH.

SO – Sign Off by IA is required at this feature.

WD – Window Dressing. These features are absolutely optional and the first to go if you are strapped for personnel.

AEG, RCR, SotG – Abbreviations for Star Wars Role Playing Game books. AEG – Arms and Equipment Guide, RCR – Revised Core Rule Book, SotG – Starships of the Galaxy. Where possible we will give you relevant page references for rules or special tables that your IA’s will want to refer to.

Feature	Staff	Status	Notes
Prosperity Casino	IA	MH	BA. RCR p. 89; SO. Have one D20 everyone uses when gambling.
Trade Alliance	IA	MH	A2 – Cy Taegen. MO
Nenmo’s Curios	IA	MH	A2 – Nenmo. BA. Cert (x3 for Nenmo’s special items)
Blaster Contest	IA(x3)	MH	BA. Cert (x3 for prizes). You could use 3 IA’s, but not necessary. SO
Kashyyyk Academy of Wrestling.	IA	MH	A2 – Rrawkee. BA. Cert (x6 possible employment offers to be made), SO
Joh’s Droid Emporium	IA	NH/WD	A2 – Seelana. MC
Spacer’s Union	IA	NH	A2 – Quinlu Naj. MO
Ma’Haffee Shipyard	IA	NH/WD	A2 – Lt. Trace Poulters. MC
Cularin Militia	IA	NH	A2 – Osten Dal’Nay. MO
Force Adept Club	IA	NH/WD	A2 – Lony Hertz. MC
The Jedi Enclave	IA	NH/WD	A2 – Seenlu Kir. MC
Keynote Address	IAx5	MH	A2 – Cy Taegen, Thurm Loogg. You need ‘actors’ for Cy, Thurm, 2 Security Officer, and a Cartel Collaborator, use IA’s from the booths to help fill these roles. A3 – contains the addresses and the scene.
Mini-Mission	GM’s	MH	One GM can run a table of 3-6 heroes. Full groups of 6 are best. RCR – p 224-225. Cert (Appreciation of the Trade Alliance for each participant), SO
Conclusion	IA	MH	A2 – Cy Taegen. Your actor should read Taegen’s closing address

To run this Interactive with all the features running would require a minimum of 11 Interactive Assistants. IA’s can double up as GM’s and actors, and in some cases you could have one IA run 2 or more NH or NH/WD features. You could probably run this interactive event with as few as 7 Interactive Assistants, but you might end up putting a lot of workload on a small number of people.

Please contact LFSMeta@living-force.net or LFAAdmin@living-force.net to request the latest membership certificates and request forms for the LIVING FORCE MetaCampaign and MetaOrganization opportunities.

Appendix 2 – Non Combat PC's

Master Seenlu Kir*: Seenlu, a Human female, trained at the Jedi temple on Coruscant, and then trained as a Consular. Three standard years after becoming a Jedi knight, she chose to join the academy on Almas. She has trained students at all levels of Force training. Now she leaves the advanced training to other instructors, and oversees the dormitory where the youngest students live.

Seenlu stands near 1.6 meters tall. Her brown hair falls down to her waist, and her green eyes look upon the world with compassion and a hint of laughter. She dresses in pants, shirts, and vests rather than the traditional Jedi robes, but her lightsaber rests at her side. Gloves conceal bumps on her hands that she refuses to have treated in bacta; they do not pain her, but they remind her of a failure in her past that she does not talk about. Nearing her 4c~ year, Seenlu has no regrets for the path she has chosen, except that she would like to raise a family of her own some day. At the academy, she does not see that happening, but she knows that she is needed, and that it is the will of the Force that she be where she is, so she stays.

Or...

E1-6RA:** This protocol droid is easily recognized as Master Lanius' personal assistant. She would look like a standard protocol droid if not for her bronze finish and one other distinguishing characteristic - the extra set of arms that extend from sockets just above her waist. The lower pair of arms each end not in a hand, but in a flat circular face, about six inches in diameter and covered with tool mounts.

