

Gen Con 2002 Interactive  
Title: Here and There

Interactive Overview: With the reality of a civil war in the Republic presented to them, the heroes find themselves caught once more in the midst of political posturing and proselytizing. While the powers that will actually make the final decision have not announced that they are seeking input from the populace (that is, Senator Wren has not even let it be known that she considers this an issue), many individuals are concerned that the Thareian Navy, a formidable force a decade ago, has grown substantially in power since Cularin disappeared.

In this interactive, the heroes of Cularin will be presented with a number of perspectives, both for and against the Thareians continuing to serve as Republic-designated “protectors” for Cularin. The following pages outline several key NPCs who are present, and the basic presentation and argument points for each.

Admiral Jir Tramsig

Tramsig is present via all-channels transmission (a very Thurm Loogg kind of trick) to present the case for the Thaereian Navy remaining present in and around Cularin. He has heard the rumblings of discontent, and wants to put them down now.

The speech that he gives should open the interactive, because it sets the tone for what is to follow, and should be as close as possible to the following. It should be delivered in a snide, condescending tone.

***Citizens of Cularin, I come before you today to speak on matters vital to the continued freedom of the Cularin system. My soldiers have heard rumors that there is discontent among the people of Cularin with regard to the Thaereian Navy. I am here to assure you that any rumors of misdeeds on the part of my Navy are just that – rumors.***

***We are here as your protectors. We were duly appointed as such by the Senate shortly after your first Senator took office, because you had no military infrastructure of your own. The fact that you now have a fledgling, under-funded, under-staffed, under-trained militia with a half-dozen ships does nothing to obviate the need for real protection. This is particularly true, given that the galaxy around us is at war. Cularin must be protected from the ravages of the Separatists. The Thaereian Navy may have been more than was needed to control the piracy and smuggling that ran rampant in the system prior to Cularin's official recognition by the Galactic Senate. Anything less than what we have to offer will be insufficient to protect your system.***

***Beyond logistical concerns, we were commissioned, by the Senate, to do this job. No amount of whining by malcontents and deserters is going to change that.***

***On behalf of the Thaereian Navy, I ask that you all concern yourselves with your own affairs, and not those of Thaere. We will do our job.***

While this is going on, Osten Dal'Nay should be making his way through the crowd. After Tramsig's speech ends, Osten begins recruiting slicers. He wants access to an all-channels just like Tramsig just had, and he knows it's going to take work – several slicers working together, in all likelihood. The DC to slice the system in such a way as to allow Osten to make a speech like Tramsig's is 45 (though the players should not be told this, they should only be told that Osten knows it's going to be a tough job, so he needs the best slicers around). There can be up to eight individuals aiding a given individual's attempt. No individual should be able to be the primary slicer for more than one attempt, though any hero can assist any number of times.

20 minutes after Tramsig's speech, if someone has managed to make the slice happen, Osten has his chance to speak.

Note that there is a representative of the Thaereian Navy here, but he is, in function and in reality, a desk sergeant who has been assigned a fairly dubious PR job. He spends most of the interactive trying to avoid Osten, whom he believes will want to “engage me in fisticuffs.”

Osten Dal'Nay  
(Derrel Weaver)

Osten is head of the fledgling militia, along with Broof Yurdel, and both of them are present as NPCs the heroes can interact with. Osten's position is straight-forward.

*Is this on yet? It is? Oh!*

*Friends, I'm Osten Dal'Nay. Along with Broof Yurdel, I'm in charge of the Cularin Militia. I've also had the displeasure of serving under Admiral Tramsig in the Thaereian Navy, and I have to tell you, they're bad news.*

*The reason I wanted to start this militia is because I don't believe, for one minute, that Thaere has the best interests of Cularin at heart. Who sets up secret bases in a system they're supposed to be "protecting?" Who fires on innocent civilians who happened to wander into the wrong area? Who hires mercenaries to try to kill the head of the local militia?*

*Okay, so I can't prove that last one, but mark my words, it was Thaere that tried to have me killed, and they'll probably do it again.*

