



## **JEDI BLACKBIRD**

It is a time of troubles for the Jedi Knights. The peace and prosperity of the Republic have made the Order complacent. The Dark Side is everywhere.

NOW, word has arrived from the distant Outer Rim that the renegade padawan **ORDO VALLUS** has established a holdfast on the junk world of **KONDU**. The Jedi Council has hastily dispatched three Jedi aboard the starship **BLACKBIRD**. Their mission: to bring Vallus back to the Jedi Temple on Coruscant, where he will stand trial.

HOWEVER, when the Jedi ship drops out of hyperspace, it is confronted by the fleet of vile Hutt corsair **Bokka the Bold**. Bokka broadcasts on all frequencies – the Jedi are not welcome here!

# ☮ KONDU, THE JUNKYARD PLANET ☮

*Dim orange light shines upon endless plains of castaway metal and toxic refuse. Give this sheet to Franter Nord's player.*



## THE OUTER RIM

The law of the Republic does not extend to these territories. Even fast ships takes months to travel from the Core Worlds to the Rim. Communication with the Core is spotty and difficult.

## LOCAL GOVERNMENT

Kondu is ruled jointly by a consortium of salvage corporations and Hutt syndicates, with the Hutts seeing to the day-to-day administration of the world. The notorious Hutt privateer Bokka the Bold peaceably lairs on Kondu's small moon. The administration can call upon him for extra firepower.

## PLANET OF JUNK

Starships with some salvage value are crewed by droids and sent to Kondu, where they are de-orbited by massive terrestrial tractor beams.

Freelance junkers swarm the piles. They are supplied by thousands of mobile outfitters. Justice is a freelance opportunity as well. Bounty hunters and private soldiers avenge their clients and deter their enemies. All are well-armed. Every year, thousands of new freelancers arrive, chasing the promise of fast, easy money. Few will prosper.

Save for the titanic metal-eating rustworm, whatever ecology and native life Kondu had is long destroyed. Air must be scrubbed, water must be purified, and food comes from a sealed packet.

## THE STARPORT AND CUSTOMS

Kondu is wary of smugglers and thieves, so it channels almost all off-planet traffic through a single huge terrestrial starport. Trusted freelancers and high-ranking administrators may have private landing sites, but this is quite rare.

Taxation and duties are imposed by the Customs Branch, which possesses ground-to-space artillery, airspeeder squadrons, orbital stations, and a fleet of light patrol craft.

## REDUCER HORDES

Reducers are a recent innovation. When the Consortium decides that a junk site is played out, it may authorize a reducing outfit to reprocess the site. Hundreds of repulsorlift droids descend upon the site and reduce it to its essentials using picoprotonic cutting fields. The raw materials are then exported for resale on the galactic market.

## MANUFACTURING AND AGRICULTURE

Kondu is just now beginning to exploit its enormous potential for manufacturing. Starship yards, droid factories, heavy equipment foundries, and munitions works are all under construction. High above the planet, dozens of giant orbital solar collectors beam prodigious amounts of power down to receivers on the surface. A few entrepreneurs are trying to regenerate local agriculture using moisture vaporators and soil-healing biodes, but without notable success.

# **CHANI ZOSAR**

*Jedi Councillor and Seer, old and wise in the Force, one-time mentor of the renegade Ordo Vallus.*

**GENDER:**

**SPECIES:**

**TRAITS**

**Jedi Councillor**

*Poise, Wealthy, Iron-willed, Even-tempered, Backroom negotiator, Deception, Alien Psychology*

**I Serve The Force**

*Do or Do Not, Majestic Aspect, Influence Others, Heal the Wounded, Healing Trance, Remote Communication, Lift Things, Throw Things, Tear Things Apart, [Luminous Being]*

**I Was A Soldier Once**

*Lightsaber, Parrying, Leaping, Running, Trainer of Jedi, [Slow Time]*

**Faithful Droid**

*Quick-Witted, Inconspicuous, Mischievous, Fearless, Chirpy, Sensors, [Custom Modules]*