When playing her, it may be easiest to imagine her as C-3PO's slightly less stuffy sister. She has the same stiff speech patterns, but will sometimes attempt humor at inappropriate moments. The jokes are nearly always awful. She is also in nearly constant communication with Lanius Qel'Bertuk. She is typically referred to as E I or E16 by anyone who is not Lanius.

Thurm Loogg*: Thurm Loogg, a Caarite, is the Metatheran Cartel's representative to the Cularin System. He replaces the disgraced (and deceased) Velin Wir (scenario reference: Revelation and Refutation). Loogg snatches every opportunity to encourage the citizens of Cularin to think well of the Cartel. His little piggy face and ear-to-ear grin pop up whenever there is a group of people to be found. If it means he has to piggyback on someone else's event or celebration, so much the better, as it helps to keep his expenses down. "Remember," he always says, "the Cartel LOOOOOOOOOVES you!"

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

Lony does not operate a booth per se. Instead, she wanders the interactive area looking for Force Adepts to pair up with prospective apprentices.

Nenmo*: Nenmo is a Toydarian. He loves to sell stuff and talk, not necessarily in that order. His shop is full of trinkets and items from all across the galaxy. Everything is priced rather exorbitantly, however. This is because he expects everyone to haggle. If you do not wish to haggle - do not visit Nenmo.

He has a number of interesting items available for sale, and three very special items. These special items will only be offered to those he deems worthy of their possession (and he may not find appropriate candidates).

Dice rolling of any sort is unacceptable in Nenmo's business (unless, of course, it is a chance cube!). All price-haggling and so forth must be role-played. See the appropriate Booth Aid for Nenmo's stock.

Osten Dal'Nay*: Osten Dal'Nay, the founder and co-leader of the Cularin militia, is attending the Trade Show recruiting for the Militia. He is dressed in a simple militia dress uniform (white with emerald trim) with no insignia, rank, or other decorations. Osten is especially interested in speaking to any of the heroes who have helped him in the past, or to any currently enlisted militia members..

- - NPC's adapted from *Shadows in the Green* by Lee Pickler. ** - NPC adapted from *Resistance From Within* by Morrie Mullins

Appendix 2 – Non Combat PC's (Continued)

Cy Taegen: This human male in his late 40's conveys himself as very confident, charming and capable. A native of Cularin, he was born into a prosperous trading house run by his family. He was schooled at this finest of academies of the Core Worlds, and had amassed a sizeable fortune for himself with his own marketing company. His family's fortunes fell on hard times several years ago, prompting his return to Cularin. Since returning, he's discovered within himself a talent for negotiation and diplomacy he never knew he had. Taegen has been constantly involved in local committees and advocacy groups, tirelessly promoting trade within Cularin.

Now, the challenges and the stake are higher. The stress of trying to help Cularin businesses rebound after the 10 year jump in time affects Cy at times. However now that the Prosperity has launched and is prepared for its historic hyperspace jump, Mr. Taegen is back on his game, confident and eager to make a difference on behalf of Cularin.

Quinlu Naj: Ms. Naj seems to be a warm and genuinely concerned person. This is just one side of her self-serving, duplicitous nature however. Born 34 years ago into a large human crime syndicate run by her family, Quinlu enjoyed the best of everything. Content to let her many brothers and cousins attend to the seedier side of the family business, Quinlu eventually became very important to her father, the head of the Naj Syndicate. All was well until about 7 years ago, when Hutts began to squeeze her family out of organized crime picture in the Outer Rim. Quinlu could see what was going to happen, so she left the family in a fairly discreet manner, and never looked back.

Her former criminal background is largely forgotten, and here in Cularin is all but unknown, save to her backers. Quinlu has spearheaded the creation of this Spacer's Union for some very clear reasons. Firstly she knows that many starship owners out there are little better than petty thieves and hardly 'true' smugglers and secondly she knows that there is legitimate profit to be had if she can rein this system's hotshot freighter pilots and their crews in. She will scoff at any remarks that the Union is a puppet organization belonging to Nirama.

