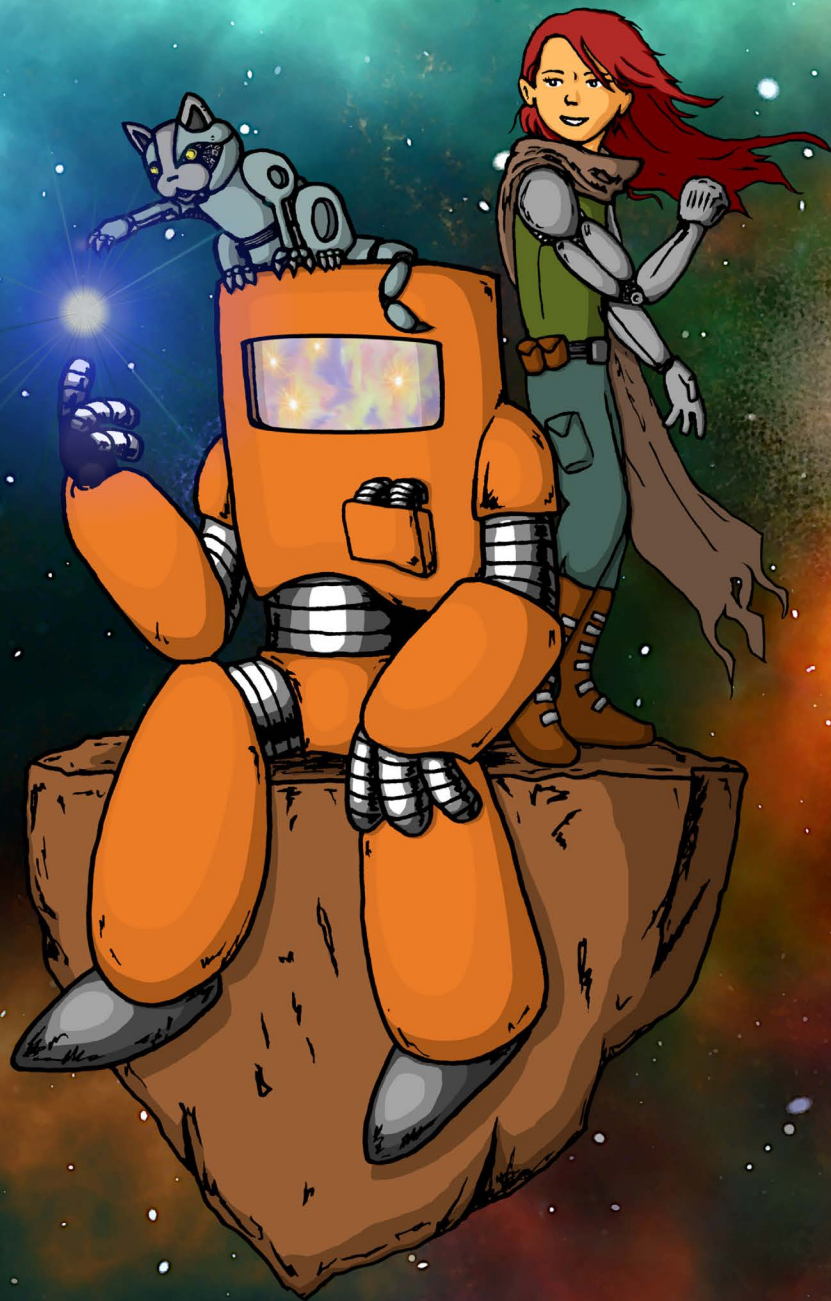




HERO KIDS CREATOR'S GUILD

ADVENTURE: EXCHANGE STUDENT 1 SECRET OF THE STARDRAGON

ENCOUNTERS: 6

DIFFICULTY: NORMAL

DURATION: 45-90 MINUTES

DESIGNED AND MAPPED

BY

B DRONE GAMES

HERO KIDS CREATOR'S GUILD

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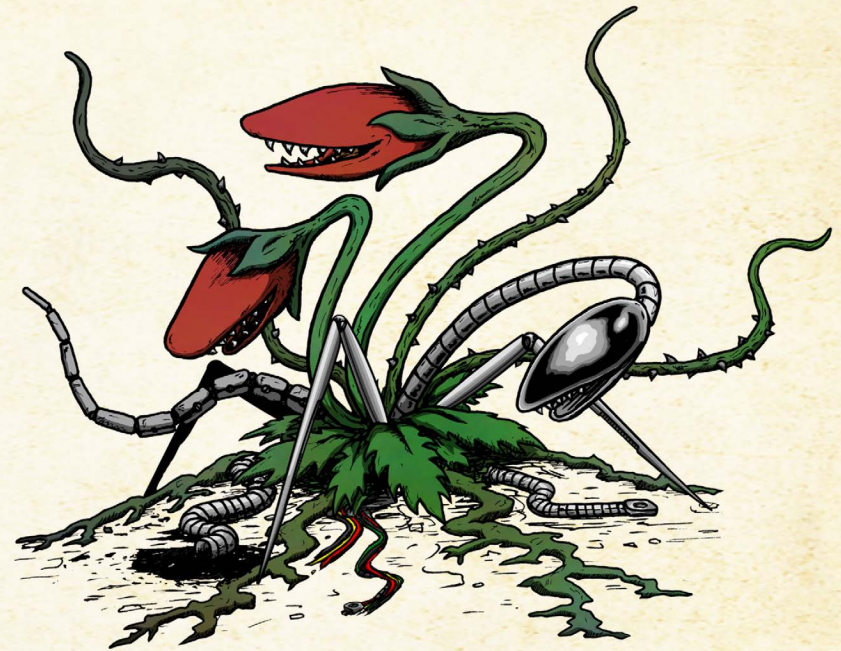
Hero Kids designed and written by Justin Halliday

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Secret of the Stardragon

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Check out our other work on DriveThruRPG.

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

You are on the first day of a three-day recruitment workshop at the prestigious Tsygan Intergalactic Boarding School (TIBS for short) and have chosen to spend your time checking out the school's famed athletic facilities.

Adventure Overview

This six-encounter adventure takes place shortly after the events of Exchange Student 0 on the planet of San Dromeda at the Tsygan Intergalactic Boarding School (TIBS). The heroes are on the first day of a three-day recruitment workshop and are spending their time at the school's athletic facilities.

During the tour, the heroes participate in a comet ball exhibition game and learn about the school's mascot Tibby, a legendary stardragon.

