Adventure:
Exchange Student 0

Encounters: 5

Difficulty: Normal

Duration: 45-90 Minutes

Designed and Mapped

by

B Drone Games

HERO KIDS
CREATOR'S GUILD

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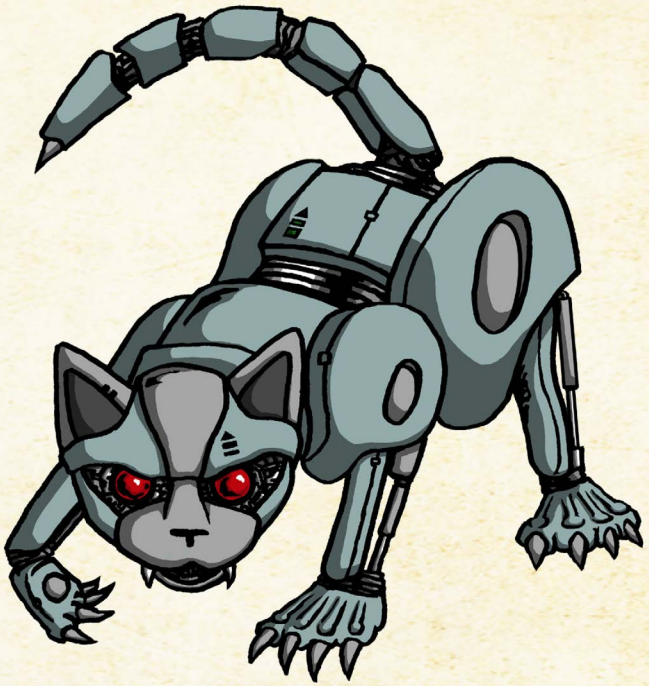

Exchange Student 0

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Check out our other work on DriveThruRPG here.

Version: 2.0

Hero Kids Creator's Guild Adventure

This adventure requires the *Hero Kids* RPG to play. The core game and this adventure include:

- Hero Cards for each player
- Monster Cards for the unique monsters
- Encounter maps
- Stand-up minis for the heroes and monsters

Additionally, these extra materials are required:

- Six-sided dice (D6)
- pencils and erasers

Background

Your heroes live in Kali Outpost on the tiny planet Circa Prime, the main planet in the Volta system. The Volta system lies in the borderworlds, a loose federation of free systems sandwiched between the tyrannical Droid Authority and the lawless space of the Dark Nebula, home of the fearsome raiders.

Adventure Overview

This five-encounter adventure takes place on the planet of San Dromeda at the Tsygan Intergalactic Boarding School (TIBS) shortly after the Secret of the Crystal Cave adventure. Ryka Ardin has recommended the heroes for scholarship at the prestigious school and arranged for them to participate in a three-day recruitment workshop at the school's campus.

Unknown to the heroes, spies from the Droid Authority hitched a ride on their transport ship (and many others) with intent to infiltrate the campus and steal information from the TIBS' vast databases. The databases contain comprehensive information from thousands of intelligent species across the galaxy in all matters from history to science to culture.

Controlling Alby & K'Jex

This adventure is written with the Game Master (GM) controlling Alby & K'Jex as the default. The GM can use them to push the story forward and assist the players if they get stuck. It's not necessary for Alby & K'Jex to participate in combat but they can. This is entirely up to the GM.

Also note that K'Jex's health boxes represent his suit integrity. If he is KO'd, it means his suit has gone into emergency shutdown and can only be revived by a hero/NPC with mechanical skill or if an auto-repair kit is used. K'Jex starts the adventure with 2 auto-repair kits, represented by the cog/heart icon on his hero card. Auto-repair kits fully remove damage just like a potion would for other heroes.

Alternate Play Method

An alternate way of playing this adventure is having Alby & K'Jex be controlled by players. This allows for a more player driven story with increased role-play aspects. See page 20 for tips on playing this method.

Adventure Intro

"Attention, Attention, descent to begin in T-minus 200 SI, good morning (hero name), we are beginning our final approach to the San Dromeda starport." Says the gentle voice of the automated steward as your cryo-tube slides open. You rub your eyes and look around. Other kids of all kinds of alien species are slowly waking up and climbing out of their tubes. Like yourself, they are all wearing rubber cryo-suits designed to slow metabolism and monitor vitals while in hyper-sleep. It's been over a week since you left your home in Kali, but to you it felt like only a moment had passed by.

Your Nadic tutor Ryka Ardin was so impressed with how you handled the Crystal Cave, she recommended you for scholarship at the prestigious Tsygan Intergalactic Boarding School (TIBS for short).

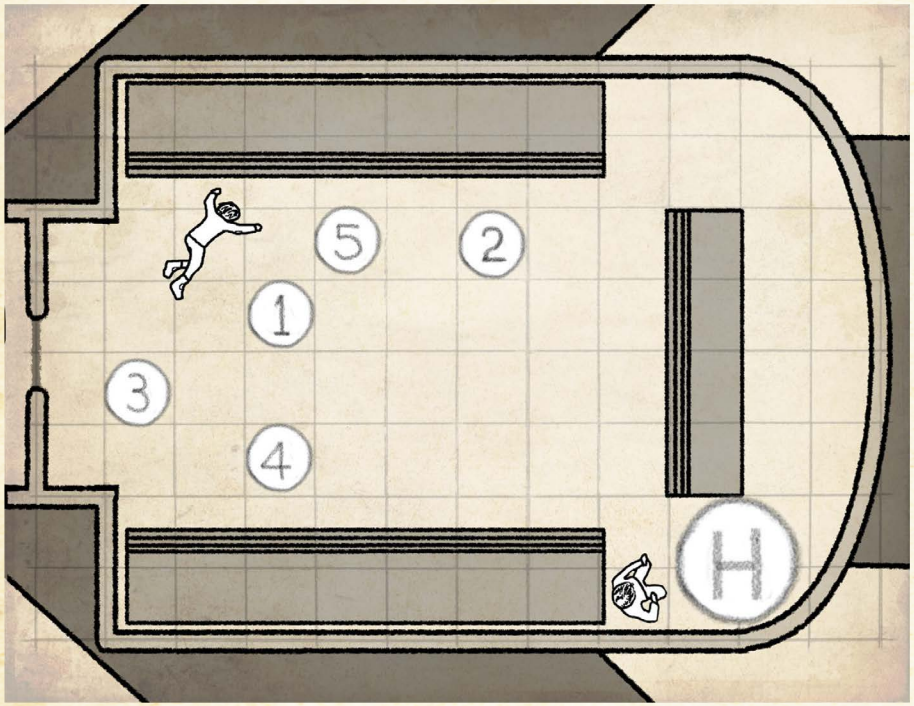
You are on your way to the school's annual recruitment workshop. For the next three days, you will be touring the campus, talking to professors and most exciting of all, meeting kids from far away alien worlds that you've never even heard of.

You stand up to stretch your body, then make your way to the back of the transport ship. You need to get your Sensory-Grapher from the luggage hold and find the observation deck fast. You want to document this moment for your family back home on Circa Prime and you'll need to hurry if you want to get a good seat.

Encounter 1: Stowaways

The first encounter takes place in the ship's luggage hold, where the heroes battle droid cats.

Map



Encounter Intro

When the heroes enter this area, read this:

> *You show your claim ticket to the two security guards who are standing in front of the door to the luggage hold. You notice they are armed with laser blasters and ion swords. "You can never be too careful with all the raider activity going on recently," one of the guards says to you. "Follow us, we'll help you find your bag."*
>
> *You see containers of all different shapes and sizes neatly organized on shelves extending to the hold's ceiling. One of the guards examines your ticket closely, "Let's see, your bags should be over in section 391, just over…" He stops in mid-sentence. "What in the world is that?" You look and see a metal cube about the size of an air-car battery sitting on the shelf next to your bag.*
>
> *Cautiously the guard reaches out to touch the cube and suddenly it unfolds into a what looks like a cat shaped robot. "A droid!" the guard shouts as he reaches for his blaster. The droid cat shoots an electric charge from its eyes, catching the security guard square in the chest before he crumbles to the floor.*
>
> *Another droid cat leaps out from behind you, nailing the second guard with an electric charge. "I can't move," says the guard. "Take my weapons, stop those things!"*

Ability Test

Have the heroes perform an ability test to get to the weapons: Dexterity at difficulty 5.

If any hero fails the test, have them take one damage and read this:

> *Before you can grab the guard's weapon, the droid cat blasts you with a charge of electricity. It stings but does not paralyze you like the guards. Your cryo-suit must be acting as an insulator. You quickly grab the weapon and engage the droids.*

If any hero is successful:

> *You're able to dive for the guards' weapons before the droid cats can recalibrate. Now armed, you quickly scramble to your feet. Time for combat.*

Encounter Features

Combat takes place in the luggage hold, more droid cats emerge depending on the size of the party.

Monsters

This encounter introduces droid cats.

1 Hero:	2 x Droid Cats	① ②
2 Heroes:	3 x Droid Cats	① ② ③
3 Heroes:	4 x Droid Cats	① ② ③ ④
4 Heroes:	5 x Droid Cats	① ② ③ ④ ⑤

Use these health boxes to mark off damage:

① Droid Cat	KO	Hurt
② Droid Cat	KO	Hurt
③ Droid Cat	KO	Hurt
④ Droid Cat	KO	Hurt
⑤ Droid Cat	KO	Hurt

Tactics

The droid cats keep themselves between the heroes and the exit. They attack the heroes with both ranged and melee attacks. The droid cat's special action (Stun Beam) hurts the heroes but does not stun them due to the insulation their cryo-suit provides.

Conclusion

Once all the droid cats are KO'd:

> *After a few minutes, the security guards can move again, and you return their weapons. Thankfully the electric shock did not appear to have done any permanent damage to them.*
>
> *By the time you get to the observation deck, you're far too late to get a good seat, but it's still a thrill watching the approach to the San Dromeda starport.*
>
> *The campus is far bigger than you ever imagined with hundreds of buildings, each one more different and unusual than the last. You see a monorail track twisting and weaving between amazing displays of alien architecture.*
>
> *On the outskirts you see a village of bio-domes and countless different sports fields of all shapes and sizes. You've always known the universe is infinite, but this is the first time you truly felt it.*

Continue to **Encounter 2: New Friends**

Encounter 2: New Friends

This encounter begins in the space port cafeteria where the heroes make a couple of new friends. They learn a little bit about their planets, cultures and abilities.

After talking with their new friends, the heroes learn that there are more droids in the starport and must work out a plan to capture one.

Encounter Intro

Starport check-in is very quick, you are scanned for your identity and issued a smart pocket (hand held computer). The smart pocket is preloaded with campus maps, an itinerary, monorail pass, built in vocoder (translator), snapchat and anything else you'd possibly need for your visit.

Even though you are excited to see it all, you can't deny your hunger. After all, you haven't eaten anything in over a week. The starport designers must have anticipated this, because right after check-in you find yourself in front of an enormous cafeteria. You follow the stream of new arrivals in to get a bite to eat.

Exploration and Role-play

Inside the you see dozens of rectangular tables each with about twenty seats. The walls are lined with what appear to be food dispensing machines. As you approach one, you hear a robotic voice "Lifeform(s) 94-126-G, what is your favorite food?"

Ask all the players to tell you what their hero would like to eat, then read the following:

"Computing please wait…" the machine begins making a clicking noise like an adding machine, then continues. "One order of Liver and Onions, anything else?"

If the players try to correct the machine or order other food items, have the machine respond with whatever food the players don't like until they give up. If the players want to hack or repair the machine, have them perform an ability test. Whatever the result, read this:

The machine dispenses your food onto a steel tray which you carry to an empty space at a table with several species of aliens you've never seen before.

"Machine giving you problems eh?" a green humanoid girl with three arms says to you. "There's something wrong with almost all the machines here. Hi, I'm Alby, and this here is my pal K'Jex."

She motions to what looks like an empty space suit. You see sparks of light flash inside the spacesuit visor then hear a robotic voice, "Aloha, the pleasure is all for self."

Alby lets out a boisterous laugh, "K'Jex here is the first of his kind at this school. The vocoder still doesn't know exactly what to do. Don't worry, you'll understand him in no time at all."

Let the players have a casual conversation with their new friends. Use this to give them information on Aerzirians, Ocals, and the school.

It's not necessary that the players learn everything, but the heroes should get a good idea about who Alby and K'Jex are and understand their special abilities. For more information, see appendix on page 17.

Below are some things the players could learn about Alby and K'Jex.

- Alby and K'Jex both arrived at the school just a couple hours before the heroes. They became friends at check-in when Alby noticed K'Jex's suit malfunctioning at a charge station. She repaired it for him.
- Alby is very talkative; she says things as she thinks them. This causes her to ramble a bit.
- Alby has wanted to attend the school since she was very little and is already very knowledgeable about its facilities and history.
- Alby has a sense that is unique to her alien species, it's hard for her to explain, but she likens it to speaking to machines.
- K'Jex is quiet, shy, thoughtful and self-conscience. Being the first of his kind at the school has put a lot of weight on his shoulders, so he's trying to make a good impression. Unfortunately, the issues with the vocoder and suit has made things even more difficult for him.
- K'Jex comes from a planet where all the lifeforms are made of gases. His species must wear robotic suits to travel to different planets.
- The path of Nadi is the foundation of K'Jex's civilization. They use Nadic energy in almost everything they do; they don't even need to eat because the Nadic energy sustains them. This makes K'Jex sensitive to all forms of energy.

Eventually steer the conversation to the droids the heroes encountered on the transport. Have Alby and K'Jex ask the heroes more about what happened.

Once the heroes explain what happened, read this:

> *"Lucky you got them," says Alby. "These class 13 transports typically unload their luggage and cargo by robot via the service tunnels under the port. From there, the droids could get to the computer systems and cause all kinds of problems."*

If the players don't immediately make the connection, remind them of the food dispenser and what Alby said about the machines malfunctioning.