Grrandash: This Trandoshan pit-boss at the Prosperity Casino has not had a legitimate job such as this before. In the past his great strength and innate ability with the Force have often served the needs of petty gang bosses. After having been betrayed by a former employer, Grrandash left his checkered past behind and has landed a job here in the Prosperity Casino. He takes his job very seriously, and take an absolutely dim view of anyone who cheats or uses the Force enhance their chances in the Casino.

Rrawkee: This wookiee has appeared at several large gatherings in Cularin, and has finally decided to open a new business here. Using his experience as a professional fighter, Rrawkee has opened the Kashyyyk Academy of Wrestling. This proud wrestler wears several medallions and other tokens of his victory on his bandolier, but is surprisingly approachable for someone who seems so tough and capable of violence. Rrawkee is currently looking to hire on some trainers for his Academy, and is looking forward to a few good challenges here at the Trade Show.

SL33-Z: This droid is of a design rarely seen. Thankfully. It consists of a large, immobile computer station that is typically out of the way on the showroom floor of the Ma'Haffee Shipyards, and 8 humanoid style 'sales assistant' drones. These remote operated drones are used by SL33-Z to interact with potential customers when they enter the show room. The drones themselves are made in a style similar to an average drone battledroid, but they have a flashy looking display screen for a head. The drones will happily escort curious potential customers around the showroom, onto the ships and answer any questions about features, financing and delivery dates. The droid uses a particularly hard-sell approach in its interaction matrix, so when portraying one of these drones, be sure to portray the worst aspects of your average used-car deal or time-share salesperson.

Appendix 2 – Non Combat PC's (Continued)

Verenar, Drokka and Nenneb: These are the corporate representatives from Blastech, Merr-Sonn and SoroSuub, respectively. Some personality traits have been offered here to help the Interactive Assistants who run the Blaster Rifle Competition. Feel free to define any of them as male or female, the important details are below.

- Verenar – A boisterous, Corellian who is fiercely proud of working for Blastech. Verenar will gladly boast about the Blastech rifle's enhanced damage capability.
 - Drokka – A soft spoken, highly intelligent and perceptive Rodian. A long time sales-rep of Merr-Sonn, who is sure to point out the tactical benefits of the G8 Rifle – namely its longer, more accurate ranging capability.
 - Nenneb – A hard core Sullustan engineer who just honestly does not understand why anyone would prefer any rifle to SoroSuub's Firelance rifle. This weapon is much lighter than the other two and has a stun setting effective to 10m. What else would anyone want?
-

Appendix 3 – Keynote and Thurm Loogg’s Addresses

A sharp-looking human man takes the stage. He is well dressed in business attire and has a confident but not cocky attitude to him. He seems truly pleased at the turnout, and should project a honest appreciation for the turnout.

Taegen: “Honored colleagues, distinguished guests, and friends from the media – Welcome to the first annual Cularin Trade Show! I cannot begin to tell you all how pleased we are with the turnout, both in terms of the number of exhibitors and the number of attendees that are with us today.

“The Trade Alliance is an organization conceived by Cularin-based corporations and merchant-houses to address one very large problem – What will Cularin’s place in galactic commerce be after the strange temporal phenomenon that moved us 10 years in time? As many of you know, during Cularin’s absence from galactic trade, our out-system contracts went to other agencies and corporations... in fact, much of our former business was taken over by the Metatheran Cartel, which of course had operations outside of our system for 10 years.

“Despite this loss of business, the in this wartime economy we have all found new sources of revenue, but can we honestly depend on this war to drive our economy? What will happen when this war is over? My friends, we need to build a stronger economy within Cularin...

Suddenly, a glowing form convalesces into being on the stage with Cy Taegen. It is none other than Thurm Loogg! [The Cartel Operative could wave the beams from some flashlights over your Thurm Loogg actor to suggest this is a hologram]

Loogg: “It could not be a better time to form your Trade Association, friends! I wanted to extend my best wishes on behalf of the Metatheran Cartel to all your ventures and remind you that the Cartel considered it a solemn privilege and honor to uphold your out-system contracts these many years. In fact, we have been reviewing a proposal to get these contracts back into your hands, once the interested parties sign on as Cartel-affiliate members. There would be a minor surcharge based on the...”