After their Comet Ball match, the heroes are approached by Dr. Nova, a campus zoologist. She requests they escort her through Tibby's dangerous habitat, so she can witness something no one in the galaxy has ever documented: the hatching of stardragon eggs.

Adventure Intro

"Arrived at Tsygan Sports Center. Please check for personal belongings before exiting the train," says the gentle automated voice of the monorail steward. You pick up your bag of comet ball equipment, step off the passenger car and onto the platform.

Just a short walk away from the monorail station towers a fifty-meter-high open-air cylinder-shaped colosseum. This is where the school's team, the TIBS Stardragons, play their home games. Back on Kali you play comet ball with your friends in the back of Jonty's scrap yard. You've never seen professional facilities like this before and can barely hold in your excitement.

The namesake of the TIBS Stardragons is Tibby, a stardragon who makes her home in the wilderness of San Dromeda. She was here over a thousand years ago when the school was first built and sometimes flies over the stadium during games. You were hoping to get a glimpse of her, but so far, she is nowhere to be found.

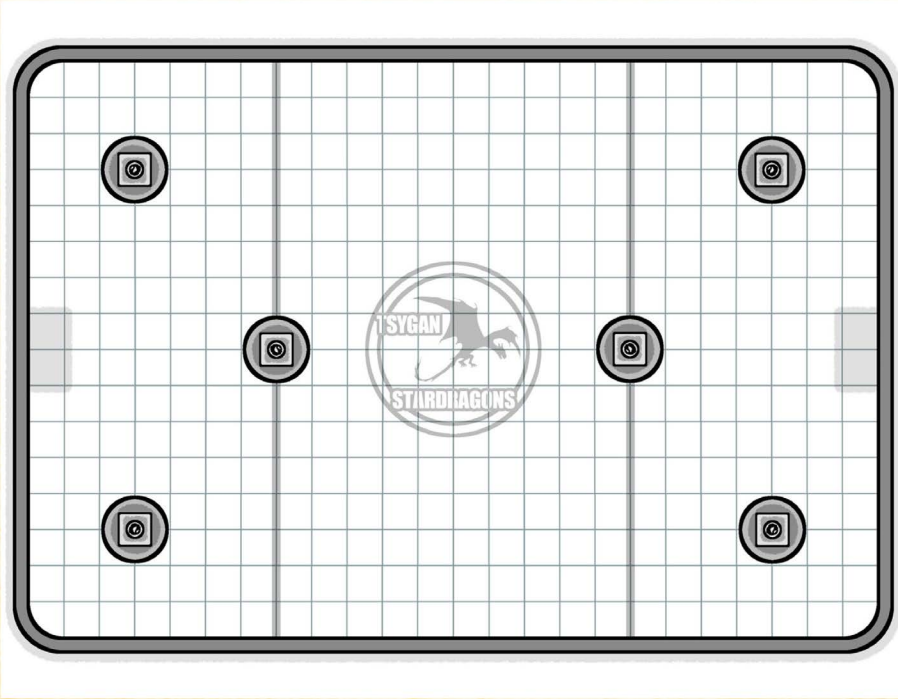
You enter the arena and begin to head toward the locker room when you hear someone call out to you, "Hey kid! Get your Cesta (scoop-shaped glove) on, we need more players!"