**Key of the Jedi Master**

*There is a time for deliberation and a time for action. When it is time for action, you expect your orders to be obeyed. Hit this key when you order someone to do something. BUYOFF: Renounce your position.*

**Key of the Renegade Padawan**

*Ordo Vallus was your padawan long ago. You still care for him and you don't want him to come to harm. Hit this key when you act to keep him safe. BUYOFF: Leave Ordo to his fate.*

**Key of the Dirty Secret**

*Ordo Vallus knows some things about you. Can you allow him to sully your legacy? Hit this key when you act to keep the bodies buried. BUYOFF: Spill the secret.*

**Secret of Precognition**

*Once per session, after any roll takes place, you can unilaterally rewind the fiction to the point before the roll takes place and deliver a warning about the outcome. Play then proceeds as normal.*

**Secret of Inner Focus**

*Once per session, you may re-roll a failure when using the Force.*

INJURED   
  DEAD   
  TIRED   
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  HUNTED   
  TRAPPED

## Rules Summary

**ROLLING THE DICE**

When you try to overcome an obstacle, you roll dice. Start with one die. Add a die if you have a trait that can help you. If that trait has any tags that apply, add another die for each tag. Finally, add any number of dice from your personal pool of dice (your pool starts with 4 dice).

Roll all the dice you've gathered. Each die that shows 4 or higher is a hit. You need hits equal to the difficulty level (usually 3) to pass the obstacle.

**LEVELS: 2 EASY - 3 DIFFICULT - 4 CHALLENGING - 5 EXTREME**

If you pass, discard all the dice you rolled (including any pool dice you used). Don't worry, you can get your pool dice back.

If you don't pass, you don't yet achieve your goal. But, you get to keep the pool dice you rolled and add another die to your pool. The GM will escalate the situation in some way and you might be able to try again.

**CONDITIONS**

When events warrant or especially when you fail a roll, the GM may impose a condition on your character – Injured, Dead, Disarmed, etc. When you take a condition, mark it on your sheet and say how it comes about. [Note: The "dead" condition just means "presumed dead" unless you say otherwise.]

**HELPING**

If your character is in a position to help another character, you can give them a die from your pool. Say what your character does to help. If the roll fails, you get your pool die back. If it succeeds, your die is lost.

**KEYS**

When you hit a Key, give yourself an experience point (XP)

At any time, even during a battle, you can trade in five XP to earn an advance. You can spend an advance on one of the following:

- ◆ Add a new Trait (based on something you learned during play or on some past experience that has come to light)
- ◆ Add a tag to an existing trait
- ◆ Add a new Key from the list of new Keys (you can never have the same key twice)
- ◆ Learn a new Secret from the list (if you have the means to)

Each Key also has a buyoff. If the buyoff condition occurs, you have the option of removing the Key and earning two advances.

**REFRESHMENT SCENES**

You can refresh your pool back to 4 dice by creating a refreshment scene. You may also remove a condition or regain the use of a Secret, depending on the details of the scene.

When you make a refreshment scene, tell everyone when and where it is happening, what's going on, who (if anyone) is present, and (if you like) why you want to play that scene out. Try to include other characters, though this isn't required. Your scene may be set during the game, or it might be a flashback to prior events.

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# COLONEL VAUD HURKOON



Veteran Jedi Knight and soldier who serves as Chani's bodyguard and aide.

## GENDER:

## SPECIES:

## TRAITS

### Jedi Guardian

Lightsaber, Improvised Weapon, Parrying, Jumping, Running, Slowing Time, Instant Reactions, Combat Instructor, [Total Situational Awareness]

### The Force Is My Ally

Influence Others, Throw Things, Lift Things, Tear things Apart, Do Or Do Not, Healing Trance, Project My Thoughts

### Republic Colonel

Starship Captain, Commando Squad, Handsome Dress Uniform, Order Followers Into Danger, Infantry Tactics [Trusted by Subordinates], [Inspire Loyalty], [Hold The Line]

### Beast Master

Influence Beast, Summon Beast, Ride, Fight Mounted, Inspire Endless Labors

## Key of the Jedi Order

When it is time for action, you will carry out your duties. Hit this key when you follow Chani's orders. BUYOFF: Rebel against Chani's leadership.