Conclusion

Once they are suspicious of the machine problems:

> *K'Jex's visor lights up, "Unknown energy presence below us, not Nadic, not conventional, self can sense."*
>
> *"I've heard droids use inverse energy as a power source, its much different than what the robots use here." Alby shakes her head, "I bet your transport wasn't the only one with stowaways. If we can capture a droid, I bet I can scrape its programming and figure out what they are doing here."*
>
> *"We are to vamos," K'Jex adds. "If they get distant, self cannot track."*
>
> *"We can get to the access tunnels from the luggage claim," Alby begins. You tell others sitting at a nearby table to get word to security then head off with your new friends to the luggage claim.*

Continue to **Encounter 3: Cat Catchers**

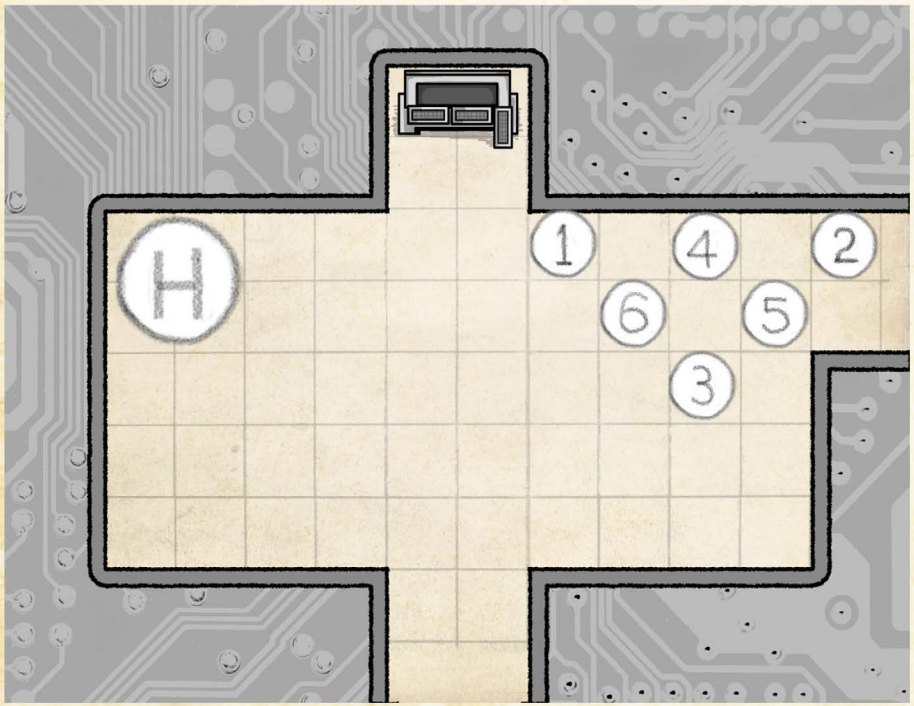
Encounter 3: Cat Catchers

The heroes enter the access tunnels through the luggage claim and follow K'Jex's energy sense to a droid cat, which they will capture. Once captured, droid spiders appear, and the heroes must hold them off to allow Alby time to download the captured droid's hard drive.

After downloading the droid cat's drive, the heroes have an opportunity to reprogram it as a pet.

Players conclude the adventure by using the access tunnel maps to choose a path to the main computer.

Map



Encounter Intro

You find complete chaos at the luggage claim. A crowd of on-lookers has gathered to see the service robots going completely haywire. They are throwing bags around the room, running in circles and crashing into each other.

"Good thing I already got my toolkit on the transport," Alby says, "but we're going to need to grab those weapons." She points to a couple of security bots. They appear to be slow dancing with each other. Their weapons are on the floor a couple meters away from them.

You rush in and gather up the weapons, then follow Alby and K'Jex down a conveyer belt shaft that leads to the service tunnels.

K'Jex leads you through the twisting maze of the service tunnels following his sense of inverse energy activity. "Over here just." He pauses. You peek around the corner and see a droid cat. Its robotic tail is plugged into a computer terminal at the end of the tunnel.

"No wonder everything is going haywire, they look like they're plugging into any data port they can find," Alby says. "They must be looking for something. Time to find out what it is." She turns to you. "We'll have to work fast; I hear those things auto-format their drives when captured."

Encounter Features

The heroes have an opportunity to create a plan to catch a droid cat. There are also ability tests and combat with droid spiders.

Plan #1

Have the players discuss how they plan to capture the droid cat. If they come up with a feasible plan, run it for them and skip to the encounter conclusion once successful. If no plan is made, continue to the ability tests.

Ability Test #1

Suddenly the droid cat disconnects its tail from the computer terminal. Quickly you duck behind the corner. "Moving to here, I sense," K'Jex says to you. "Jump on it da?" You nod in agreement and K'Jex continues, "Comes here countdown, three, deux, ichi…"

Perform an ability test: Dexterity (ranged) at difficulty 4

Success:

You grab hold of the unsuspecting droid, allowing K'Jex to jump on top of it. It violently begins to thrash around trying to free itself from K'Jex's grip. You help hold it down as Alby approaches cautiously, "Hold its head back. I'll try to disable its body control first!"

Proceed to Ability Test #2

Failure:

You're not fast enough and the droid whips its head around and zaps you with an energy charge.

Heroes take 1 damage

While the droid is attacking you, K'Jex grabs hold of it and pins it to the ground. It violently begins to thrash around trying to free itself from K'Jex's grip. You help hold it down as Alby approaches cautiously, "Hold his head back. I'll try to disable its body control first!"

Ability Test #2

Perform an ability test: Strength (melee) at difficulty 5

Success:

You're able to lock your arms around the droid's neck so it can't aim at Alby. She quickly rips open its control panel and connects her smart pocket. Suddenly the droid stops resisting and goes limp.

Proceed to Combat Intro

Failure:

The droid wiggles its head free and sends a bolt of electricity into Alby. Lucky she is still wearing her cryo-suit, the shock looks like it hurt her but did not stop her.

Alby takes 1 damage

Eventually you're able to lock your arms around the droid's neck so it can't aim at Alby. She quickly rips open its control panel and connects her smart pocket. Suddenly the droid stops resisting and goes limp.

Combat Intro

"Danger, sense more. Energy inverse!" K'Jex points down the dimly lit tunnel. You whirl around to see spider shaped droids emerging from the darkness, crawling on the floor, walls, and ceiling!

"Keep them away from me!" Alby screams. "I need to download the cat's mission programming before its hard drive auto formats. This information is very important, without it, we won't know what the droids are up to."

Monsters

This encounter introduces droid spiders. The droid spiders can perform ranged attacks with their blasters.

1 Hero:	2 x Droid Spiders	①②
2 Heroes:	3 x Droid Spiders	①②③
3 Heroes:	5 x Droid Spiders	①②③④⑤
4 Heroes:	6 x Droid Spiders	①②③④⑤⑥

Use these health boxes to mark off damage:

① Droid Spider KO

② Droid Spider KO

③ Droid Spider KO

④ Droid Spider KO

⑤ Droid Spider KO

⑥ Droid Spider KO

Tactics

The droid spiders attack the heroes and K'Jex with ranged attacks. The droids may go after Alby if they are not engaged in combat.

Ability Test #3

After all the droid spiders are KO'd, read this:

"Got it!" Alby exclaims as she stands up and yanks her smart pocket's interface wire from the droid cat. "I'll need a few minutes to decrypt the data, you can try to reprogram the critter in the meantime. Might make a neato pet."

If the heroes want, they can try to hack the droid cat. Perform an ability test: Technology at difficulty 5

Success:

You make quick work replacing the droid cat's protocols and rebooting its systems. The droid cat powers on and an electronic purring noise comes from its head speaker as it arches its back. Its eyes are no longer glowing red, they are now bright yellow. You've got a new pet!

Give the players the Hacked Droid Cat pet card and have them name their new pet. Once ready, skip to Plan #2.

Failure:

While trying to reprogram the droid cat, you accidentally trigger its security protocol. The droid cat's eyes go dark as it shuts down for good. There's nothing you can do with it now.

Plan #2

"Strange, there's a cache of data in a computer language I've never seen anything like before." Alby looks up from her smart pocket. "Don't worry, I was still able decrypt most of the hard drive and have what we need."

"The droids are looking for a data connection to the TIBS' central database," Alby says before setting her

smart pocket on the floor. It begins to project a holographic image of the service tunnel maps. "If we don't stop them soon, they will find a connection."

Alby points to the map. "Right here! This is where I think the starport main computer terminal is. Once they get here, it's only a matter of time before they hack security and access the school computers. If they get into that database, it could be very dangerous for all our homeworlds."

K'Jex looks thoughtfully at the map. "Perspective this gives, can pinpoint inverse energy." He marks several spots on the map to show inverse energy activity, including where the main terminal is. "Already abunai! Plan we fastly need."

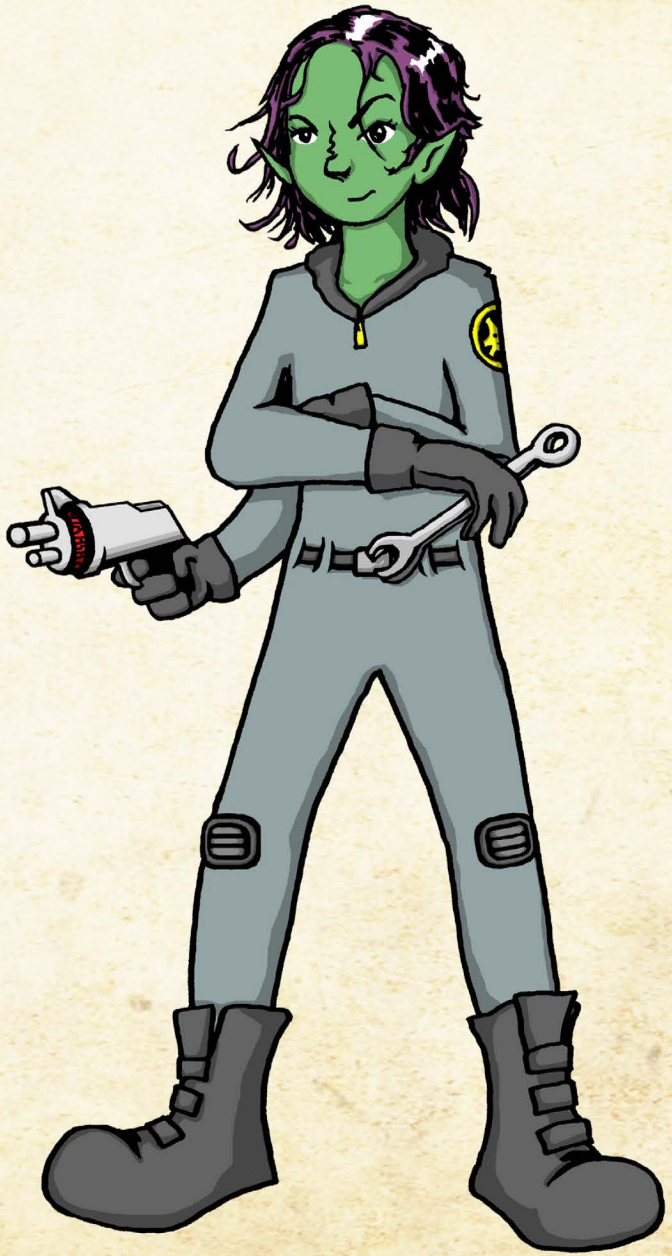
Give the players the map from page 21 and point out where the main terminal is and areas where K'Jex senses inverse energy. Let them plan their path.

Encounter Conclusion

After creating a plan, you hurry down the tunnel. You must be fast; if the droids connect to the school's central database, who knows what will happen!

Allow the heroes to take a short rest to remove damage.

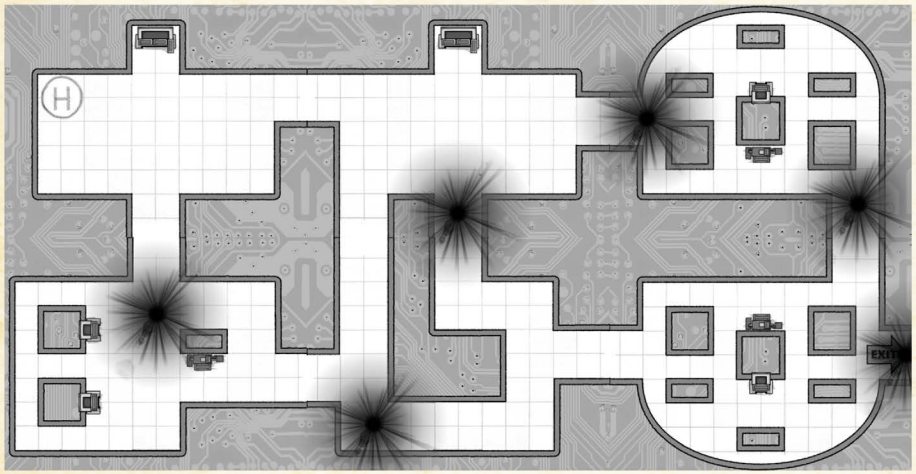
Continue to **Encounter 4: Tunnel Rats**



Encounter 4: Tunnel Rats

In this encounter the heroes travel through the service tunnels whichever way they choose. Eventually they should make their way to the main computer room marked "Exit" on the map.

Map



Map Notes

Keep the following in mind as the heroes' progress:

- Because of K'Jex's sense, the players know where there is inverse energy (droids) and it's up to them whether they want to engage in combat or try to avoid it.
- It's up to the GM how many and what kinds of droids are in the areas of inverse energy.
- The kiosks and terminals in the tunnel have been damaged beyond repair by the droids.
- Heroes can rest or repair once per map piece.
- The heroes can try to capture and hack droid cats and skeeters to make into pets. Droids cannot be hacked when they are KO'd.
- If the heroes try to hack droid spiders or locysts, the droids self-destruct and cause 1 damage to any adjacent hero.
- Any players wanting pets for their heroes should try to get them before leaving the tunnels.