Encounter 1: Comet Ball

The first encounter is a comet ball exhibition game and uses printouts from the Hero Kids Creator's Guild Comet Ball expansion (free on DriveThruRPG).

The GM can also choose to skip the match entirely if they want, it has very little effect on the story.

Map



Encounter Intro

You quickly put your equipment on and rush to the main playing field. You see several players standing around impatiently. You recognize some of them from watching sensory recordings of Stardragon games back home.

A cat-like girl with legs similar to a kangaroo hops

toward you and asks loudly, "Is this the best workshopper comp available, some hicks from Kali?" You recognize her right away as the TIBS Stardragons' all-star linebacker, Hylee Fyre.

"Don't worry about her." A tall boy with six eyes and wild hair sprouting out the back of his shell-like head approaches you. You know who he is too, team captain and Stardragons' best playmaker X'uan Wayne. "It's just her process, it's nothing personal. You ready to play?"

Gameplay

Use the Comet Ball pdf to explain the rules to the players and have a match. They can line up for this match any way they like (PCs vs NPCs or PCs vs PCs).

Once finished with the match (regardless of result), continue to the Encounter Conclusion.

Encounter Conclusion

After the game, players from both teams congregate at center field. Congratulations are given to teammates and competitors alike on a match well played.

Hylee hastily approaches you. "You Kali hicks..." she snarls, "play with a lot of heart. GG!" She laughs as she vigorously shakes your hand.

Out of the corner of your eye, you see a lone figure walking onto the field. She is from the same alien species (Oolizahn) as Wayne and is wearing what appears to be outdoor gear. She walks onto the logo and says, "Sorry to break up the fun, kids. But I need to talk to YOU!" She points directly at you.

Continue to Encounter 2: Dr. Nova

Encounter 2: Dr. Nova

In this encounter, the heroes meet and talk to Dr. Nova, the school's professor of Mythical Zoology.

Encounter Intro

"I've been looking all over for you," the Oolizahn woman says. "I'm Dr Nova, professor of Mythical Zoology and I need your help."

Role-play

The heroes engage in conversation with Dr Nova. The heroes should learn the following:

What does Dr Nova want?

- Dr Nova needs an escort to the stardragon Tibby's nest to observe the hatching of her eggs. Tibby's nest is in a secluded habitat and cannot be reached by vehicle.

Why the heroes?

- Dr Nova's normal escort of security robots have been seized by campus security and won't be returned in time for the hatching.
- Since the recent droid infestation (see Exchange Student 0) all robots on campus are being run through diagnostics and given security patches. Non-robotic security is also stretched thin covering high-risk areas like the star port and central databases.
- Dr Nova heard about how the heroes hunted down droids during the infestation and has no one else to turn to.

What makes Tibby's habitat so dangerous?

- The stardragon eggs have been emanating high levels of Nadic energy that is changing the habitat's environment in unusual and dangerous ways (like walking man-eating plants).

Why is it so important to see the stardragon hatching?

- No one has ever seen a stardragon hatching before.
- Stardragons are mysterious creatures with very long life-cycles so there may not be another chance for thousands of years.
- Dr. Nova believes stardragons play a role in a planet's "Nadic Awakening" (see appendix) and viewing the hatching may answer a lot of questions.

GM Note: Dr. Nova does not take part in combat while the heroes escort her to Tibby's nest. If you want to have other NPCs accompany your players, have Hylee, Wayne, or another comet ball player volunteer to come along.

Encounter Conclusion

"With some small adjustments, you can use your Cesta as a ranged weapon," Wayne says to you. "Mitts are just like feedback-gloves and make good melee weapons. Sounds like you're going to need them."

Dr. Nova nods, "There is also a malfunctioning robot out there that the security team could not find. There could be additional problems if it has been infected with the droid virus."