## Key of Dark Side Seduction

Hit your key when you do harm to another sentient lifeform, or are otherwise selfish, passionate, or reckless. BUYOFF: Turn to the Dark Side, take the Secret of Dark Side Surrender.

## Key of the Mission

You are on this ugly brown world to return Ordo Vallus to the justice he has earned. Hit this key when you take action to complete the mission. BUYOFF: Give up the mission.

## Secret of the Bodyguard

Whenever any character suffers a condition, you may transfer the condition to yourself.

## Secret of the Explorer

You've been everywhere in the galaxy and seen most of what it has to offer. Once per session, if you don't pass a roll while dealing with local customs or unfamiliar places, you may re-roll all the dice you rolled.

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# CADE CRITO

Teenage padawan, apprenticed to Vaud.

**GENDER:**

**SPECIES:**

**TRAITS**

**Ruffian**

*Brawling, Attractive, Bold, Charming, Impetuous, Unimposing, Unorthodox, Fearless, Tireless, [Resilient]*

**Strong in the Force**

*Do Or Do Not, Lift Things, [Influence Others], [Throw Things], [Tear things Apart], [Healing Trance], [Project My Thoughts]*

**Jedi Combat Art**

*Lightsaber, Parrying, Jumping, Running, [Instant Reactions], [Slowing Time], [Total Situational Awareness]*

**Vehicles**

*Navigation, Gunnery, Stunts, Racing, Escape Pursuit, Fly Casual, Rocket Pack, The Force Is My Copilot*

**Key of Ambition**

*There are hundreds of Padawans, but only a few Jedi Masters. You've got to make a name for yourself. Hit this key when you act independently to resolve an issue. BUYOFF: Learn the value of teamwork.*

**Key of Dark Side Seduction**

*The Dark Side is seductive. Hit your key when you do direct harm to another sentient lifeform, or are otherwise selfish, passionate, or reckless. BUYOFF: Turn to the Dark Side, taking the Secret of Dark Side Surrender.*

**Key of the Just Avenger**

*You don't like to see anyone suffer and you loathe injustice. Hit your key when you help someone who is in trouble or when you change someone's life for the better. BUYOFF: Walk away.*

**Secret of the Lucky Break**

*Once per session, you may keep all your pool dice when you succeed (so go ahead and use them all.)*

**Secret of the Vanishing Act**

*Once per session, you may exit a scene simply by saying you are exiting.*

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# **FRANTER NORD**

*Kondu expat, paroled from the spice mines of Kessel by Colonel Hurkoon to serve as a native guide.*

## GENDER:

## SPECIES:

## TRAITS

### Thief

*Quiet, Sneak, Hide, Dextrous, Locks, Perceptive, Traps, Darkness, [Alarms], [Distractions]*

### Junker

*Scavenge, Jury-Rig, Spare Parts, Sabotage, Tool Belt, Upgrade, I've Worked On These Before*

### Survivor

*Find the Necessities, Hole up, Ingratiate, Stay Cool, Shake It Off, Defuse, Take A Nap.*

### Harmless

*Gentle, Smile, Sense of Humor, Listen, Calm, Negotiate, Haggle, Con*

## BACKGROUNDS

Franter's player receives the "Kondu, the Junkyard Planet" background sheet.

## Key of Lets You And Him Fight.

*Bokka hates you and wants you dead, but you're travelling with three badass Jedi and feeling pretty good about it. Hit your key when the Jedi and Bokka fight. BUYOFF: Make peace with Bokka.*

## Key of Movin' On Up

*The Jedi wear the big pants in the galaxy. Working for them is pretty sweet! Hit your key when you do a good job for your new masters. BUYOFF: Abandon them to their fates.*

## Key of Shiny

*You like stuff. Hit your key when you steal something cool or score a big payout. BUYOFF: Swear of theft forever.*

## Secret of the Cockroach

*When you take an Injured or Dead condition, you may substitute any other condition for it. Anyone in a scene with you is immune to the Lost condition.*

## Secret of Kin

*You have a relatives on Kondu. Once per session, after making a roll, you may specify how your kin come to your aid, and reroll any or all of the dice you rolled.*

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# THE BLACKBIRD

A compact, fast, and well-maintained cruiser owned by Jedi Master Chani Zosar.



