

REBEL BLACKBIRD

A **STAR WARS** STORY™

WRITING, LAYOUT AND ART
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INSPIRED BY
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ADDITIONAL MATERIAL FROM
Blackbird Companion by Timothy Adamson

The Jedi are all but extinct, the Republic has fallen and in their wake, the Galactic Empire has engulfed the far reaches of the galaxy in fear.

Persecuted members of the Old Republic have been thrust into hiding. Only members of the REBEL ALLIANCE dare take a stand against the ruthless Imperial forces.

Deep in the Outer Rim territories, a Jedi, their padawan, and a bounty hunter, the crew of the starship BLACKBIRD, race towards the junk planet of RAXUS PRIME to free former Naboo Senator Sola Panaka and their bodyguard, ex-Clone Trooper, from their Imperial captors. The Star Destroyer THE HAND OF SORROW, was forced to make an emergency landing to complete repairs. If the senator and their bodyguard cannot be saved here, the next stop for both is imprisonment in the Spice Mines of Kessel, a fate worse than death.

NOVAR FRINN

A seasoned Jedi Knight, now alone with the destruction of the Jedi through Order 66

TRAITS & TAGS

Knight	Master	Veteran	Force-Sensitive		
<ul style="list-style-type: none"> ● Lightsaber ● Quick ● Acrobatics ● Jump ● Dodge ● Block ○ Purposeful Deflection 	<ul style="list-style-type: none"> ● Command ● Authority ● Tradition ● Counsel ● Presence ● Rebuke ● Inspire ○ Hidden Allies ○ Befuddle with Oddly-Phrased Wisdom 	<ul style="list-style-type: none"> ● Combat Tested ● Tough ● Hard ● Fearless ● Tactics ● Retreat ● Shooting ● Discipline 	<ul style="list-style-type: none"> ● Sense ● Throw ● Lift ● Conceal ● Persuade ● Project ● Last Jedi ○ Choke ○ Lightning 	<ul style="list-style-type: none"> ○ _____ 	<ul style="list-style-type: none"> ○ _____

KEYS

When you turn a key, take an **experience point** (xp). If you go into danger because of your key, take 2 xp. Each key also has a **buyoff**. If the buyoff condition occurs, you may permanently remove that key and replace it with a new one, and earn 5 xp.

Key of the Jedi

You were trained in the ways of the Jedi and always seek to uphold the values of your order. Turn this key when your Jedi principles significantly impact your decisions.

BUYOFF: Break your Jedi vow or betray a fellow Jedi.

Key of the Warrior

You crave the crash and roar of battle the tougher the better. Turn this key when you do battle with worthy or superior foes.

BUYOFF: Pass up an opportunity for a good fight.

Key of the Mentor

You are Drexii's Master in the ways of the Jedi. Turn this key when you remind your padawan of their training, spout ancient wisdom, or reprimand them for a shortcoming or failure.

BUYOFF: Let your apprentice go.

Key of

Key of

SECRETS

Secret of the Resilient Mind

Once per refresh, you can re-roll a failure when using the Force.

Secret of the Master and Padawan

When you and your padawan act in unison, with aligned purpose, you each get +1d to your rolls.

Secret of

Secret of

Secret of

CONDITIONS

- | | | |
|--|---------------------------------|----------------------------------|
| <input type="checkbox"/> INJURED | <input type="checkbox"/> ANGRY | <input type="checkbox"/> TRAPPED |
| <input type="checkbox"/> DEAD (PRESUMED) | <input type="checkbox"/> LOST | <input type="checkbox"/> _____ |
| <input type="checkbox"/> TIRED | <input type="checkbox"/> HUNTED | <input type="checkbox"/> _____ |

EXPERIENCE POINTS (XP)

You can spend 5 xp at any time to do 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).
- Unlock a **tag** on an existing trait.
- Add a new **key**. You can never have the same key twice.
- Add a new **secret** (if you have the means to).
- Increase your **maximum pool** size by one (and add a die now). Your pool size starts at 7 and cannot increase beyond 10.

You can spend 1 xp at any time to get one **pool die**.

XP



POOL
MAXIMUM (OUTER)
CURRENT (INNER)



KONA THORNE

A brash padawan who idealizes the Rebellion and believes the ends can always justify the means

TRAITS & TAGS

Apprentice	Believer	Youth	Droid		
<ul style="list-style-type: none"> ● Lightsaber ● Slice ● Blinded ● Anticipate ● Sense 	<ul style="list-style-type: none"> ● The Rebellion ● Evangelize ● Righteousness ● Fear ● Convince ● Idealistic 	<ul style="list-style-type: none"> ● Fast ● Small ● Hide ● Run 	<ul style="list-style-type: none"> ● Smuggle ● Shock ● Repair ● Access ● Transmit ● Remote ● Record ● Astro-navigation ● Piloting ● Evasion 	<ul style="list-style-type: none"> ○ _____ 	<ul style="list-style-type: none"> ○ _____

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Key of the Revolutionary

The Empire is a blight on these worlds and you seek to overthrow them by whatever means necessary. Turn this key you speak or act against the Empire.