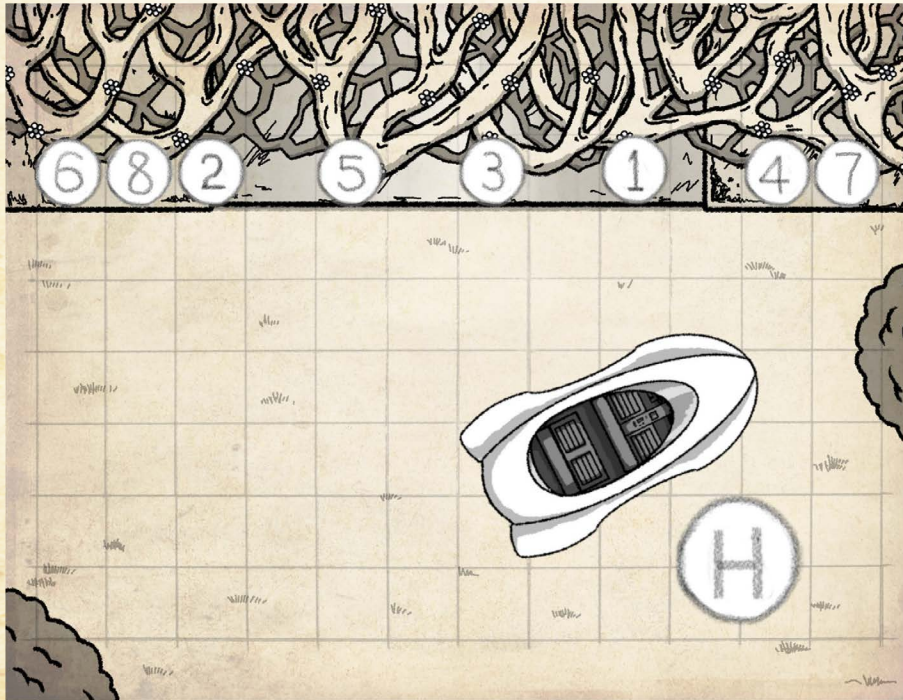
Dr. Nova continues, "We can take my hover car to the habitat gate, but after that we'll have to walk. Please help, you're my only hope!"

Continue to Encounter 3: Flower Power

Encounter 3: Flower Power

The heroes reach the habitat to find the gate completely covered in strange vegetation. While trying to get inside, they are attacked by laser daisies.

Map



Map Notes

The laser daisies are not able to move from their starting positions. The heroes can use the hover car for cover, it gives the heroes 1 additional armor die when defending against ranged attacks. Heroes can attack from behind the hover car with no penalties.

Encounter Intro

Dr Nova brings the hover car to a screeching halt in front of the habitat entrance. "By Nadi..." she stammers as you look upon the ten-meter-high steel gate. You can barely believe your eyes. The gate has been overgrown with vegetation. All sorts of vines, mosses, and flower buds cover the gate's steel doors.

Dr Nova leaps out of the car and examines the foliage. "Amazing," she says, "these plants are actually sprouting from the steel itself. It's like the gate has come alive!"

As if on cue, the flower buds adorning the gate begin to bloom. The petals unfold to reveal glowing purple stigma. "Look out!" Dr Nova dives behind the hover car just in time to avoid being blasted by a laser volley. The flowers are shooting at her!



Encounter Features

The heroes battle the laser daisies. Once all the daisies are destroyed, the heroes must figure out a way into the habitat since the gate will not open.

Monsters

This encounter introduces laser daisies.

1 Hero:	2 x Laser Daisies	①②
2 Heroes:	4 x Laser Daisies	①②③④
3 Heroes:	6 x Laser Daisies	①②③④⑤⑥
4 Heroes:	8 x Laser Daisies	①②③④⑤⑥⑦⑧

Use these health boxes to mark off damage:

① Laser Daisy	KO
② Laser Daisy	KO
③ Laser Daisy	KO
④ Laser Daisy	KO
⑤ Laser Daisy	KO
⑥ Laser Daisy	KO
⑦ Laser Daisy	KO
⑧ Laser Daisy	KO

Tactics

The laser daisies cannot move and only use their normal ranged attacks for this encounter. If they are shooting at a hero who is using the hover car as cover, add 1 armor die to the hero's dice pool.

Ability Test

After all the laser daisies are KO'd:

After taking care of the last flower, you cautiously approach the gate. The vegetation has completely engulfed the door and there is no way it's going to open. The gate is ten meters high and there are lots of vines and branches to hold onto. You think you can climb it.

The players can come up with a plan to get everyone over the gate using items or special abilities. If no plan is made, have them perform climbing ability tests:

- Dexterity (ranged) at difficulty 5

Failure:

You make it over the gate but slip on your way down the other side and hit the ground hard.