Encounter Conclusion

Once the heroes reach the exit, read this:

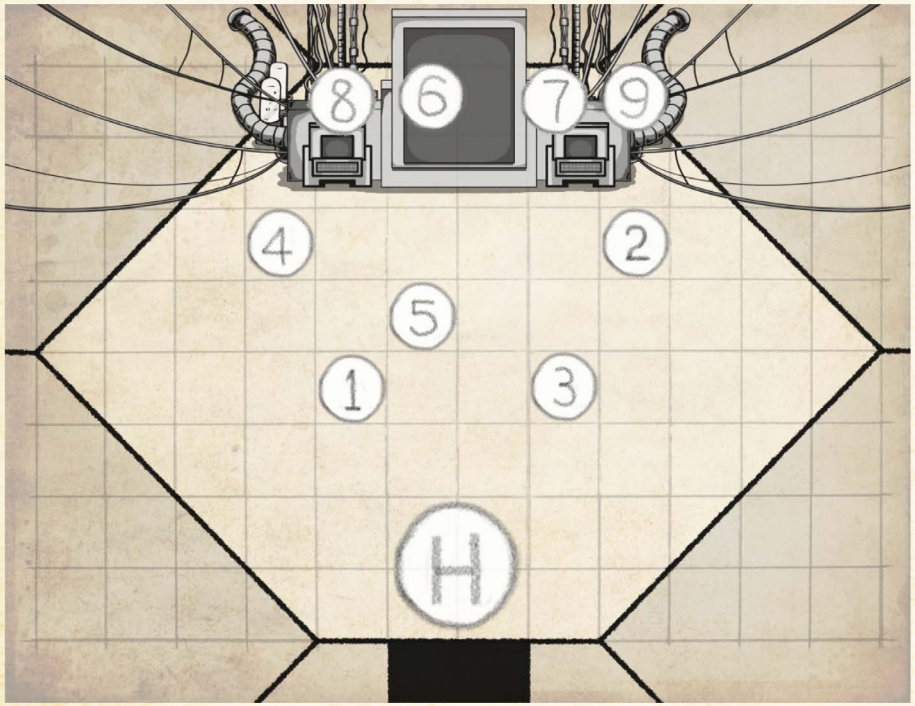
> *You approach the main computer room. Cautiously you walk down the long narrow passageway. At the end of the tunnel you see a doorway. A twisted sheet of steel that used to be the security door hangs on by a hinge.*
>
> *You see robot pieces scattered across the floor and scorch marks on the walls; there was a battle here. "Looks like the security robots didn't stand a chance against these droids, poor things," Alby says. "We better heal and repair before going through that doorway."*

Continue to **Encounter 5: Bugs on the System**

Encounter 5: Bugs on the System

In this final encounter the heroes try to stop the droids from escaping the main computer room.

Map



Encounter Intro

Keeping yourself concealed in the doorway, you peek into the giant hexagon shaped room. On the far end is a computer about ten meters high. Numerous wires and coolant tubes stretch out across the room. Coming out the back of the computer are several large cables that disappear down a narrow access tunnel.

You see multiple droids shaped like insects climbing on the computer, they are chewing on the computer's outer shell, trying to find data ports.

Several of the droids begin to disconnect themselves. Alby turns to you. "We better not let any of these things escape, they may have already stolen important data."

Encounter Features

The heroes must destroy all the droid insects before any can escape.

Make a Plan

Let the players come up with a plan on how to handle the droids in the room. Show the players the map and point out which droids are connected to the computer and which will try to escape. If they are having trouble, have Alby and K'Jex make suggestions.

Alby - "If I can access the computer, I think I can short circuit those bugs connected to it."

K'Jex – "Large body, can block door, I can block them."

If the players come up with a feasible plan for destroying all the droids, run their idea. Once they destroy all the droids, skip to the encounter conclusion.

If no plan is made, read this:

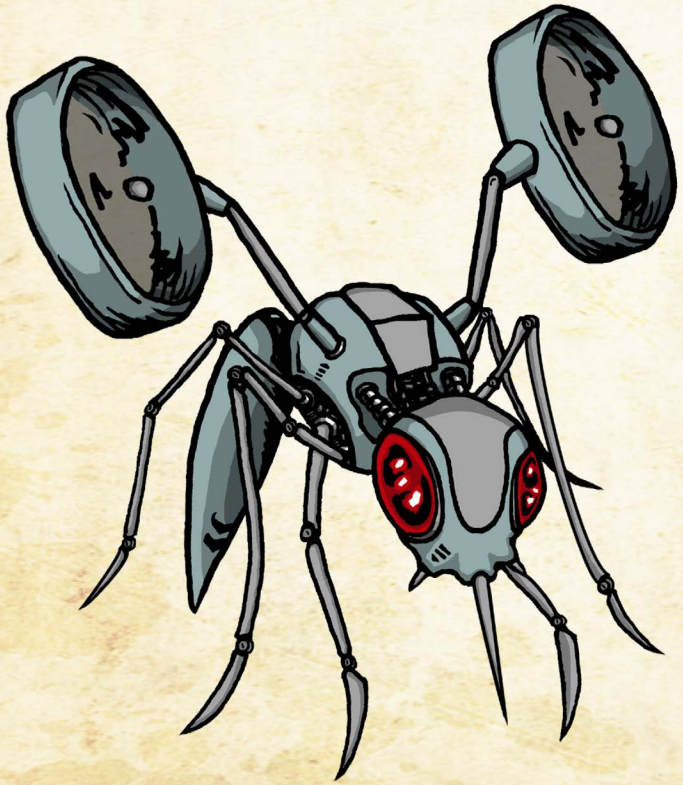
"I'll fry those on the terminal," Alby laughs. "Like a bug zapper." Alby runs past the flying droid bugs (who pay no attention to her) to the main computer. She opens an access panel and plugs in her smart pocket.

"Be ready, we must combat," K'Jex says as he points toward the computer. A handful of insect droids are flying your way. He positions his large robotic body in front of the door. "You go swat bugs, no exit I make sure if they pass you."

Monsters

This encounter introduces skeeters and locysts.

1 Hero:	2 x Skeeters	①②
	1 x Locysts	⑥
2 Heroes:	3 x Skeeters	①②③
	2 x Locysts	⑥⑦
3 Heroes:	4 x Skeeters	①②③④
	3 x Locysts	⑥⑦⑧
4 Heroes:	5 x Skeeters	①②③④⑤
	4 x Locysts	⑥⑦⑧⑨



Use these health boxes to mark off damage:

①	Skeeter	KO	Hurt
②	Skeeter	KO	Hurt
③	Skeeter	KO	Hurt
④	Skeeter	KO	Hurt
⑤	Skeeter	KO	Hurt
⑥	Locyst	KO	Hurt
⑦	Locyst	KO	Hurt
⑧	Locyst	KO	Hurt
⑨	Locyst	KO	Hurt

Tactics

The skeeters try to move directly to the exit and attack heroes with melee attacks.

The locysts are connected to the computer and don't do anything unless attacked. If a locyst is hit with a normal attack, it disengages from the computer and fights its attacker. Alby can access the computer and destroy the locysts while they are connected.

Conclusion

Once all the droid bugs are KO'd read this.

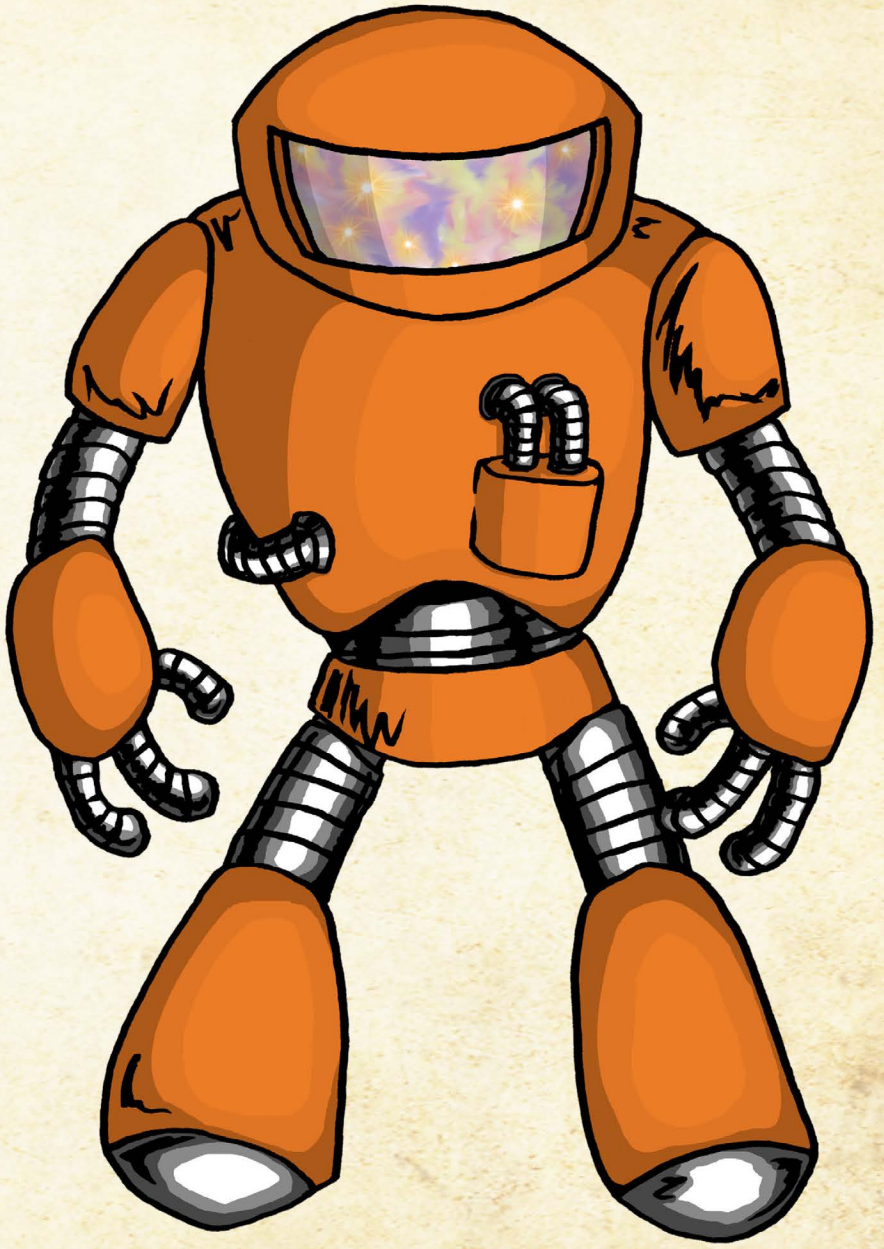
Just after the last droid shatters across the floor, a handful of security guards burst into the room with their blasters drawn. Their eyes scan the room in bewilderment. "Incredible, you kids took out all these droids?" a guard says as he approaches you. "Is everyone okay?"

"Yeah, we may need to visit the school nurse," Alby begins then glances at K'Jex, "and maybe the shop teacher, but otherwise we are fine. What's going on with the droids?"

"Thanks to you kids, the situation is under control," the security guard says. "We've made a clean sweep of all the access tunnels and are quarantining all incoming transports. No more droids should be able to get in."

After a quick medical evaluation, you and your friends board the monorail headed toward the school dorms. You're completely exhausted and the workshop orientation starts early in the morning.

As the monorail glides along the track leaving the starport far behind, you glance over at Alby. She is focused on her smart pocket, determined to figure out the strange computer language she downloaded from the droid cat. K'Jex is next to her, completely still; his mind in the Ocal "dream world." You close your eyes and wonder what exciting things are to come before drifting off to sleep.



APPENDIX

Tsygan Intergalactic Boarding School (TIBS)

History: The Tsygan Intergalactic Boarding School (TIBS) was founded by the Onzath Republic and the Trel Empire after an armistice was reached during the *Thousand Year War*. TIBS was a key provision of the peace treaty that followed. The goal was to send their future leaders to learn from one another, to foster understanding and forge a lasting peace.

TIBS became so successful in their mission that other civilizations from across the galaxy began to send applications for their best and brightest to attend the school. Eventually enrollment became so large that the school was moved to San Dromeda, the unpopulated and lone planet in the T'nan system.

An Earth millennium later, the school is still striving with over a thousand different planets sending students. Due to the expansion, the school has gained a wealth of knowledge. So much that the academic world recognizes TIBS as having the most complete scientific, historical, and cultural database in the galaxy.

Facilities: The TIBS' sprawling campus is over 18,000 km^2 (7,000 mi^2) of classrooms, laboratories, dormitories, cafeterias, offices, sports facilities and more. In addition to this, San Dromeda's only moon (Leone) houses the school's zoology department with state-of-the-art biodomes, labs and even a zoo.

Although weapons are not allowed on school grounds, due to threats from the Droid Authority and the remote location of the school. TIBS employs a vast, highly trained, well equipped security team. Security hubs are stationed at the starport and at multiple (sometimes secret) strategic locations across the campus.

Admissions Scandal: Recently accusations have surfaced that some planets are only sending students from their most wealthy families. Furthermore, some believe they are not sent to learn, but to network and make business deals. Currently an oversight committee is investigating but has not yet made any public statement.

School Rival: TIBS enjoys a good-natured rivalry with the Polysci Charter Institute (PCI) located on a terraformed asteroid in the nearby system Polysci II. The annual TIBS vs PCI comet ball game attracts alumni and boosters from across the cosmos. Currently PCI leads the series 398-335-142.