## CONSULAR-CLASS DIPLOMATIC CRUISER, MILITARIZED

The *Blackbird* is the personal ship of Jedi Master Chani Zosar.

She is a typical example of an militarized *Consular*-class cruiser. Such ships are deployed on missions where Jedi may face aggressive opposition.

Her main cargo is people. The armed refit retains little of the original's cargo space, having given it over to extra crew and passenger berths, duplexed shield generators, turbolaser turrets, fire control sensors, and an auxiliary powerplant to energize all the military equipment.

For less dangerous situations, the ship may be demilitarized in a matter of hours. Her gun turrets and fire control sensors are modules that can be quickly decoupled from the ship's frame. This flexibility comes at a cost: while the *Blackbird* is capable of atmospheric operations, she does not excel at them. Prolonged in-atmosphere maneuvering while in-atmosphere places great stress on her extra modules.

Chani has owned the *Blackbird* for over a decade now, and has spent much of that decade aboard her. She is effectively Chani's home.

## SPECIFICATIONS AND PERFORMANCE DATA

**Length:** 115 meters

**Crew:** 10 + 4 EVA Repair Droids

**Passengers:** 20

**Power Plant (main):** Kreel A8 Conversion Reactor

**Power Plant (aux):** Kreel F7 on-Demand Microburst Reactor

**Hyperdrive:** Longe Voltrans tri-arc CD3.2

**Hyperdrive Class:** 2x

**Sublight Drive:** 3 x Dyne 577 radial atomizer engines.

**Repulsors:** Kreel 47A Pervasive.

**Safe Atmospheric Performance:** 150 km/h

**Emergency Atmospheric Performance:** 850 km/h

**Shields:** Sorosuub Guardian Redundant Duplex Array

**Armament:** 5 x double light turbolaser turrets, 1 x double point-defense laser cannon.

**Escape Pods:** 8 x 4-berth

BLIND  ADRIFT  SHIELDS DOWN  HYPERDRIVE OUT  SKELETON CREW  CRIPPLED  GROUNDED

# NOTES FOR THE GM

As you probably know, this game is based upon the super excellent *Lady Blackbird*. Before running this game, you should download *Lady Blackbird* (it's free!) and read its "Running The Game" section.

In stark contradiction to *Lady Blackbird's* "listen and question, don't plan" rule, this game does specify Ordo Vallus's agenda. (It's just to the right of here, in the Obstacles & Escalations section) This agenda is designed to provoke the Jedi into making a moral choice and to examine the ethos of the Star Wars universe. **Don't treat it as sacred, though!** Pay attention to the players if they talk about Ordo, especially in refreshment scenes. Honor their contributions about him, especially anything contributed by Chani's player, who is supposed to know him best.

Here are some questions you may wish to ask the players during the game:

## Questions for Chani Zosar

Were you assigned to this mission? Did you volunteer?

Did you choose to bring the Colonel and entourage along?

What would happen to you if Ordo Vallus was not brought back for trial?

What would happen to the other Jedi if they failed in their mission?

Will you help Ordo Vallus with his project?

## Questions for Colonel Vaud Hurkoon

Are you friends with Chani Zosar, or is your relationship purely professional?

What do the lives of your commando squad mean to you?

Are you a soldier first or a Jedi first?

As a soldier, how do you keep the Dark Side at bay? Have you ever fallen victim to its temptation?

## Questions for Cade Crito

Is this your first mission with the Colonel?

What don't you like about your master?

Do you usually follow orders?

(After provoking with a scene of Kondu injustice or exploitation) What are you going to do about this?

## Questions for Franter Nord

What did you do to earn Bokka's hatred?