Hero takes 1 damage. Proceed to Encounter Conclusion.

Success:

You're able to climb over the wall with no problems.

Encounter Conclusion

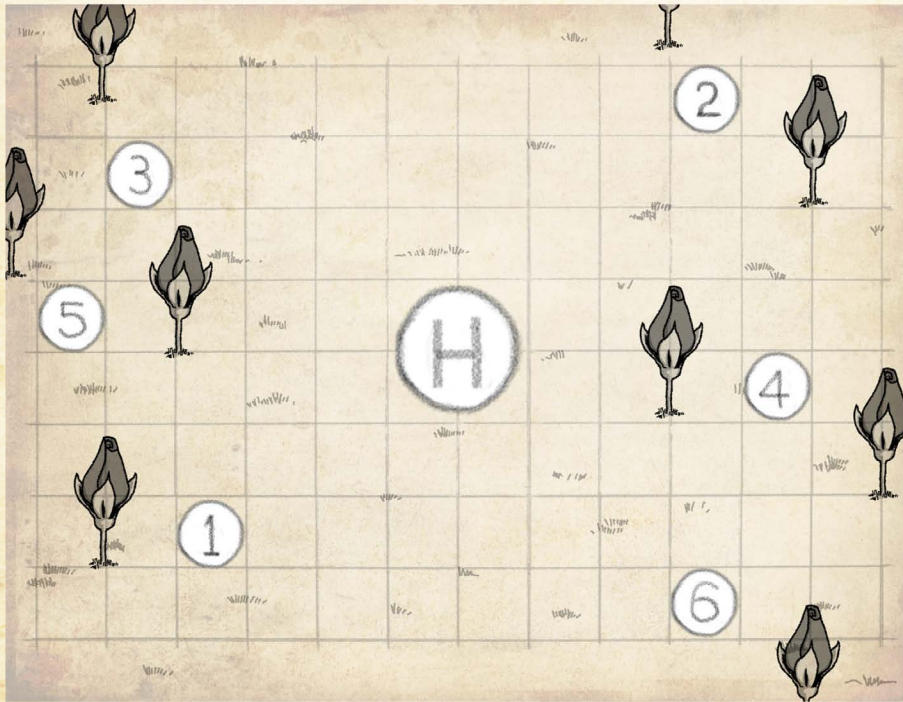
On the other side of the gate you see a lush jungle. Dr. Nova is already walking ahead of you. She shouts in your direction, "I know the way, follow me!"

Allow the heroes to take a short rest to remove damage.
Continue to **Encounter 4: Into the Salad**

Encounter 4: Into the Salad

In this encounter, the heroes combat mutant trap snapper plants. Afterward, they will have a chance to take a snapper bud as a pet.

Map



Encounter Intro

You follow Dr Nova through dense forest until you come to an open meadow. You see several red spires sticking out about a meter above the golden waist-high grass. They look like giant flower buds.

You cautiously begin to wade through the meadow. After your encounter with the laser daisies, you make sure to keep a good distance from the giant flowers.

Encounter Features

The heroes are grabbed by vines and must perform an ability test to free themselves. After getting free, the heroes engage in combat with the trap snappers. At the end of the encounter, there is an optional ability test to win over a snapper bud and make it their pet.

Ability Test

Without warning, you feel something wrap around your ankle and suddenly you are yanked off your feet. You struggle to loosen the giant vine that grabbed you as it drags you through the tall grass.

The heroes can try to free themselves from vine's grip by performing an ability test:

- Strength (melee) at difficulty 5

Failure:

You finally get your leg free but not before taking a few hard bumps.

Hero takes 1 damage. Proceed to Combat Introduction.

Success:

You quickly free your leg before it drags you too far. You're freaked out, but as far as you can tell, unscathed.

Proceed to Combat Introduction.

Combat Introduction

You scramble to your feet and find yourself in front of a giant flower bud. It swivels on its stalk to reveal a gaping maw full of jagged teeth.

You hear a loud ripping noise as it lurches forward. This plant is pulling itself out of the ground!



Monsters

This encounter introduces trap snappers.

- 1 Hero: 2 x Trap Snappers ①②
 2 Heroes: 3 x Trap Snappers ①②③
 3 Heroes: 5 x Trap Snappers ①②③④⑤
 4 Heroes: 6 x Trap Snappers ①②③④⑤⑥

Use these health boxes to mark off damage:

① Trap Snapper	KO	Hurt
② Trap Snapper	KO	Hurt
③ Trap Snapper	KO	Hurt
④ Trap Snapper	KO	Hurt
⑤ Trap Snapper	KO	Hurt
⑥ Trap Snapper	KO	Hurt

Tactics

The trap snappers attack the heroes with melee attacks. They use their special action only if there aren't any heroes in range of their normal attack.