BUYOFF: Stand mute before injustice or accept favors from the Empire.

Key of the Padawan

You are Novar Frinn's apprentice in the ways of the Force. Turn this key when you place Frinn's commands or values above other concerns.

BUYOFF: Become a Jedi or leave Novar's service.

Key of the Destiny

You are destined for greatness. Turn this key when you act with self-importance and certainty, especially when the odds are against you.

BUYOFF: Acknowledge the value and importance of others, or act unheroic.

Key of

Key of

SECRETS

Secret of the Challenger

Refresh your pool when you defeat someone in a one-on-one contest.

Secret of the Droid

Once per refresh, you can re-roll all your dice that have missed by incorporating your droid into your action.

Secret of

Secret of

Secret of

CONDITIONS

<input type="checkbox"/> INJURED	<input type="checkbox"/> ANGRY	<input type="checkbox"/> TRAPPED
<input type="checkbox"/> DEAD (PRESUMED)	<input type="checkbox"/> LOST	<input type="checkbox"/> _____
<input type="checkbox"/> TIRED	<input type="checkbox"/> HUNTED	<input type="checkbox"/> _____

EXPERIENCE POINTS (XP)

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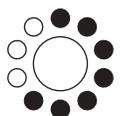
- Add a new **trait** (based on something you learned during play or on some past experience that has come to light).
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- Add a new **key**. You can never have the same key twice.
- Add a new **secret** (if you have the means to).
- Increase your **maximum pool** size by one (and add a die now). Your pool size starts at 7 and cannot increase beyond 10.

You can spend 1 xp at any time to get one **pool die**.

XP



POOL
MAXIMUM (OUTER)
CURRENT (INNER)



ZUTO

A compassionate bounty hunter, hired by Novar Frinn to locate Sola Panaka

TRAITS & TAGS

Warrior	Negotiator	Hunter	Pilot		
<ul style="list-style-type: none"> ● Disarm ● Knock 'Em Down ● No Good to Me Dead ● Blaster Carbine ● Tireless ● Quick Draw ● Aim 	<ul style="list-style-type: none"> ● Demand ● Intimidate ● Deals ● Promises ● Tales 	<ul style="list-style-type: none"> ● Trapping ● Tracking ● Manacles ● Jetpack ● Evade ● Follow 	<ul style="list-style-type: none"> ● Daring ● Steady ● Maneuvering ● Navigation ● Battle ● Warp Drive ● Alert ○ Tricky Flying ○ Repair 	<ul style="list-style-type: none"> ○ _____ 	<ul style="list-style-type: none"> ○ _____

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Key of the Mission

You have been sent to rescue Sola and deliver them to safety. Turn this key when you take action to complete the mission.
BUYOFF: Give up on your mission or abandon Sola.

Key of the Bounty

You are aware of a bounty out for the arrest and delivery of Fitty Two. Turn this key when you pursue the bounty.
BUYOFF: Tell Fitty Two about the bounty, or protect him from his would-be captors.

Key of the Defender

You refuse to lose another friend. Turn this key when you when you stay behind to provide cover for others.
BUYOFF: Protect yourself first.

Key of

Key of

SECRETS

Secret of the Moth to the Flame

Once per refresh, you can appear in a scene where violence is about to occur.

Secret of the Explorer

You've been all over the galaxy, seen a lot of strange things. Once per refresh, you can re-roll a failure when you're dealing with local customs or strange places.

Secret of

Secret of

Secret of

CONDITIONS

- | | | |
|--|---------------------------------|----------------------------------|
| <input type="checkbox"/> INJURED | <input type="checkbox"/> ANGRY | <input type="checkbox"/> TRAPPED |
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 - Add a new **secret** (if you have the means to).
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You can spend 1 xp at any time to get one **pool die**.