Notable Alumni: Countless world leaders, scientists, and Halliday Prize winning writers have graduated from TIBS, but by far the most famous and well-respected alumni is pop singer Kasmi Wolfire. Whose smash hit single "Love Song about Love" has sold over 12 googolplexian copies.

Ocals

Home World: Ocalis

System: Cimix Major

Physical description: Ocals are made up entirely of gases and energy. Outside of Ocalis, they must wear a space suit to survive. Typically, they wear Aerzis made suits, but more recently some have been seen in customized suits from other alien worlds.

Average Lifespan: 175 Earth years.

Diet: Ocals need only Nadic energy to sustain themselves.

Special Abilities: Ocals are very sensitive to energy. They can sense type, volume and usage from great distances.

Society and Customs: The path of Nadi is the foundation of Ocal civilization. They use Nadic energy in almost everything they do. Because of the Ocal's understanding Nadic energy, they have a close relationship to nature and have a natural expertise in environmental sciences.

Ocals are new to the galactic community and have only been exploring outside their system for a couple of decades. It has been difficult for other species to understand Ocal culture because most of their interactions with each other occur in what can be described as a dream world. It's very rare that a non-Ocal can enter this world; only the most skilled and disciplined Nadic Masters have been able to get a glimpse inside.

In the Galactic Community: Due to the Ocal's special abilities, they are aggressively sought out for employment by energy companies and exploratory firms. This is a matter of much debate on Ocalis. Some view this as exploitive, while others see an opportunity to exert a positive influence on the industry and promote responsibility on a galactic scale.

Off-world Ocals can get frustrated when carbon-based lifeforms have difficulty in seeing their individuality. Many try to define themselves with their space suit. Ocal's often have their suits highly customized with decorations. And even though there is no such thing as gender with the Ocals, some show how they like to be identified by setting their vocoder output signals to fit Aerzirian definitions.

GM Note: The health boxes on Ocal Hero Cards represent the condition of their suit. If they take too much damage (KO) their suit goes into emergency shut down. Damage can be removed by either repair work using the mechanical skill or use of an auto-repair kit (cog/heart icon on Hero Cards). Auto-repair kits fully remove damage just like a potion would for other heroes.

Aerzirians

Home World: Aerzis

System: Cimix Major

Physical Description: Aerzirians are bipedal, humanoid, mammals. They can have anywhere from 2 to 5 arms and are ambidextrous. They have pointed ears and their skin is a pale green color. Average height for a full grown Aerzirian is around 1.5 meters (5ft.).

Average Lifespan: 50 Earth years.

Diet: Aerzirians are generally omnivores. Aerzis cuisine is known to be very sweet, sometimes spicy, and very unhealthy.

Special Abilities: Aerzirians have a unique ability to understand machines and technology at a much higher level than most species in the Galaxy. This allows them to be very proficient in building, fixing, and upgrading machines.

Society and Customs: Driven by industry and technology, Aerzirians live in large, efficient, highly advanced cities. They are very dependent on technology in almost every aspect of their daily lives. Whether its business, education, or recreation, they always seem to be "plugged in." While this may seem unhealthy to other cultures, Aerzirians don't remember a time when they were without their technology. Literally, all records of their early history were wiped out in the Great Hard Drive Crash of '32.

In the Galactic Community: Aerzirians are known in the galactic community for creating and building cutting edge technological products. So much so that the term "Aerzis Made" is used by advertisers to promote their products. Not that they need help selling their goods, Aerzis made products are so highly coveted that production cannot keep up with demand. Because of this, a black market industry has sprouted up, selling counterfeit products at inflated prices.

Aerzis and Ocalis

Aerzis and Ocalis are neighboring planets that reside in the Cimix Major system. Intelligent life developed on both planets without knowledge of each other for thousands of years. It wasn't until Ocalis intervened to stop an environmental catastrophe on Aerzis that the Aerzirians and Ocals first met.

Since then, both species have enjoyed a symbiotic relationship. The Ocal's deep knowledge in natural sciences has helped Aerzis in matters concerning environmental quality, while the Aerzirians have used their advanced technology to help Ocalis travel beyond the Cimix Major system and interact with the galactic community.

Alternate Play General Tips

This page contains tips for running the adventure with Alby and K'Jex as player characters instead of NPCs.

Player Prep: Use the information in the appendix to give your players background information on their character's species, planet, culture, and special abilities. If they like, the players can come up with back stories for their characters.

Reading: You will not be able to directly read from the book. As GM, you'll want to remove NPC quotes and adjust to address all the players.

Aerzirian Heroes: In the story Alby knows a lot about the school already and it helps direct the heroes on where to go. Encourage the players controlling Aerzirian heroes to interface with their smart pockets to get information. Tell them they can ask it questions like Siri or Alexa to help them find answers.

Ocal Heroes: K'Jex's ability to sense energy is important for the story to progress. In those instances, you need to let the player controlling Ocal heroes know when they "feel" energy and what kind.

Additionally, be prepared for players to say their Ocal hero feels energy at other times. Try your best to accommodate and adjust the story for this.

A.I. Guide: If you want to have a more guided adventure, you can use the heroes' smart pockets as NPCs. Give them a personality and have them make suggestions. You can even have your players name their smart pocket.

Unpredictability: The players may take the adventure off the rails and may even go into something strange. Best advice is to go with it and have fun! Use the blank grid paper if needed.

Alternate Play Encounter Tips:

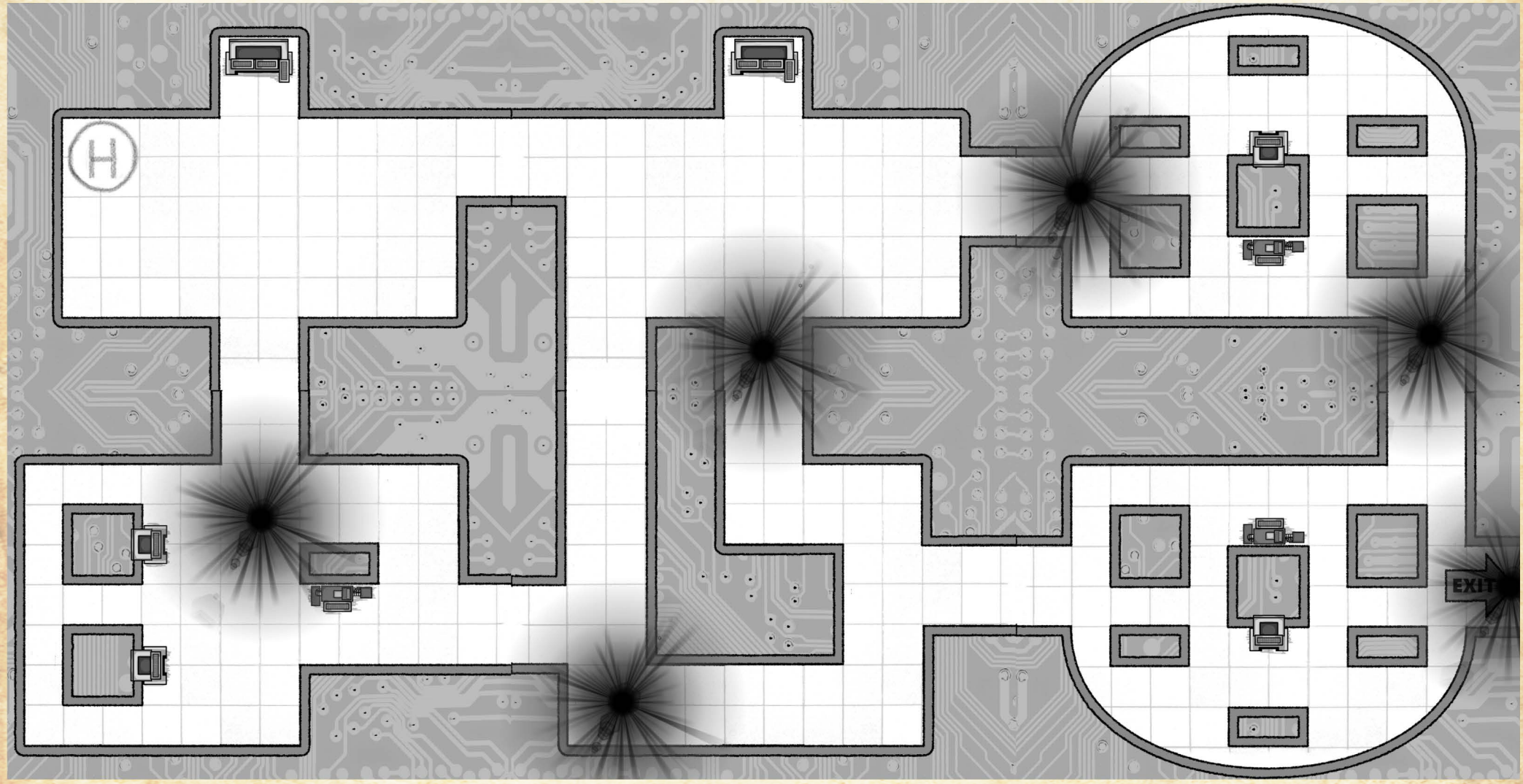
Encounter 1: Add all the heroes to this encounter. For example: the Ocal hero is having some problems with their suit and has accompanied the Aerzirian hero to the luggage hold to retrieve her toolkit.

Encounter 2: Let the players tell each other about their characters and powers. Encourage them to personalize their characters with details on what they like and don't like. This is also a good time for them to color/decorate their Hero cards.

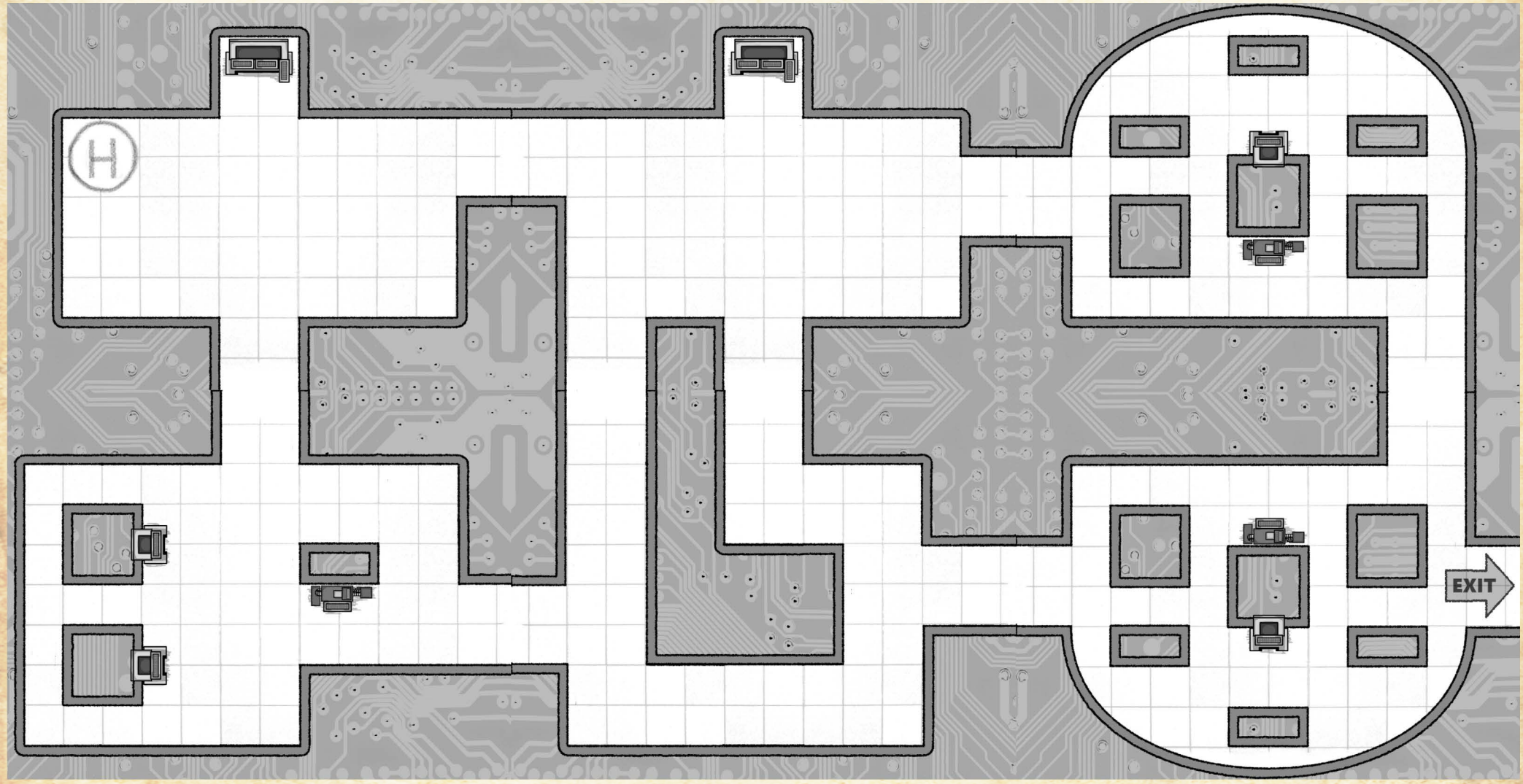
Encounter 3: At the end of the encounter show the players the map without the inverse energy marked. Have players controlling Ocal heroes mark where they "feel" energy on the map.