Ability Test

After all the trap snappers are KO'd:

With a hard smack, the last mutant plant shrinks below the grass and scurries off. You look around for Dr. Nova but don't see her anywhere. "Over here!" she calls out. "You should see this!"

You follow the sound of Dr. Nova's voice until you find her crouching over a small plant that is walking around on its roots. It looks like the ones you just fought but is about the size of a house cat. Despite its sharp teeth and thorny vines, it seems to be very playful.

The heroes can try to communicate with the plant. Have them perform an intelligence ability test.

- Intelligence (magic) + Talking at difficulty 4

Failure:

You reach out your hand and begin talking very softly. The plant seems to carefully examine you, then suddenly SNAP! It bites your hand then scurries off into the high grass.

Hero takes 1 damage. Proceed to Encounter Conclusion.

Success:

You reach out your hand and begin talking very softly. The plant seems to carefully examine you, then it gently wraps its vines around your fingers. All of a sudden you can feel the plant's thoughts. It tells you that it likes you and wants to come with you. You have yourself a new pet!

Proceed to Encounter Conclusion.



Encounter Conclusion

After crossing the meadow, you come to the edge of another wooded area. A cool breeze washes over you as you sit down against the trunk of a large tree. You can hear rushing water coming from the forest. It's already late afternoon and according to Dr. Nova, there is still a long way to go. Good thing you brought a snack.

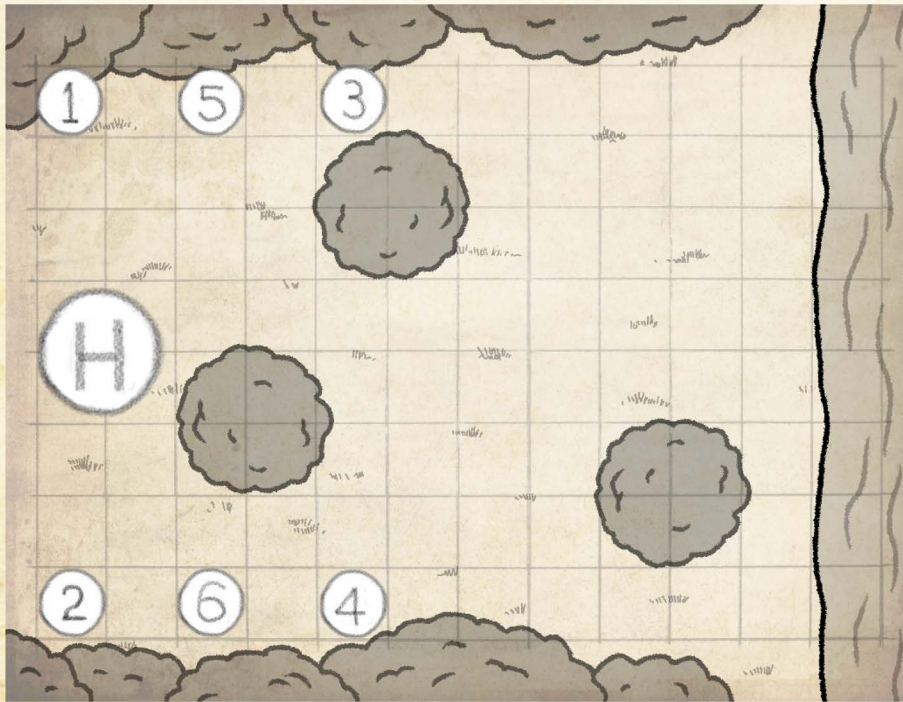
You begin unwrapping a candy bar when you hear the faint sound of buzzing in the distance...

Allow the heroes to take a short rest to remove damage.
Continue to Encounter 5: Getting Swarm in Here

Encounter 5: Getting Swarm in Here

In this encounter the heroes are attacked by T'nan hornets. They have a choice of either engaging the hornets in combat or running away.

Map



Map Notes

Do not place the T'nan hornets on the map until the players have made their decision. The map is only needed if the players choose to fight. Optionally, it can be used as a visual aid if the players choose to flee.

Encounter Intro

The buzzing noise begins to get louder as you scarf down your candy bar. "Hornets... run!" Dr. Nova shouts. You

look back to see a swarm of giant insects flying over the meadow. They look to be about the same size as you are! You quickly scramble to your feet and duck into the woods.