Taegen: “Mr. Loogg! Members of this Trade Alliance have already given you your answer – No! We refuse to ransom back our previous business from you and your ‘friends’ especially when you insist on sending overseers to help ‘manage’ any of your so called ‘affiliates’. [To Security Officers] Find that holoprojector!”

Loogg: “Well now, this is just untrue.... The Cartel LOVES Cularin! You must understand – the galaxy has changed dramatically in the past 10 years, and you just aren’t going to be prepared for it, without our help... [Security Officers apprehend the Cartel Operative, beams being to flicker] Remember the Cartel LOOOOOVES you!”

Taegen: “I apologize. Mr. Loogg fully understands the position of the Trade Alliance on these issues. Now... where was I? Yes – If we are going to build a stronger economy, especially in the import/export sectors we are going to have to eliminate some of the barriers to trade. One prominent barrier is a lack of advocacy and marketing in Core Systems that could prove crucial to our revenues. Another perhaps more physical barrier is the Cularin Cometary Cloud – we all know and dread this cloud. What else has made hyperspace travel to and from our system so cumbersome?

“Imagine what trade opportunities would open themselves up if we no longer had to navigate through the cloud at sub-light speeds? We would have faster and safer access to the galaxy’s markets. Friends, the day has come. This ship, the Prosperity, has been equipped with an advanced hyperdrive unit which allows us to bypass the cometary cloud entirely. This is proven technology that 10 years ago was impossible, and now at considerable cost, has been brought to Cularin by the Trade Alliance. If you will all please standby, we are preparing to make the jump to lightspeed. In moments we will have overcome centuries of...”

[At this point, the address is over. Have the entire audience lean to the left, then to the right, forward, then backward as the ship lurches back into realspace. Having a sign for each direction (e.g. “EVERYONE LURCH TO THE RIGHT”) works well. At this point everyone will group up to head into the Mini-Mission.]

Appendix 4 – Space Battle

The rules for this encounter are straightforward enough:

- 1) Each hero must roll initiative. Assume the ice fragments move last in the round
- 2) Before each round begins, each pilot must make a DC 20 Pilot skill check to avoid 3d10 points worth of damage from small ice and dust fragments. Damage Reduction does work to reduce this damage however.
- 3) Various stations on the ships can be used to perform different tasks. Please consult pages 224-225 of the SWRPG-RCR for more information on the various stations each hero can operate on a starship.
- 4) The goal is to destroy each ice fragment before it can hit the Prosperity. Any vessel armed with a tractor beam could also attempt to affect these ice fragments.
- 5) There is no hard and fast rule for how many rounds it will take for these fragments to hit the Prosperity. Be cinematic in your descriptions and increase the tension appropriately.
- 6) Tractor Beams will be of limited use here. The comet fragments are so large and fast moving that pushing or pulling them out of the Prosperity's path just isn't going to happen. However, the tractor beams can be used to weaken the fragments. The fragments themselves are nothing more than a collection of ice and rock, and with a tractor beam working to loosen a fragment it eliminates 5 points of Damage Reduction (DR) each round that a tractor beam is locked on.

Ice Fragment Tracking Sheet

Contact ID	'Hull' Points	DR	Def	Notes
A	50	5	12	A large target moving fairly fast
B	30	20	22	A very small, dense fast moving chunk of ice and rock
C	120	10	8	Very large, slow moving, ice and rock.
D	60	5	16	Another large target moving quickly.
E	200	10	8	The largest fragment in the path of the Prosperity
F	80	20	22	Destruction of this fragment spawns 2 more (G&H)
(G)	40	10	12	A large piece of fragment F
(H)	40	10	12	A large piece of fragment F

Ships available to heroes: 4 Z-95's, 1 Citadel Cruiser, 2 Firespray-31's. Heroes can take any and all of them out.

Craft: Income/Subpro Z-95 Headhunter; **Class:** Starfighter; **Cost:** 80,000 credits; **Size:** Tiny (11.8m long); **Initiative:** +2 (+2 size); **Crew:** 1; **Passengers:** 0; **Cargo Capacity:** 85kgs; **Consumables:** 1 day; **Hyperdrive:** Not installed; **Maximum Speed:** Ramming (9 squares per action); **Maneuver:** +2 (+2 size); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 30; **Hull Points:** 120; **DR:** 5

Weapon: Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +4 (+2 size, +2 Fire Control); **Damage:** 3d10x2; **Range:** PB +0, S -2, M/L n/a.