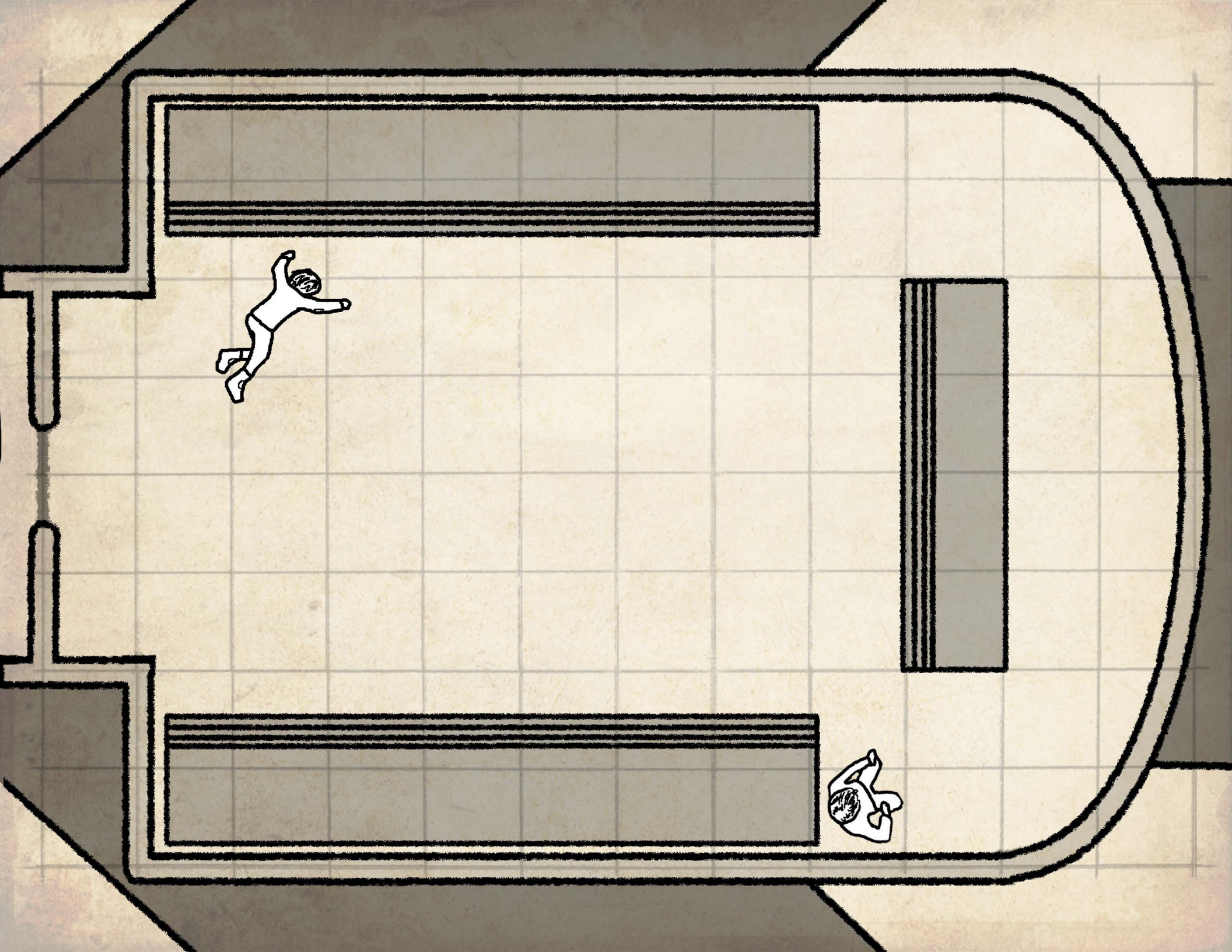
Encounter 5: If the players' plan includes accessing the main computer to destroy the connected locysts, have the hero perform ability tests (Technology). For every failed attempt, have one locyst disconnect and attack.

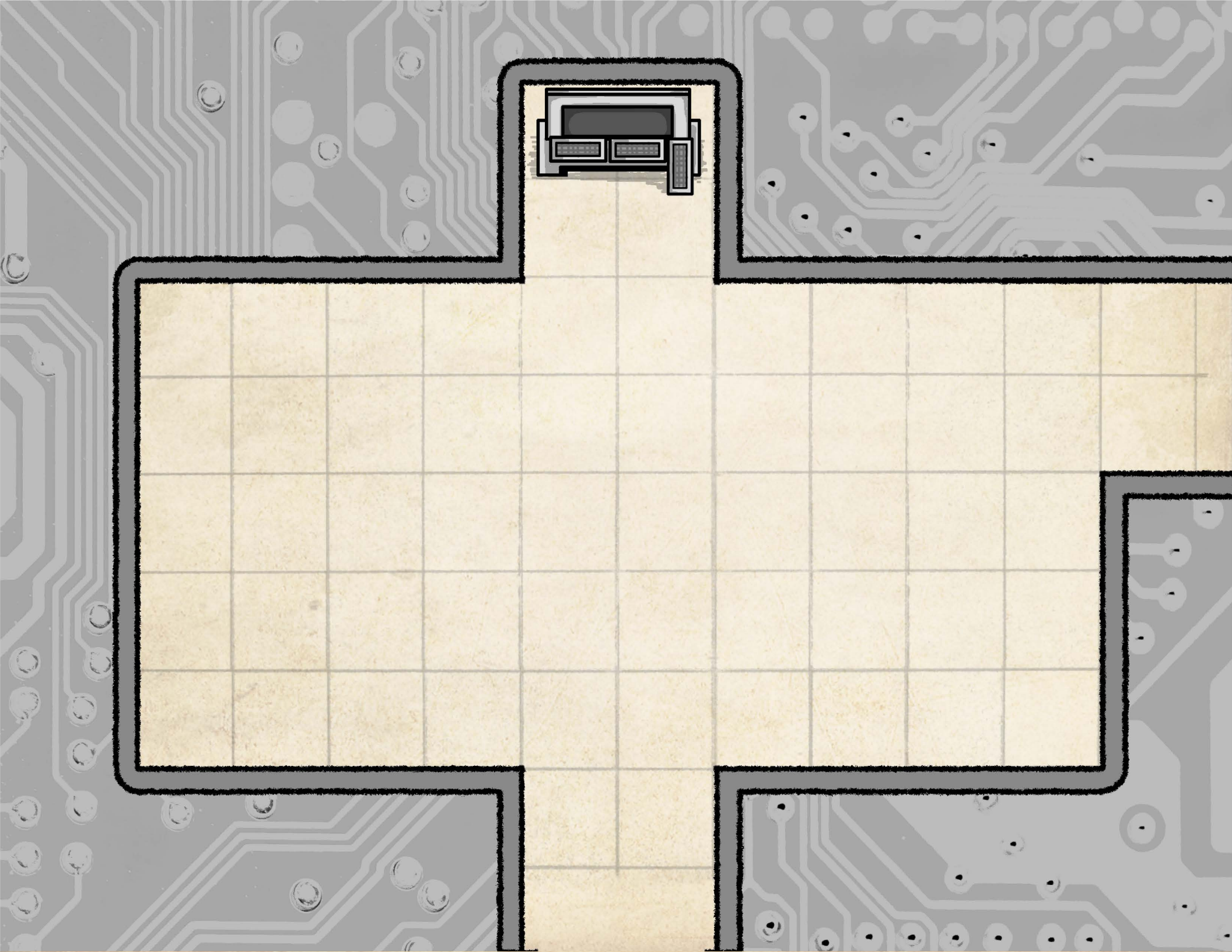
San Dromeda Intergalactic Starport Access Tunnel Map (with Inverse Energy)

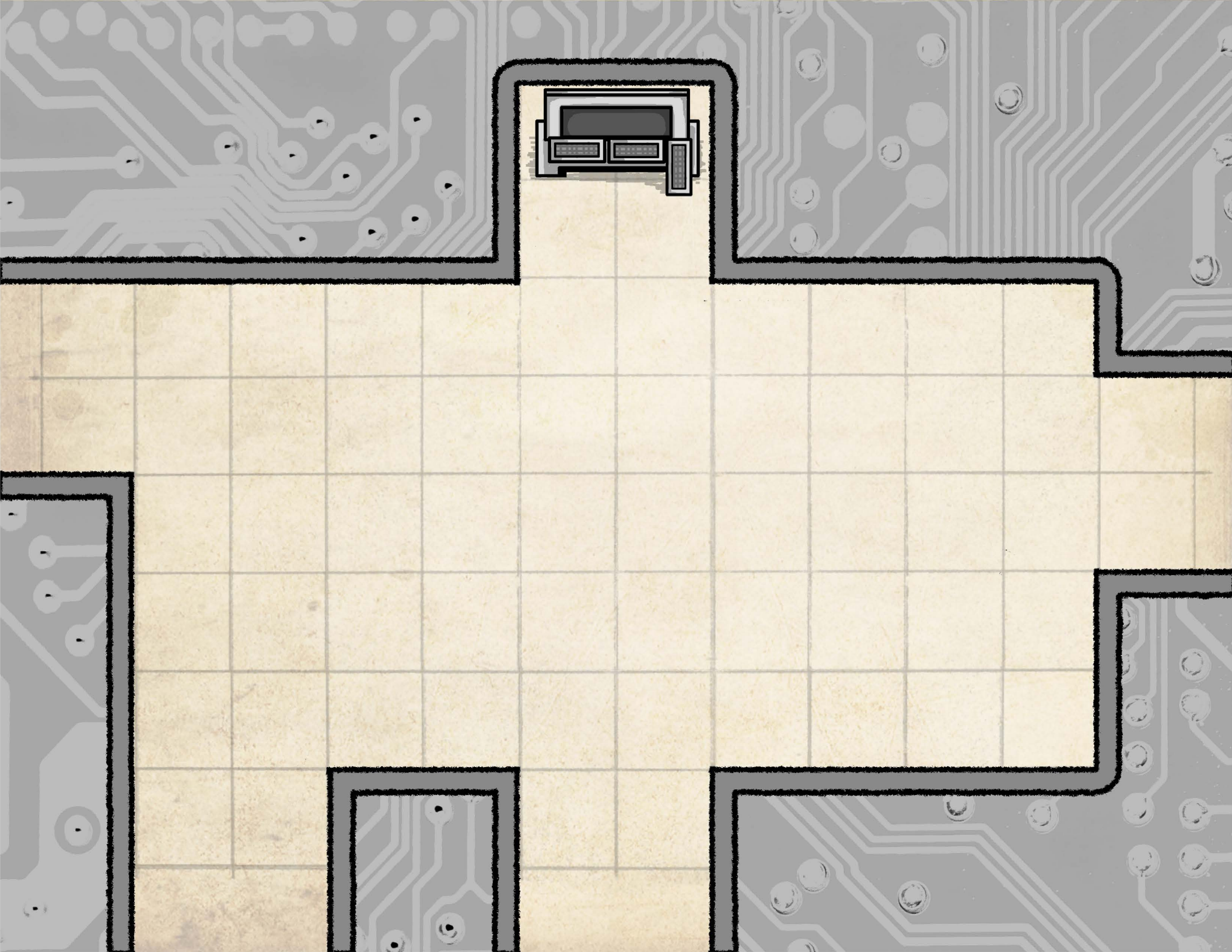


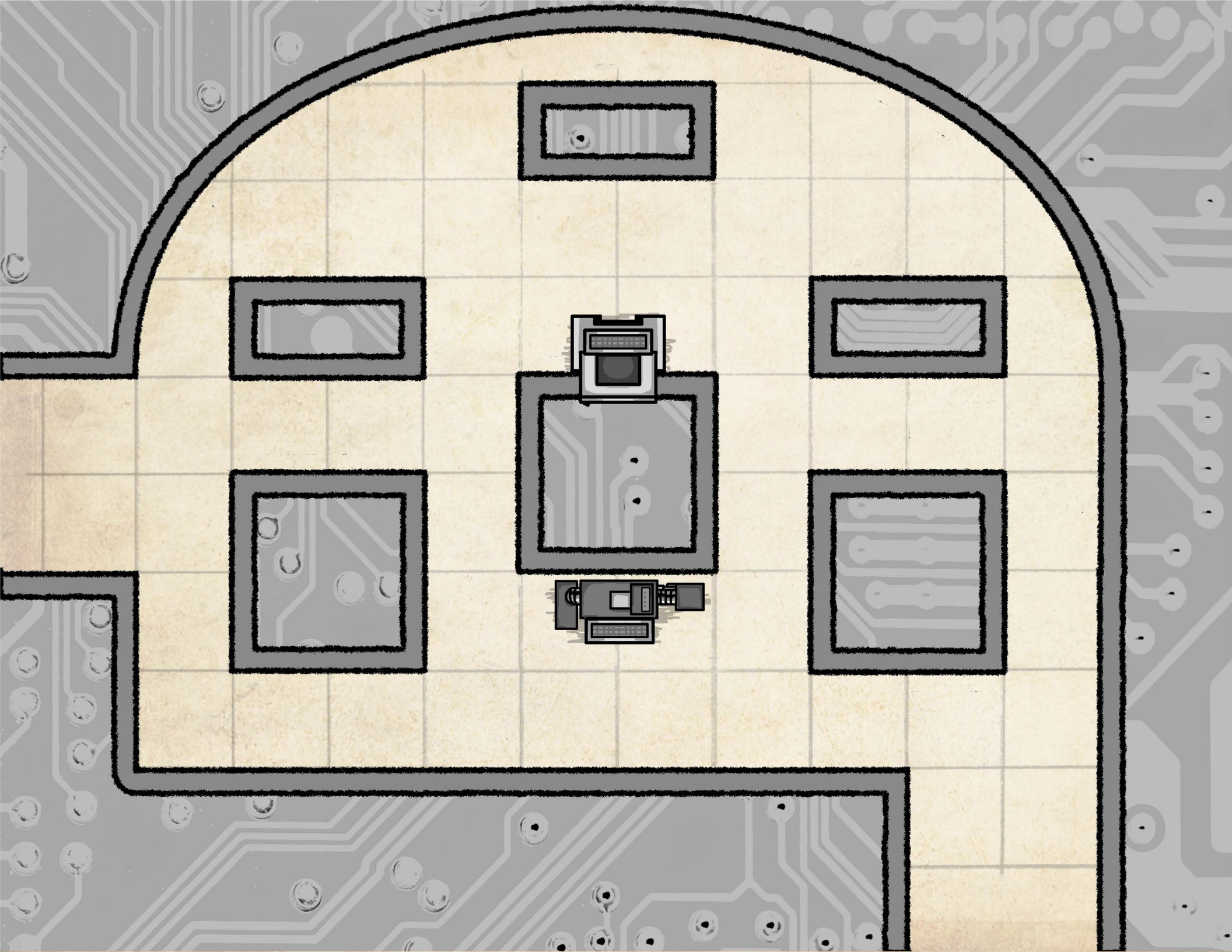
San Dromeda Intergalactic Starport Access Tunnel Map (without Inverse Energy)