Unfortunately, some of the hornets must have already spotted you (or smelled your candy bar). A handful of hornets break off from the swarm and follow you into the woods.

"I think we can lose them if we can get to the river!" Dr. Nova exclaims. "But there doesn't seem to be too many, so you may be able to fight them off. I don't know, the choice is yours!"

Encounter Features

The heroes choose to either fight the hornets or run away. Note: The heroes start this encounter at full health due to the nutritious candy bar they just ate.

- If they choose to fight, set up the map and proceed to the Fight section.
- If they choose to flee, skip to the Flight section and have them perform the ability tests to escape.
- The heroes can change their mind and take the other path at any time during the encounter.

Fight

Place the T'nan hornets on the map.

"Let's swat these bugs!" You stop running as Dr. Nova ducks behind a bush and does her best to hide. You turn toward the hornets with your weapons drawn.

In the blink of an eye, the hornets are almost on top of you, but you're ready for them!

Monsters

This encounter introduces T'nan hornets.

- 1 Hero: 2 x T'nan Hornets ①②
2 Heroes: 3 x T'nan Hornets ①②③
3 Heroes: 5 x T'nan Hornets ①②③④⑤
4 Heroes: 6 x T'nan Hornets ①②③④⑤⑥

Use these health boxes to mark off damage:

① T'nan Hornet	KO
② T'nan Hornet	KO
③ T'nan Hornet	KO
④ T'nan Hornet	KO
⑤ T'nan Hornet	KO
⑥ T'nan Hornet	KO

Tactics

The T'nan hornets attack with melee attacks. They only use their "Swarm" special action if their number falls below three. For parties of two or fewer heroes, the hornets use it when they have only one left. Once all the hornets are KO'd, skip to the Encounter Conclusion.

Flight

"Let's run for it!" You yell before breaking into a sprint. You don't look back but from the buzzing you can tell that the hornets are almost right on top of you.

Ability Test #1

You feel something slimy attach to your back. It's a tentacle and it's starting to burn through your shirt!

The hero must try to pull the hornet's tentacle off their back. Have them perform a strength ability test.

- Strength (melee) at difficulty 4

Failure:

It takes you several tries to yank the hornet's tentacle off your back. Eventually you're successful in pulling off the hornet and throwing it to the ground, but not before taking a nasty burn.

Hero takes 1 damage. Proceed to Ability Test #2.

Success:

You grasp onto the tentacle and spin your body around, throwing the hornet onto the ground with a hard thump. You've knocked it out and its tentacle detaches.

Proceed to Ability Test #2.

Ability Test #2

After taking down the first hornet you see another one coming from your left at a ferocious speed. He's divebombing you!

The hero must try to dodge the incoming hornet. Have them perform a dexterity ability test.

- Dexterity (ranged) at difficulty 5

Failure:

You try your best to dodge but can't get out of the way in time. The hornet knocks your legs out from under you and you land hard on your back. Although you're hurt, you quickly get up and continue running.

Hero takes 1 damage. Proceed to Ability Test #3.

Success:

You manage to dive to the ground before the hornet can hit you. It flies right past you and crashes into the bushes. You quickly get up and continue running.

Proceed to Ability Test #3.

Ability Test #3

The path opens to a rocky beach where you can see a slow-moving river about thirty meters ahead of you. Dr. Nova is running just a few steps ahead of you. "Get under the water and stay under as long as you can!" she calls out before diving into the river.

You take a deep breath and follow her in.

The heroes must try to hold their breath long enough to lose the T'nan hornets. Have them perform a strength ability test.

- Strength (melee) at difficulty 5

Failure:

You hold your breath until it feels like your lungs are about to explode. Frantically, you come to the surface gasping for air. You look up to see that a hornet is hovering right above you. It slaps you in the face with its tentacle then flies away. It hurts but at least they are gone.

Hero takes 1 damage. Note: If a hero has been knocked out, have Dr. Nova resuscitate them. Once ready, proceed to Encounter Conclusion.

Success:

You hold your breath until it feels like your lungs are about to explode. Frantically, you come to the surface, gasping for air. The hornets are nowhere to be seen. It looks like you've lost them.

Proceed to Encounter Conclusion.

Encounter Conclusion

The sun is setting as you follow Dr. Nova through the forest until you get to an area where there are very little trees. The rocky ground is covered in a thin layer of strange vegetation consisting of green clover and tiny purple flowers. You can feel the Nadic energy, it heats the air and crackles with every footstep.