*They want Cularin to roll over like a baby nerf to have its belly rubbed. They want to take advantage of us. I'm not going to let them! The militia is not going to let them! So maybe we're under-funded and under-staffed right now. So what? We're building. They were big before, and they've had ten more years to build while we've been gone. Sure, they're big. Big enough to protect us, and big enough, if we let them, to walk in and take over every last one of our houses and businesses virtually overnight.*

*All of that garbage about protecting us from the Separatists – that's the funniest thing I've ever heard. There are more Jedi in Cularin than in any one location in the galaxy right now. The Separatists would be idiots to come here. Between the militia – which IS growing, and is going to be a major asset to the system, in spite of what Admiral Tramsig had to say – and the Jedi, I don't think Cularin has anything to worry about. We sure don't need a bunch of outsiders coming in here, setting up secret bases, and shooting at our citizens. I say, get them out now, and in a little while, I'm going to be sending out a petition, so that we can let our feelings be known to Senator Wren.*

Two petitions should be circulated at the end of the event, although people who decide to leave early can elect to cast their vote without hearing all of the information to be presented – including Tramsig's final speech. Osten has no interest in getting into a fistfight with anyone, but will enjoy tormenting the poor desk sergeant sent here by Tramsig.

A number of other speeches take place over the course of the interactive. These should occur every 20-30 minutes, or whenever the crowd begins to get restless.

Thurm Loogg  
(August Hahn)

Thurm's agenda is pretty basic – he likes the status quo. Things work well for the Cartel right now, and while the militia is a nice idea for the “wonderful people of Cularin,” it's just not effective. Thurm, as ever, projects into the center of the gathering, either on huge vid screens if they're available, or as a holographic, grinning face in the sky.

***Hello, Cularin! It is me, your friend Thurm Loogg, and I am back!***

***Today, the Cartel is not sponsoring anything. We are happy to not sponsor anything, just as we are happy when we have something to sponsor. We are just generally very happy people, we in the Cartel.***

***There is much fussing and chattering about the nice people from Thaere. What have they ever done that is so bad? So they shot at some of you by mistake. Is that so wrong? My own beloved Cartel at one time, under unfortunate leadership, once shot at some of you, and we're very nice people! We love Cularin, there can be no doubt.***

***But we understand the reality of the situation. Cularin must be protected. Cularin is a very valuable place, in many respects, and it requires the protection of a real military. I have great warmness in my belly for your cute little militia, but they cannot defend the system. You are too intelligent to send away your best protectors, the kind and gentle persons from Thaere.***

***I would like to send the Cartel's best wishes to Osten, who is working so hard at making a mountain from a mynock-hill. Jumping up and down and shouting does not make you more powerful, it just makes you loud, and maybe nauseous. Be cautious, my friend, for the womp-rat who challenges the gundark to arm wrestle never knows which arm he will get! The Cartel hopes you are using the ship we gave to Cularin in good health!***

In his heart of hearts, Thurm wouldn't mind having the primary military power in the system be a “weak” organization that he can manipulate easily, but that would be inherently unpredictable, and Thurm isn't into that level of unpredictability.

Nadin Paal

Nadin is here to represent Nirama's organization, and Nirama has never made a public secret of his feelings about the Thaereians (and will make less of a secret of those feelings in months to come). In short, Nirama wants the Thaereians gone, and that is the message Nadin wants to convey. He is, in fact, physically present. He doesn't want to talk about Len Markus, and his recent betrayal of Nirama, and if pressed, had no idea that Len had any kind of Force skill whatsoever. He hopes Len is dead, but until he sees a body, he won't be any more convinced than Nirama. Nadin speaks in a deep, gravelly, resonant voice, and his Basic is broken with pauses and misplaced words. It's entirely possible that whoever ends up portraying Nadin will have a sore throat by the time the interactive is over.