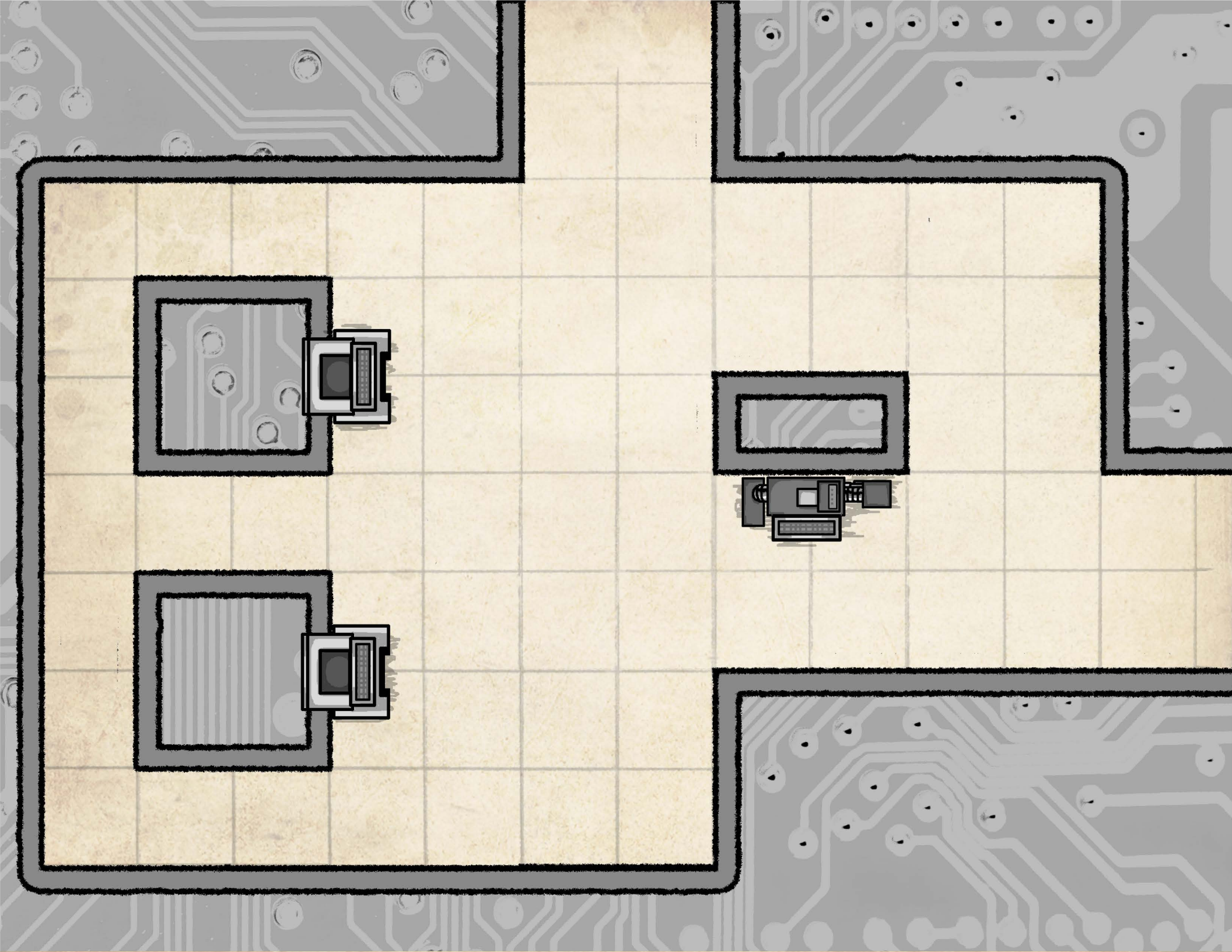


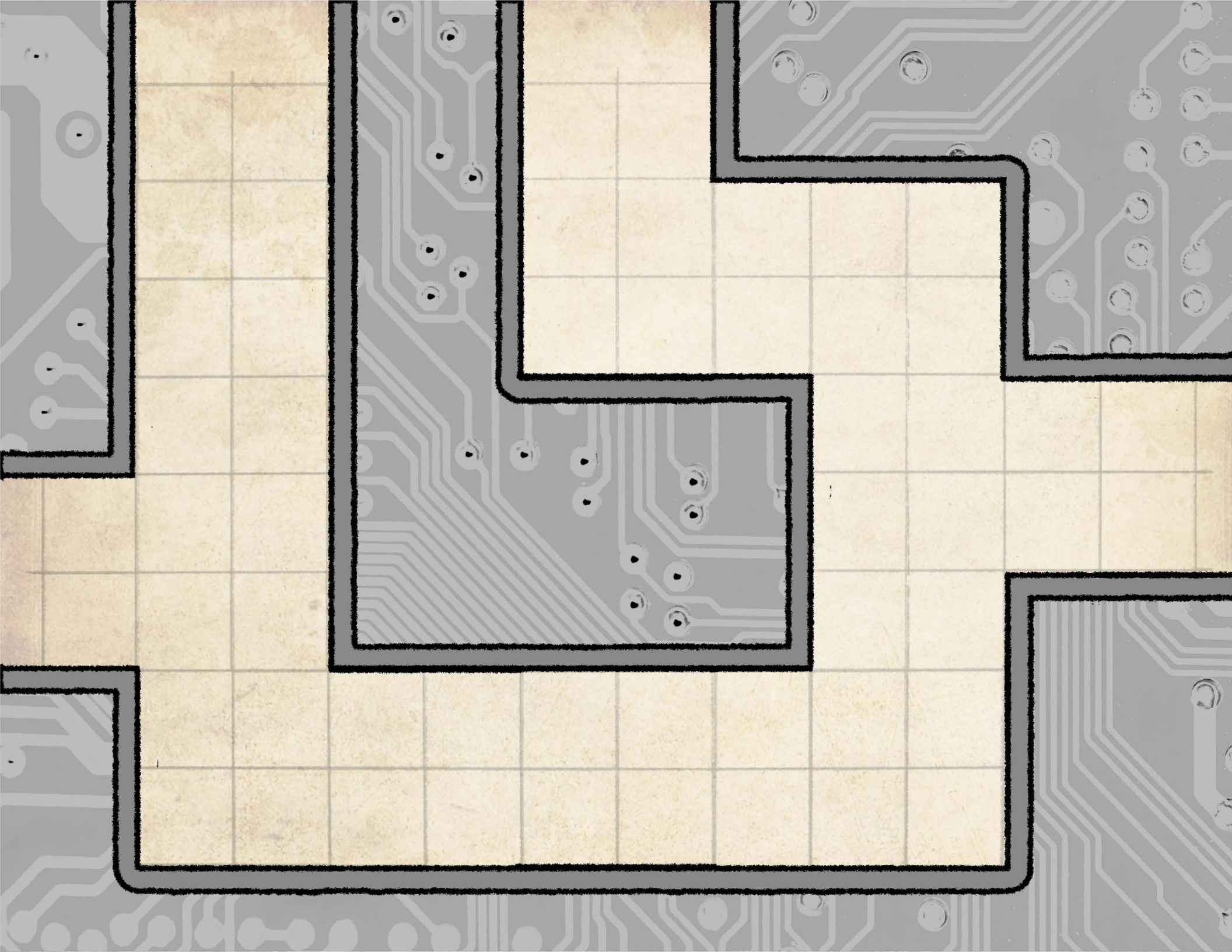


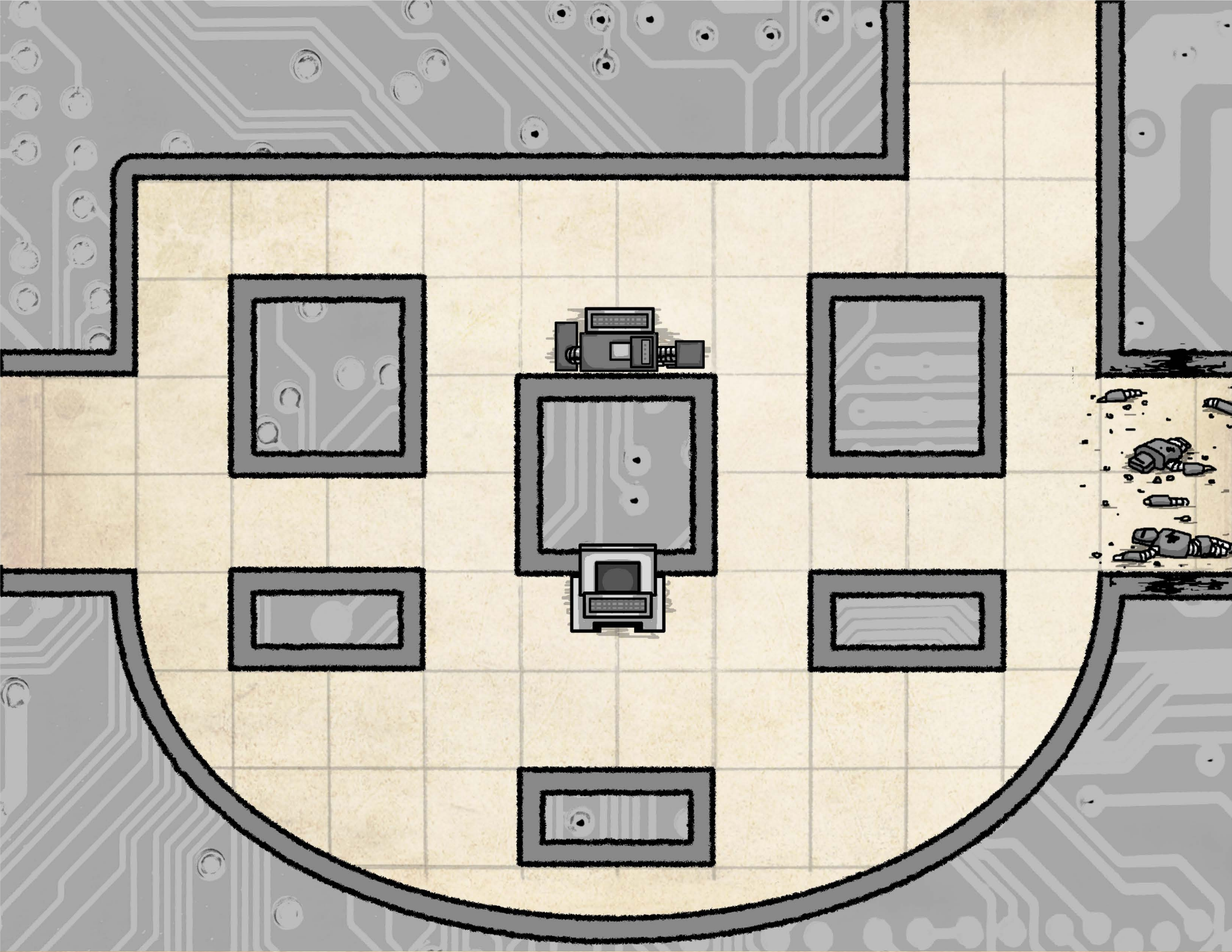


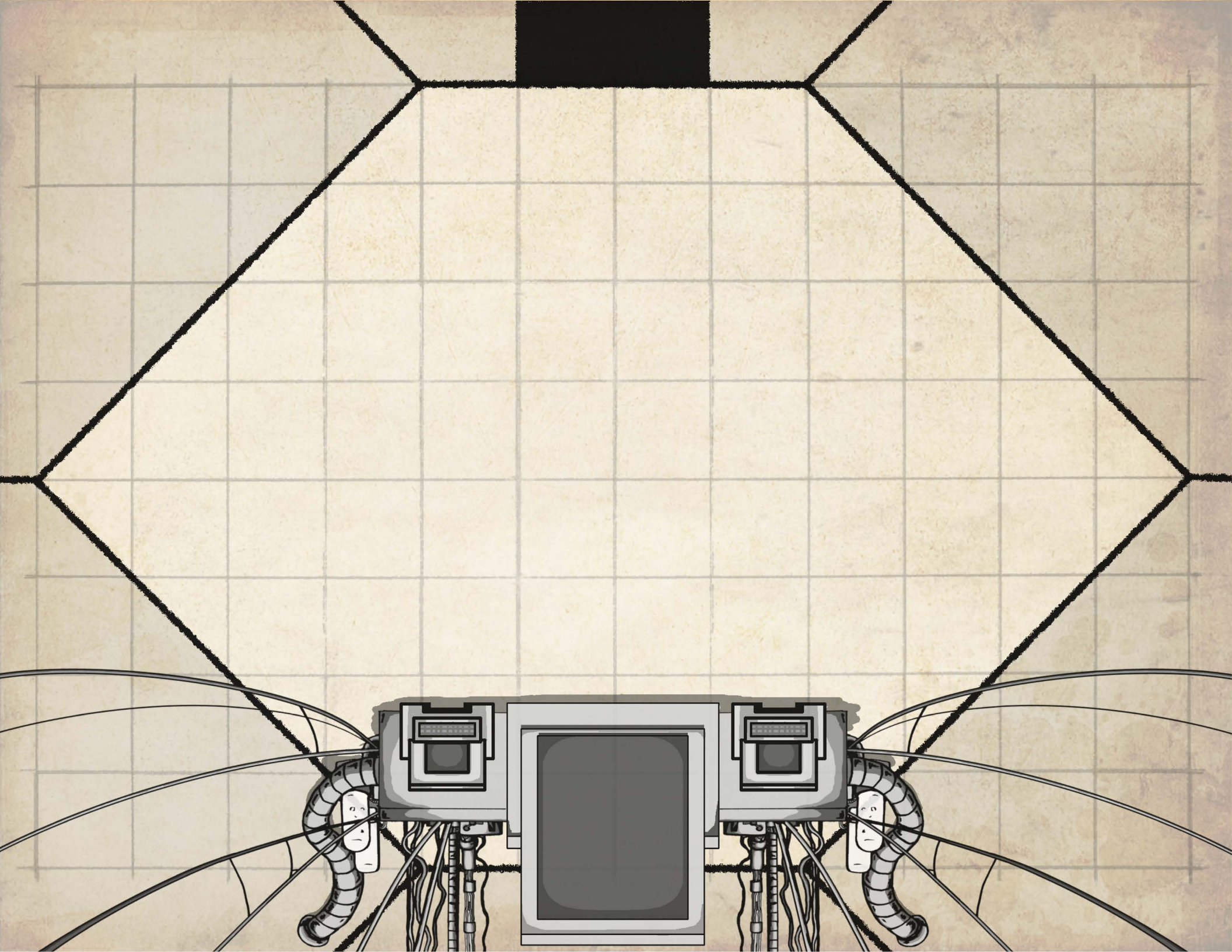












HERO KIDS
CREATOR'S GUILD

Pugilist: _____

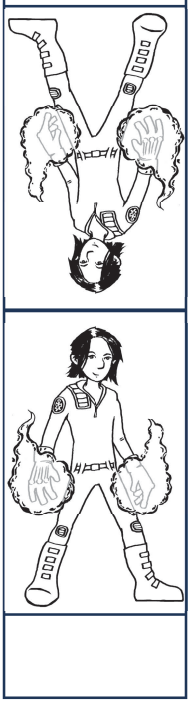
Normal Attack: Feedback Gloves
Melee attack at an adjacent target.

Special Action: Combination
Split melee dice to attack a single adjacent target twice in one turn.

Bonus Ability: Counter Punch
Will deal 1 damage to a melee attacker if a 6 is rolled on defense.

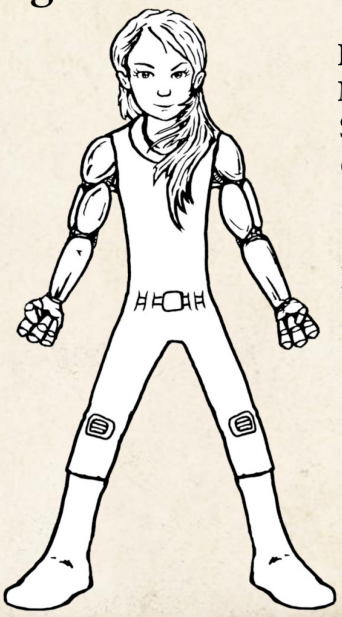
Inventory and Skills

KO | Hurt | Bruised



HERO KIDS
CREATOR'S GUILD

Cyborg: _____



Normal Attack: Machine Fists
Melee attack at an adjacent target.

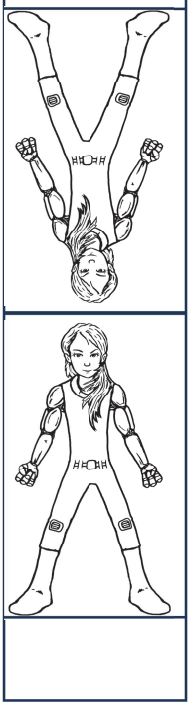
Special Action: Berserker
Can perform 2 melee attacks in a single turn. Will not be able to defend on turns when Berserker is used.

Bonus Ability: Heavy Hitter
Will deal 2 damage if a 6 is rolled on melee attack.

Damage & Healing
Damage can be removed by both medical and mechanical skills

Inventory and Skills

KO | Hurt | Bruised



HERO KIDS
CREATOR'S GUILD

Technician: _____

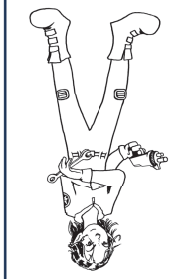
KO Hurt Bruised

Normal Attack: Torch Blast
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Ambidexterity
Split ranged dice to attack a single target twice or 2 targets once each.

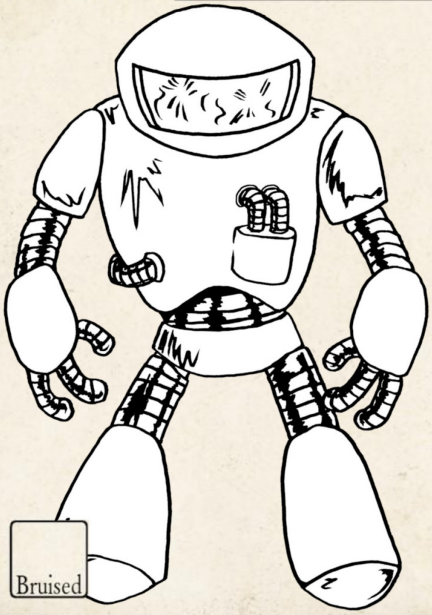
Bonus Ability: Determined
Can re-roll a failed repair or hacking attempt at -1 die without any other penalties.

Inventory and Skills



HERO KIDS
CREATOR'S GUILD

Nadic Scout: _____



KO Hurt Bruised

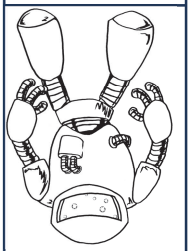
Normal Attack: Nadic Punch
Magic attack at a target up to 4 squares away.

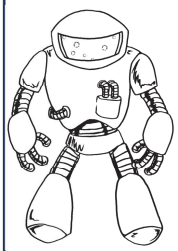
Special Action: Nadic Healing
Remove 1 damage from an adjacent ally.

Bonus Ability: Nadic Gourmand
+2 armor die when defending against magic attacks.

Damage & Healing
Damage can be removed by heroes with the mechanical skill. Cannot be healed with medical skills or regular potions.

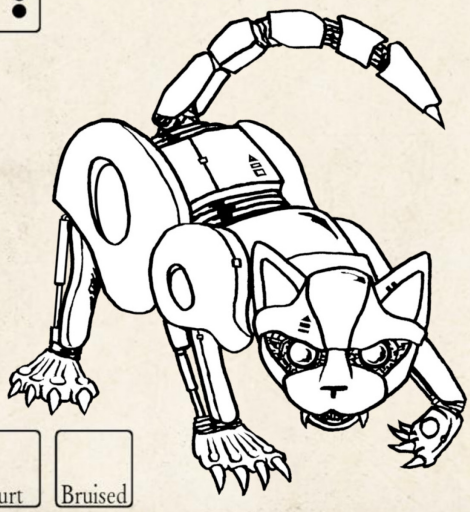
Inventory and Skills





HERO KIDS
CREATOR'S GUILD

Hacked Droid: _____



KO | Hurt | Bruised

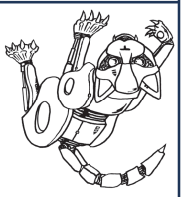