XP

<input type="checkbox"/>				
<input type="checkbox"/>				

POOL
MAXIMUM (OUTER)
CURRENT (INNER)



SOLA PANAKA

A charismatic former Senator from Naboo and loyalist to the Rebellion

TRAITS & TAGS

Athlete	Politician	Strategist	Reformed Scoundrel		
<ul style="list-style-type: none"> ● Run ● Climb ● Tumbler ● Terās Kāsi ● Unarmed ● Endurance 	<ul style="list-style-type: none"> ● Inspire ● Charm ● Speech ● Crowds ● Hope ○ Bribes ○ Paragon of Naboo 	<ul style="list-style-type: none"> ● Plans ● Feint ● Bold ● Clever ● Tactics ● Surprise ○ Send Men to Die ○ Scary Look 	<ul style="list-style-type: none"> ● Smuggle ● Gambler ● Disguise ● Secrets ● Sneak ○ Contacts 	<ul style="list-style-type: none"> ○ _____ 	<ul style="list-style-type: none"> ○ _____

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Key of Affection

You have developed feelings for Fitty Two. Turn this key when you are near him or whenever you make a decision that is influenced by him.
BUYOFF: Sever the relationship.

Key of the Impostor

You are in disguise, passing yourself off as commoner. Turn this key when you perform well enough to fool someone with your disguise.
BUYOFF: Reveal your true identity to someone you fooled.

Key of Commander

You are accustomed to giving orders and having them obeyed. Turn this key when you come up with a plan and give orders to make it happen.
BUYOFF: Acknowledge someone else as the leader.

Key of

Key of

SECRETS

Secret of the Long Game

Once per refresh, after you fail a roll, say how you meant to fail it and what advantage the apparent failure gives you.

Secret of Reflexes

Once per session, you can re-roll a failure when doing anything involving grace, dexterity, or quick reflexes.

Secret of

Secret of

Secret of

CONDITIONS

- | | | |
|--|---------------------------------|----------------------------------|
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- Add a new **secret** (if you have the means to).
- Increase your **maximum pool** size by one (and add a die now). Your pool size starts at 7 and cannot increase beyond 10.

You can spend 1 XP at any time to get one **pool die**.

XP



POOL
MAXIMUM (OUTER)
CURRENT (INNER)



FITTY TWO

An ex-Imperial clone trooper and dedicated bodyguard to Sola Panaka

TRAITS & TAGS

Soldier	Ex-Imperial	Mechanic	Optimist		
<ul style="list-style-type: none"> ● Discipline ● Blaster Carbine ● Tough ● Stun ● March ● Flanking ● Defend ○ Misdirect ○ Two-Gun Style 	<ul style="list-style-type: none"> ● Tactics ● Command ● Soldiers ● Rank ● Connections ● Maps ● Imperial War Ships ● Codes 	<ul style="list-style-type: none"> ● Repair ● Engines ● Efficiency ● Spare Parts ● Sabotage ● Enhancements ● Ship Weapons ○ Improvise Tool ○ Good with Machines 	<ul style="list-style-type: none"> ● Calm ● Compliment ● Confidence ● Energetic ● Honest ● Inspire ● Polite ○ Positive ○ Tenacious ○ Unrealistic 	<ul style="list-style-type: none"> ○ _____ 	<ul style="list-style-type: none"> ○ _____

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Key of Conscience

You don't like to see anyone suffer, even enemies. Turn your key when you help someone who is in trouble or when you change someone's life for the better.

BUYOFF: Ignore a request for help.

Key of the Traitor

You betrayed the Empire and they will never forget it. Turn this key when your outcast status causes you trouble or is important in a scene.

BUYOFF: Regain your former standing or join a new group.

Key of Freedom

You refuse to be anyone's prisoner, slave or servant. Turn this key when you seek freedom or refuse to do what you're told.

BUYOFF: Accept any kind of bondage, even temporarily.

Key of

Key of

SECRETS

Secret of Teamwork

When assisting an ally, you may give more than one pool die.

Secret of Encouragement

Once per refresh, you can give someone else a chance to re-roll a failed roll, by inspiring their confidence or reassuring them.

Secret of

Secret of

Secret of

CONDITIONS

<input type="checkbox"/> INJURED	<input type="checkbox"/> ANGRY	<input type="checkbox"/> TRAPPED
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You can spend 1 xp at any time to get one **pool die**.

XP



POOL
MAXIMUM (OUTER)
CURRENT (INNER)



PLAYING THE GAME

Rules for playing in a galaxy far, far away

ROLLING THE DICE

When you try to overcome an obstacle, you roll dice. Follow these steps to determine how many dice you get to roll.

TRY: Start with one die just for trying.

TRAIT: Select one trait that applies, add a die for that.

TAGS: If that trait has any tags that apply, add another die for each filled circle on that tag. Tags with empty circles cannot be used until you unlock them with experience. Some tags are grouped in a box; you can use only one tag within that box per roll.