Why were you imprisoned in the Spice Mines of Kessel?

How has your family on Kondu suffered because of your problems with Bokka?

What are you going to do after the mission, when the Jedi have gone home?

# OBSTACLES & ESCALATIONS

## Dealing With Bokka's Fleet

*Bokka commands dozens of craft, most of them obsolete and in poor repair, but their combined attacks can wear down any opponent.*

OBSTACLES: Drive off Bokka's fleet: 5. Mind-control Bokka: 5. Buy off Bokka with money or goods: 3. Buy off Bokka with promises: 5. Buy off Bokka with Franter: 1. Destroy Bokka's command ship: 4

ESCALATION: Kondu patrol craft join the battle. Ship is boarded by Bokka's pirates. Ship is seized by terrestrial tractor beam. (Grounded) Ship crashes on Kondu. (Crippled, Grounded) Bokka dispatches bounty hunters. (Hunted)

## Dealing With Consortium Officials

*The Consortium monitors and governs all planetary activities.*

OBSTACLES: Bribe official: 2. Intimidate: 3. Kill: 1. Kill quietly: 2. Kidnap: 3

ESCALATION: Target calls supervisor. Enforcement is summoned. Jedi arrested / jailed. (Trapped). Bounty hunters or Bokka dispatched. (Hunted) Ship grounded by tractor beam. (Grounded) Ship / vehicles are targeted by reducer hordes.

## Dealing With Ordo Vallus

*This renegade Padawan has mastered the art of absorbing the Dark Side impulses from normal people. At the cost of his Jedi soul, he has brought peace and order to his holdfast, and has made it green and prosperous. He wants to expand it to cover all of Kondu. When he is confronted, his loyal followers will make a wall around him and allow no one to touch him*

OBSTACLES: Use Force to find his holdfast: 5. Drive off his followers: 3. Kill Ordo: 4. Capture him: 5. Endure his Dark Side lightning: 3. Resist pacifying Dark Side drain: 4

ESCALATION: Ordo's followers die. Ordo escapes. Ordo's holdfast burns.

## Dealing With Junkers

*Lots of people call themselves junkers. The pretenders are everywhere. The reputable ones are very busy.*

OBSTACLES: Hire a reliable guide: 3. Buy quality secondhand parts: 3.

ESCALATION: The junker takes the money and disappears.

## Dealing With Bounty Hunters

*Inevitably, you'll anger someone enough for them to send a bounty hunter your way.*

OBSTACLE: Bribe the bounty hunter: 2. Intimidate the bounty hunter: 4. Kill the bounty hunter: 3

ESCALATION: Someone gets a reputation as a hard or lucrative target (Hunted) Someone is taken in by the hunter (Trapped). Someone is wounded or killed.

## Dealing With Rustworms

*A bio-engineering project gone awry, rustworms are the bane of junkers. They eat the good junk and leave the worthless stuff.*

OBSTACLES: Tame a rustworm: 5. Distract the rustworm with a tasty meal: 2. Fight the rustworm with personal weapons: 5. Fight the rustworm with heavy weapons: 3. Travel the rustworm tunnels: 3. Influence the rustworm to attack a selected target: 3

ESCALATION: Rustworm eats ship, vehicle, lightsaber, Jedi. Rustworm hunters attack.

## Dealing With The Reducers

*A horde of robots, repulsorlifts buzzing, start carving a mountain of junk into ingots and fine dust.*

OBSTACLES: Jam the droids' control frequencies: 3. Kill them one-by-one: 4. Hack their control systems and take control of them: 5

ESCALATION: The droids damage their target. The droids damage the life-forms protecting their target. The droids destroy a lightsaber.

## Dealing With The Blackbird

*She's a good ship because she's treated well.*

OBSTACLES: Repair blown shields: 2. Repair a ship: 3. Repair a ship under fire: 5. Recruit reliable crew: 3.

ESCALATION: Spare parts are needed. Ship is unrepairable without a spacedock. Ship is unrepairable, period.