Normal Attack: Claws
Melee attack at an adjacent target.

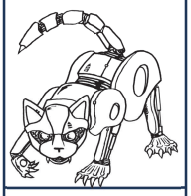
Special Action: Stun Beam
Ranged attack at a target up to 6 squares away.

Bonus Ability: Stun
Target will be stunned and cannot move for 1 turn if a 6 is rolled on ranged attack.

Damage & Healing
Damage can be removed by heroes with the mechanical skill. Cannot be healed with medical skills or regular potions.

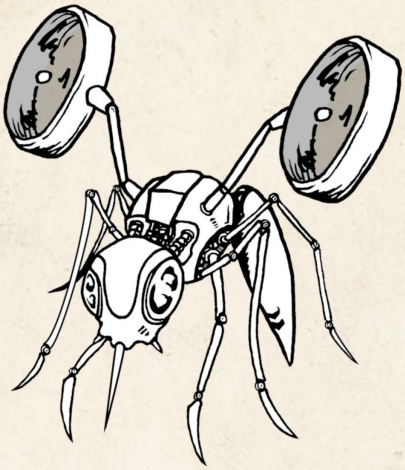
Inventory and Skills





HERO KIDS
CREATOR'S GUILD

Hacked Droid: _____



KO | Hurt | Bruised

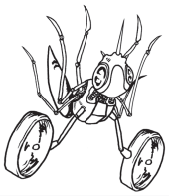
Normal Attack: Sting
Melee attack at an adjacent target.

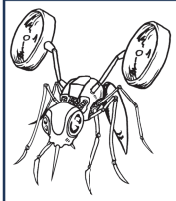
Bonus Ability 1: Flight
Your pet can fly over obstacles and enemies.

Bonus Ability 2: Supersonic
Gives its hero 1 extra die when rolling for initiative.

Damage & Healing
Damage can be removed by heroes with the mechanical skill. Cannot be healed with medical skills or regular potions.

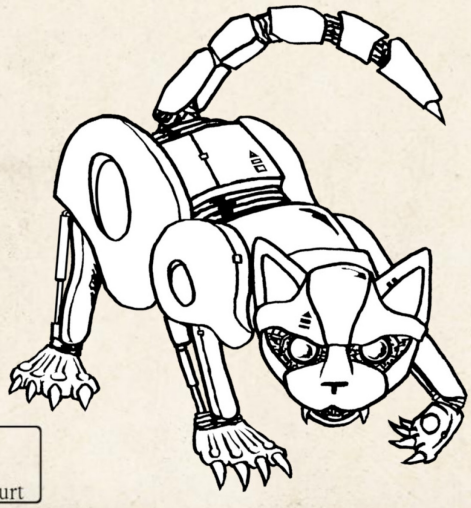
Inventory and Skills





HERO KIDS
CREATOR'S GUILD

Droid Cat

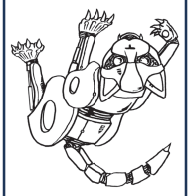


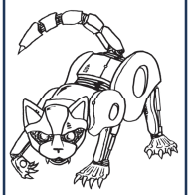
Normal Attack: Claws
Melee attack at an adjacent target.

Special Action: Stun Beam
Ranged attack at a target up to 6 squares away .

Bonus Ability: Stun
Target will be stunned and cannot move for 1 turn if a 6 is rolled on ranged attack.

KO | Hurt





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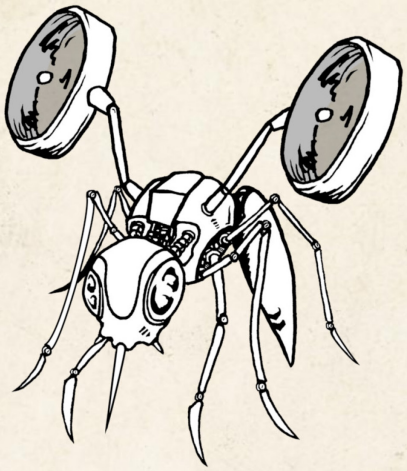
HERO KIDS
CREATOR'S GUILD

Skeeter

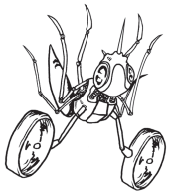


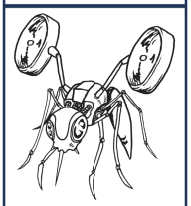
Normal Attack: Sting
Melee attack at an adjacent target.

Bonus Ability 1: Swarm
Gets additional melee die when attacking in groups of 3 or more.

Bonus Ability 2: Flight
Can fly over obstacles and enemies.

KO | Hurt





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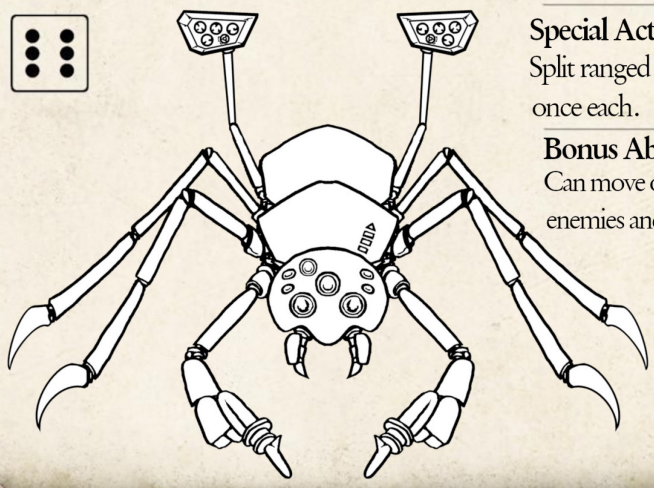
HERO KIDS
CREATOR'S GUILD

Droid Spider

KO



Normal Attack: Laser Pistols
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Dual Wield
Split ranged dice to attack at 2 targets once each.

Bonus Ability: Wall Crawler
Can move on walls and ceilings over enemies and obstacles.