Craft: Koensayr 1LH-KK Citadel Civilian Cruiser; **Class:** Space Transport; **Cost:** 205,000 credits; **Size:** Small (36m long); **Initiative:** +1 (+1 size); **Crew:** 1 or 2; **Passengers:** 14; **Cargo Capacity:** 50 metric tons; **Consumables:** 6 months; **Hyperdrive:** Not installed; **Maximum Speed:** Attack (7 squares per action); **Maneuver:** +1 (+1 size); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 60; **Hull Points:** 120; **DR:** 10

Weapon: Heavy ion cannons (2 sets of 2 fire-linked); **Fire Arc:** Turret; **Attack Bonus:** +3 (+1 size, +2 Fire Control); **Damage:** Special; **Range:** PB +0, S +0, M -2, L -4.

Weapon: Laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +3 (+1 size, +2 Fire Control); **Damage:** 5d10x2; **Range:** PB +0, S +0, M/L n/a.

Craft: Kuat Systems Engineering Firespray-31 Patrol and Attack Craft; **Class:** Space Transport; **Cost:** 120,000 credits; **Size:** Small (21.5m long); **Initiative:** +1 (+1 size); **Crew:** 1; **Passengers:** 6; **Cargo Capacity:** 70 metric tons; **Consumables:** 1 months; **Hyperdrive:** Not installed; **Maximum Speed:** Ramming (10 squares per action); **Maneuver:** +1 (+1 size); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 60; **Hull Points:** 150; **DR:** 10

Weapon: Blaster cannons (2); **Fire Arc:** Turret; **Attack Bonus:** +5 (+1 size, +4 Fire Control); **Damage:** 5d10x2; **Range:** PB +0, S +0, M/L n/a.

Weapon: Tractor beam projector; **Fire Arc:** Front; **Attack Bonus:** +3 (+1 size, +2 Fire Control); **Damage:** Special; **Range:** PB +0, S +0, M -2, L -4.

GM Aid #2: Map of ...

[Don't worry if you're not a mapper – we have a gifted mapper on staff, so if you can give us a good idea of what you want and/or a sketch, we can take it from there.]

Critical Event Summary

[Name of Scenario]

Critical Event Summary

Jae, not quite sure of the format here, as I haven't had time to look old ones over, with all the stuff we've been doing. Help appreciated.

Critical Events Summary:

- 1) How many heroes won more than 4x their wager at the Prosperity Casino?
- 2) Did any hero attempt to hack into the Prosperity's computer system to retrieve information about the emergency?
- 3) Were the heroes able to save the Prosperity on their own, or did they need help from Osten or any other NPC piloted ship?
1. Were any heroes awarded a Dark Side Point for using a Force Point during the blaster rifle competition? If so, please provide the hero's name, player name and RPGA# for each such instance when submitting these results.
2. [Don't put in a critical event summary if there aren't critical events. On the other hand, if it's important to know if the Big Bad got away (so we can use that villain again) or there are other special conditions, this would be the place for them.]

☐ Yes ☐ No

3. What happened to [Big Bad]?

☐ Killed ☐ Escaped ☐ Captured

- If captured, who got custody of her[him]?

☐ Group1 ☐ Group2 ☐ Group3 ☐ Group4 ☐ Group5

Other (please specify) _____

4. Were any of the heroes [special condition]? If so, list player name, hero name, and RPGA # below.

GM Name, RPGA#: _____

GM Email Address: _____

Convention Name/Date _____

Convention Coordinator:

To report these results (for events during the month of [premiere month] only), you may US mail them to:
RPGA - LIVING FORCE, PO Box 838, East Lansing, MI 48826
Or email to: LFPlots@living-force.net
Or fax to: (517) 351-0288 Attention LIVING FORCE Critical Events
Check <http://www.living-force.net> for other methods