## Exploiting the Junkpile

*It's amazing what people will throw away.*

OBSTACLES: Travel on foot: 2. Travel on ground vehicle: 3. Find starship parts: 4. Build ground vehicle: 3. Build speeder: 4. Build new starship: 5

ESCALATION: Getting lost. Blundering onto a paranoid junker's stake. Blundering into a reducing horde. Blundering into a private war. Blundering into a rustworm mating frenzy. Breathing contaminated air (Injured or Tired)





# NEW KEYS & SECRETS



## Key of Doom

*You have foreseen your doom. Hit this key whenever you act without regard to your safety, especially when you enter battle against superior forces. BUYOFF: Retreat*

## Key of Destiny

*Your moment of truth will come some other day. Hit this key whenever you shy away from mortal peril. BUYOFF: Charge into mortal peril.*

## Key of Forbidden Love

*Inconveniently, you have fallen in love with another character. Hit this key whenever you are influenced by them, or when you show how deep your bond is. BUYOFF: Fall in love with someone else, reject your paramour, or be rejected by them.*

## Key of Vice

*You've got an illicit need. Hit this key when you pursue this need. BUYOFF: Hitting this key causes you to take a condition.*

## Key of Peacemaking

*You abhor violence and seek to de-escalate tense situations. Hit this key when you influence a scene away from violence. BUYOFF: Threaten someone with violence.*

## Secret of Experience

*Once per session, you can use tags from more than one trait when you make a roll. REQUIRES: Experience in a wide variety of dangerous situations.*

## Secret of the General

*You recruit a force and take command of it. Whenever you refresh your pool, you get 3 extra dice. REQUIRES: A unit for you to recruit.*

## Secret of Dark Side Surrender

*You are dominated by the Dark Side of the Force, and are now an enemy of the Jedi. You may refresh your pool in any scene where you do direct harm to another sentient lifeform, or are otherwise selfish, passionate, or reckless. You lose the Key of Dark Side Seduction. REQUIRES: Hit the the Key of Dark Side Seduction.*

## Secret of Teamwork

*Whenever you assist an ally, you may give them two dice from your pool instead of one.*

## Secret of the Vanishing Act

*Once per session, you may exit a scene simply by saying you are exiting.*

## Secret of the Junker

*You know how to navigate the heaps. REQUIRES: You must acquire a map, some navigation software, or a very loyal guide.*

## Secret of Concealment

*No matter how thoroughly you're searched, you always have a few key items with you. You can produce any common, simple item at a moment's notice.*

# DESIGNER'S NOTES

Thank you for downloading *Jedi Blackbird*!

This game is specifically designed to be played as a one-shot and to run to completion in a typical 3-4 hour con slot. As such, it makes two changes to the *Lady Blackbird* rules.

First, pools are smaller—only 4 dice instead of 7. This is because the Jedi are powerful in their domain, and don't need as much help from the pool as *Lady Blackbird* characters do. Also, there are a lot of unanswered questions about these characters and I want the game to push towards refreshment scenes that will get those questions answered.

Secondly, to help that push towards refreshment scenes, I removed the option to take a pool die as a reward for a Key hit.

## CHANGE LOG

**Version 1.0** of this game was published on February 1, 2011. It was pretty rough.

This is **Version 1.1** of this game, published on October 7, 2011. This version includes the 4-dice pool rules, removes XP, rewords refreshment scenes, and adds the "Notes for the GM" section.

Someday I'll do a Version 1.2 that includes a page of NPC names that can be used for Republic commandos, junkers, bureaucrats, Hutts, etc. Name lists are awesome.

## CREDITS

**Designed** by John Aegard.

**Based** upon *Lady Blackbird* by John Harper.

**Playtested** by Marc Hobbs, Fred Lott, Jerome Virnich, Mike Sugarbaker, Jackson Tegu, Ross Cowman, Christian Griffen, "Jedi Master Drew," Jamie Fristrom, John Powell, and one other gentleman at Fabricated Realities 2011 whose name I did not write down. He played Franter and got into a ton of trouble.

**Proofread** by John Powell.

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