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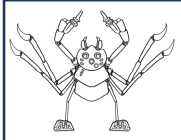

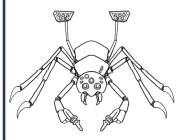

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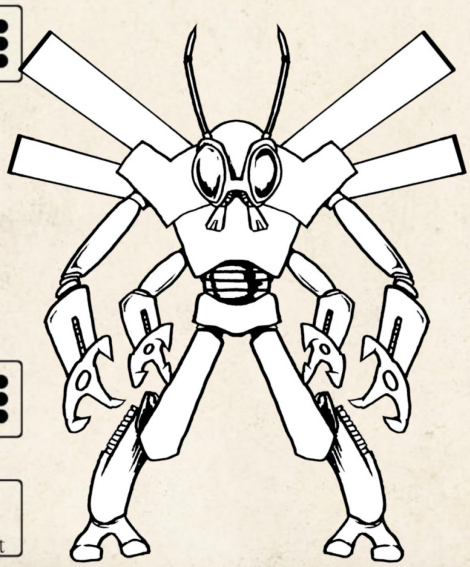
HERO KIDS
CREATOR'S GUILD

Locyst

KO Hurt



Normal Attack: Scratch
Melee attack at an adjacent target.

Special Action: Pummel
Split melee dice to attack a single target twice in one turn.

Bonus Ability: Flight
Can fly over obstacles and enemies.

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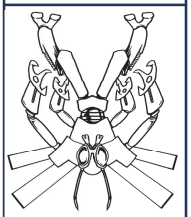

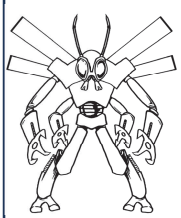

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HERO KIDS
CREATOR'S GUILD

Pugilist: _____

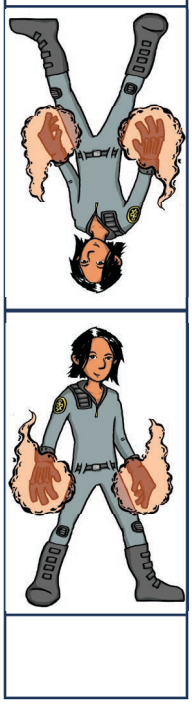
KO | Hurt | Bruised

Normal Attack: Feedback Gloves
Melee attack at an adjacent target.

Special Action: Combination
Split melee dice to attack a single adjacent target twice in one turn.

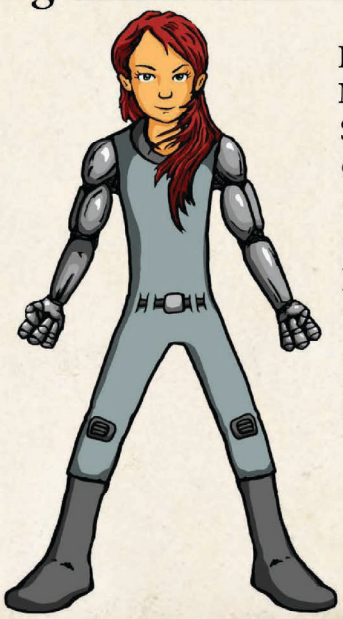
Bonus Ability: Counter Punch
Will deal 1 damage to a melee attacker if a 6 is rolled on defense.

Inventory and Skills



HERO KIDS
CREATOR'S GUILD

Cyborg: _____



KO | Hurt | Bruised

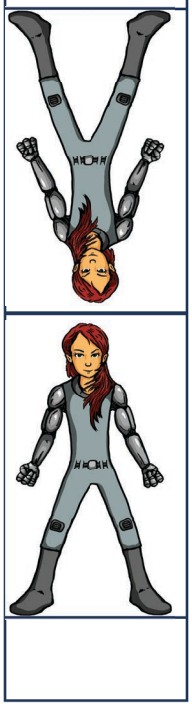
Normal Attack: Machine Fists
Melee attack at an adjacent target.

Special Action: Berserker
Can perform 2 melee attacks in a single turn. Will not be able to defend on turns when Berserker is used.

Bonus Ability: Heavy Hitter
Will deal 2 damage if a 6 is rolled on melee attack.

Damage & Healing
Damage can be removed by both medical and mechanical skills

Inventory and Skills



HERO KIDS
CREATOR'S GUILD

Technician: _____

KO | Hurt | Bruised

Normal Attack: Torch Blast
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

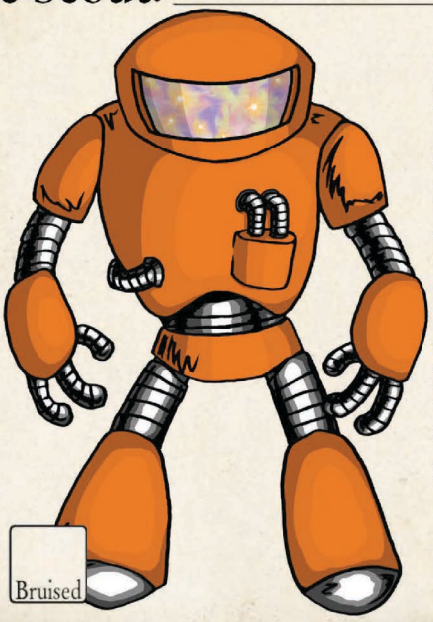
Special Action: Ambidexterity
Split ranged dice to attack a single target twice or 2 targets once each.

Bonus Ability: Determined
Can re-roll a failed repair or hacking attempt at -1 die without any other penalties.

Inventory and Skills

HERO KIDS
CREATOR'S GUILD

Nadic Scout: _____



KO | Hurt | Bruised

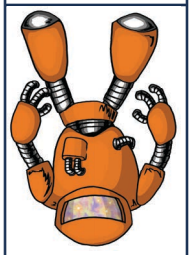
Normal Attack: Nadic Punch
Magic attack at a target up to 4 squares away.

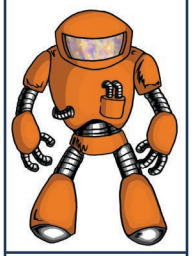
Special Action: Nadic Healing
Remove 1 damage from an adjacent ally.

Bonus Ability: Nadic Gourmand
+2 armor die when defending against magic attacks.

Damage & Healing
Damage can be removed by heroes with the mechanical skill. Cannot be healed with medical skills or regular potions.

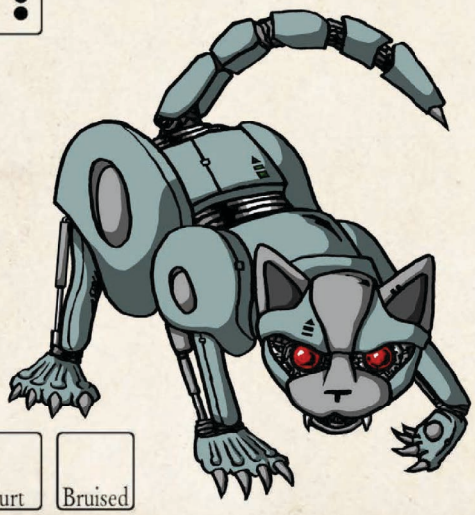
Inventory and Skills





HERO KIDS
CREATOR'S GUILD

Hacked Droid: _____



KO | Hurt | Bruised

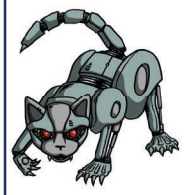
Normal Attack: Claws
Melee attack at an adjacent target.

Special Action: Stun Beam
Ranged attack at a target up to 6 squares away.

Bonus Ability: Stun
Target will be stunned and cannot move for 1 turn if a 6 is rolled on ranged attack.

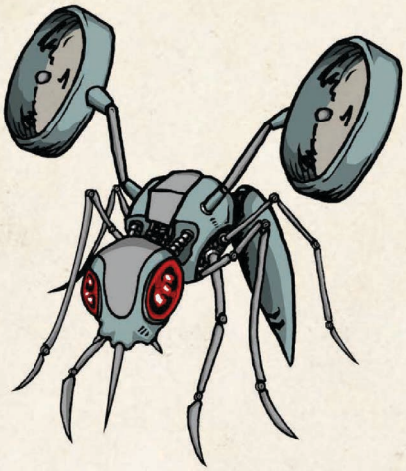
Damage & Healing
Damage can be removed by heroes with the mechanical skill. Cannot be healed with medical skills or regular potions.

Inventory and Skills



HERO KIDS
CREATOR'S GUILD

Hacked Skeeter: _____



KO | Hurt | Bruised

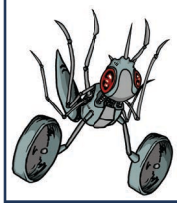
Normal Attack: Sting
Melee attack at an adjacent target.

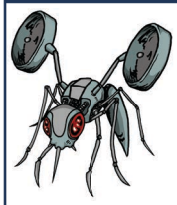
Bonus Ability 1: Flight
Your pet can fly over obstacles and enemies.

Bonus Ability 2: Supersonic
Gives its hero 1 extra die when rolling for initiative.

Damage & Healing
Damage can be removed by heroes with the mechanical skill. Cannot be healed with medical skills or regular potions.

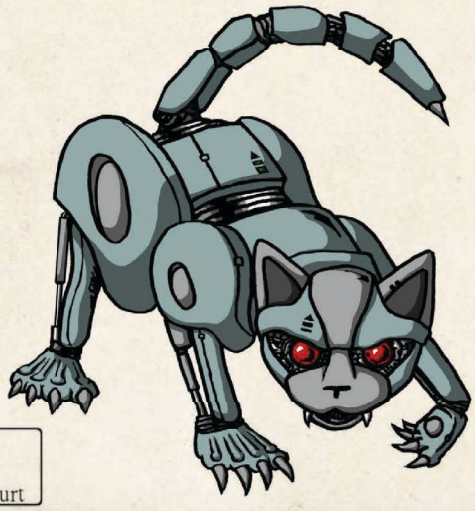
Inventory and Skills





HERO KIDS
CREATOR'S GUILD

Droid Cat



Normal Attack: Claws
Melee attack at an adjacent target.

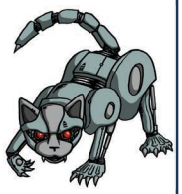
Special Action: Stun Beam
Ranged attack at a target up to 6 squares away.

Bonus Ability: Stun
Target will be stunned and cannot move for 1 turn if a 6 is rolled on ranged attack.

KO

Hurt

1



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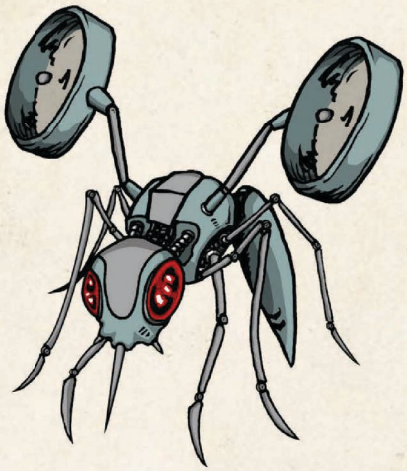
HERO KIDS
CREATOR'S GUILD

Skeeter



Normal Attack: Sting
Melee attack at an adjacent target.

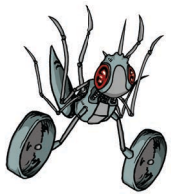
Bonus Ability 1: Swarm
Gets additional melee die when attacking in groups of 3 or more.

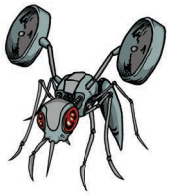
Bonus Ability 2: Flight
Can fly over obstacles and enemies.

KO

Hurt

1





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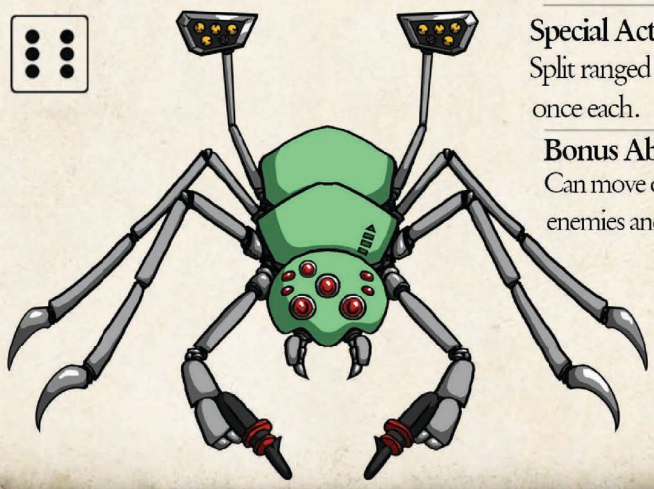
HERO KIDS
CREATOR'S GUILD

Droid Spider



KO

Normal Attack: Laser Pistols
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Dual Wield
Split ranged dice to attack at 2 targets once each.

Bonus Ability: Wall Crawler
Can move on walls and ceilings over enemies and obstacles.

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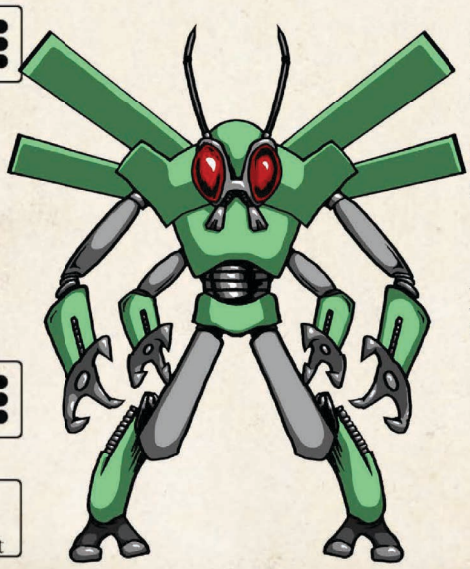
HERO KIDS
CREATOR'S GUILD

Locyst



KO Hurt

Normal Attack: Scratch
Melee attack at an adjacent target.

Special Action: Pummel
Split melee dice to attack a single target twice in one turn.

Bonus Ability: Flight
Can fly over obstacles and enemies.

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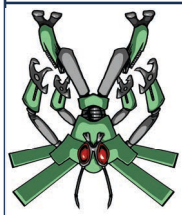

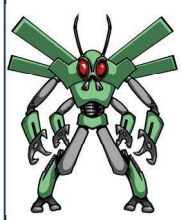

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