POOL: Finally, add any number of dice from your personal pool.

Roll all the dice you've gathered. Each **x** (or each **even number**, if you're using standard dice) is a **hit**. Each **blank** (or each **odd**) is a **miss**. You need hits equal to the difficulty level to succeed.

DIFFICULTY LEVELS

2	EASY
3	DIFFICULT
4	CHALLENGING
5	EXTREME

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

If you fail, you don't yet achieve your goal. But, you get to keep the pool dice you rolled and add another die to your pool (up to your maximum pool size). The GM will escalate the danger of the situation and probably inflict a condition. You might be able to try again.

The GM may give some obstacles two difficulty levels (typically two steps apart, for example 2 and 4). Getting a number of hits equal to the higher difficulty level allows for a greater success.

EXAMPLE: "Yes, Fitty Two, you can take down those two Storm Troopers, the difficulty level is 3. However, if you get 5 hits, then you can clear all the Troopers out of this section of the ship."

PC VS. PC: If your character contends with other another PC, both players roll against a difficulty level set by the GM. If one player succeeds, that player wins the conflict and discards dice normally. The other player keeps their rolled pool dice and gets another. If both players succeed, no pool dice are discarded or gained, but the GM interrupts the conflict in whatever manner they see fit. If both players fail, they keep their pool dice and get another die, and the GM escalates the situation or introduces a new obstacle.

HELPING: If your character is in a position to help another PC, you can give that player a die from your pool. Say what your character does to help. The outcome of the roll affects both PCs.

CONDITIONS

When events warrant or especially when you fail a roll, the GM may impose a **condition** on your character: **Injured**, **Drained**, etc. A condition might increase the difficulty level of a roll, or may restrict your choice of action (you can't be reasonable if you're angry). note: The "dead" condition just means "presumed dead" unless you say otherwise.

REFRESH

In between dice rolls, characters can have **refreshment scenes** with each other. Refreshment scenes are a good way for the characters to show their personalities and develop their relationships with one another. The conversation between characters can happen in the moment, but can also take the form of a flashback.

After a refreshment scene, each character:

- Restores their pool back to their maximum pool.
- Removes one condition (if they did something during the scene to deal with the condition).
- Regains the use of their secrets.

SCRIPT CHANGE

Generally, games in the Star Wars Universe are rated PG-13 for intense action, fantasy violence and occasional strong language.

However, if a situation happens in the game that makes you—a player—feel uncomfortable, or the game is going in a direction that doesn't reflect the tone or content you expected, you can call for a **script change**.

PAUSE

If a scene is getting too intense, you're confused about something, or you just need to take a break, you can say "Pause" and, optionally, discuss what just happened and where the story is going. After the break or discussion, you can decide if you want to continue playing without any changes or if you want to adjust something.

FAST FORWARD

If you don't want to play through what's about to happen, you can say "Fast Forward" to skip past it (sort of like when you know what's about to happen in a movie but it fades to black instead of showing the action).

REWIND

If something already happened that you object to, you can say "Rewind" to jump back to the point in the scene where it went off course for you. Work with the GM and the other players to take the story in a different direction.

THE BLACKBIRD

A compact, fast and well-maintained cruiser owned by the bounty hunter Zuto



DETAILS & STATISTICS

CONSULAR-CLASS CRUISER, MILITARIZED

The Blackbird is the personal ship of Bounty Hunter Zuto. She is a typical example of a militarized Consular-class cruiser. Such ships are deployed on missions where diplomats 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 an extra crew and passenger berths, duplexed shield generators, turbolaser turrets, fire control sensors, and an auxilliary 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 maneuvering while in-atmosphere places great stress on her extra modules.

Zuto has owned the Blackbird for a while now. It is effectively his home.

STATISTICS

Length: 115 meters

Crew: 10 + 4 EVA Repair Droids

Passengers: 20

Powerplant (main): Kreel A8 Conversion Reactor

Powerplant (aux): Kreel F7 on-Demand Microburst Reactor

Hyperdrive: Longe Voltrans tri-arc CD3.2

Hyperdrive Class: 2X

Sublight Drive: 3x Dynee 577 radial atomizer engines

Repulsors: Kreel 47A Pervasive

Safe Atmospheric Performance: 150 km/h

Emergency Atmospheric Performance: 850 km/h

Shields: Sorosub Guardian Redundant Duplex Array

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

Escape Pods: 8x 4-berth

CONDITIONS

The GM can inflict conditions on The Blackbird as events warrant.

BLIND

HYPERDRIVE OUT

SHIELDS DOWN

ADRIFT

CRIPPLED