*I am not speak much. I am here, represent Nirama. Smugglers against Thaere. Navy makes incursions where Navy is not needed. Secret bases are bad. Nirama says, they come to this system to take away, but never give. If they never give, they should leave. Nirama says, issue should not even be discussed. Take Thaere, put back in own system.*

*I am think, this is good idea. Nirama knows much. Many around galaxy speak to Nirama, trade information. Nirama say, Thaere not making good friends. Thaere want power, and want to use Cularin to get it.*

*Give protection power to militia. Nirama support militia. Home defense is best defense. Citizens of Cularin love home, because it is home. Thaere not love Cularin.*

*Thank you. Nirama thank you.*

Nadin doesn't know anything further about what kinds of friends Thaere has been making around the galaxy. He simply knows that Nirama doesn't trust them, and that he believes their motives are impure. (And yes, for Nirama, that is saying quite a bit!)

## The Jedi Position

There is no single statement forthcoming from the Jedi Academy. Master Lanius has not chosen to make a statement about what he believes is “right,” or “wrong,” stating to Padawans who have asked him that he “Will not speak on matters of policy, because my voice will be heard to speak for all Jedi, and it does not.” He encourages Padawans to make their own decisions, and in fact, two of the Jedi who are present at the “Jedi Masters” booth have very divergent views of the situation – both of which are in line with the Jedi code.

### Jedi Position 1

The Thaereian Navy is duly appointed by the Galactic Senate. We serve the Senate, and through it, the galaxy as a whole, and it is therefore our responsibility to support and uphold the mandates of the Senate. The Thaereian Navy is good for the defense of Cularin.

### Jedi Position 2

Long-standing practice under the rule of the Senate is that each system was allowed its own military. When Cularin first obtained representation in the Senate, we had no standing military, so a protector organization was put into place from nearby. Now, the foundation has been laid for an organization that can assist in protecting Cularin, and we should follow precedent and allow Cularin to defend herself. A military as powerful as Thaere’s would be better utilized to combat the armies of the Separatists, instead of protecting one system of ten million people.

The two Jedi will engage in friendly debate, and will remind any Jedi who wonder why they don’t agree that being a Jedi does not mean they all think alike. Opinions differ, and each individual must do what he or she feels is right.

## Common Opinion

A variety of NPCs should wander the crowd, offering opinions and potentially doing a little arguing (nothing that leads to combat, of course). Some of the basic positions:

1. There's a war going on, we need the Thaereians here!
2. The militia is all we need. We want Cularin's own protecting us, not someone from outside.
3. If Thaere is so loyal to the Senate, why is their whole navy here, while there's war going on elsewhere?
4. The Senate knows what's best. Who are we to question their judgment?
5. I've met Senator Wren. She's a good woman, and if she doesn't judge the Thaereians to be a problem, I have no problem with it.
6. I don't want to sound ungrateful, but Thaere has worn out its welcome. Secret bases? I don't think so!

The individuals playing these NPCs can feel free to expand on their positions. They are to wander the crowd, talking to people about whether or not to sign the petition to keep Thaere's Navy in Cularin.

## Political Opinion

Both Westa Impeveri and Barnab Chistor are present, wandering the crowd. Consistent with so many politicians, they HAVE no opinions that they are willing to state. Their political futures don't rest on this decision, but they are both very interested in hearing what the people have to say. They can play "devil's advocate" for either side, to spur further discussion.

I strongly suggest putting senior staffers on these two NPCs, individuals who have read all of the potential arguments presented in this document.

## Wrap-Up

One final transmission from Admiral Tramsig interrupts the distribution of petitions. It is short, and to the point.

***I understand that there are those of you who would still have my Navy removed from your system. I advise you to think twice before associating your name with any such effort.***

Tramsig immediately receives copies of the petitions when they're filed, so he knows who signed for and against the Thaereiens. I suggest a pair of certs, one to be given to those who supported Thaere (a "get out of jail free" kind of effect, avoiding one Thaereian entanglement), and one to be given to those who supported the militia (a "gratitude of Osten and displeasure of Thaere" kind of thing). The signatures should be counted, and the players should be informed of the final standings, and that the results will affect future events in the campaign.