"This power is incredible," Dr. Nova ponders out loud, "it must be coming from the stardragon eggs." She turns toward you. "We've measured a high concentration of Nadic energy in the eggs that has been growing exponentially. We don't exactly know why yet, but I suspect it has a connection with Nadic Awakening."

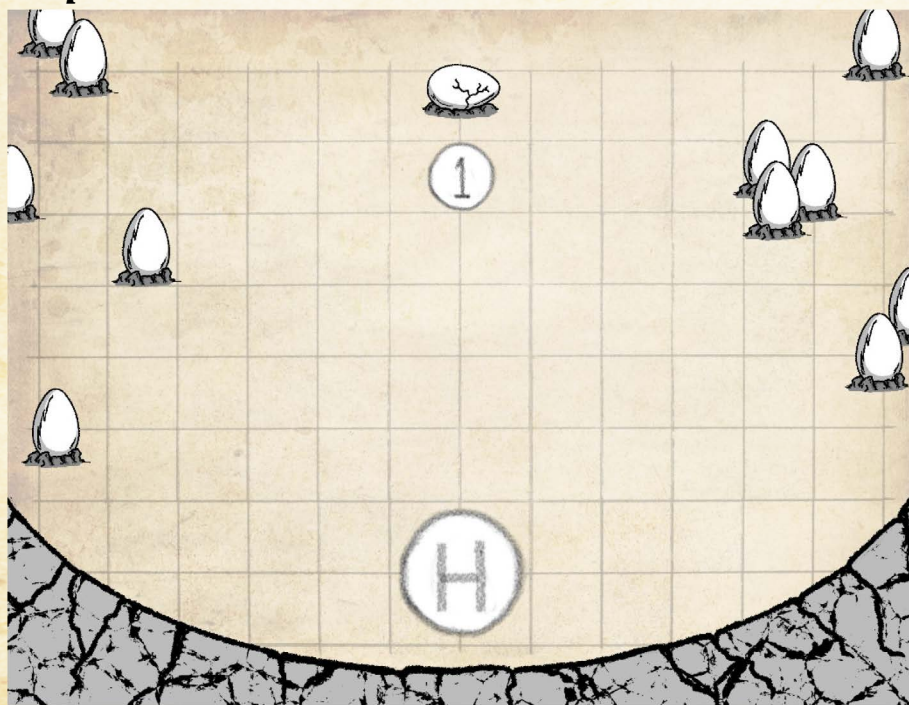
Dr. Nova points to a rock formation about two hundred meters away. "Tibby's nest is at the top of that butte." The rock formation appears to be about thirty meters tall and is shaped like a cone with its top flattened. "Don't worry, we have a lift-line installed, we won't have to climb that." Dr. Nova says before starting off.

Allow the heroes to take a short rest to remove damage.
Continue to Encounter 6: Tibby's Nest

Encounter 6: Tibby's Nest

In this final encounter the heroes try to stop the mutated Smart Eco Mobile Observation Robot (SEMOR) unit from destroying the stardragon eggs.

Map



Encounter Intro

The lift-line pulls you onto a narrow ledge resting against a meter-high ridge that circles Tibby's nest. You hear clicking noises and the whirling sound of a cooling fan. "Sounds like the Smart Eco Mobile Observation Robot (SEMOR) is here too," Dr. Nova cheers before climbing over the ridge. Her expression suddenly turns from jubilation to fear. "What in the universe..." she

gasps. "What has happened to SEMOR?!!!"

You peer over the ridge to see the terrifying sight of a three-headed, half-plant, half-robot monster scurrying around on knife-like legs. It holds a large glowing purple egg in its thorny and mechanical vines. Its three heads violently bite and gnaw at the shell. Dr. Nova shouts, "That thing is trying to destroy the stardragon eggs!"

Suddenly the monster pauses, drops the cracked egg, and charges directly at you with its vines flailing wildly. You have to fight it!

Encounter Features

The heroes battle SEMOR. Once it's destroyed, they have a chance to earn a new pet.

Monsters

This encounter is a boss fight featuring SEMOR. Each head has two health boxes. Players must specify which head their hero is attacking. SEMOR is defeated when all three heads are KO'd.

Use these health boxes to mark off damage:

① SEMOR Left Head	KO	Hurt
② SEMOR Center Head	KO	Hurt
③ SEMOR Right Head	KO	Hurt

Tactics

SEMOR starts with three melee attacks per turn (one for each head). SEMOR spreads the attacks evenly across any adjacent heroes. As individual heads are KO'd, they stop attacking.

Note: Be extra cautious if only one hero is playing. If needed, you can have SEMOR's heads argue, bite, and attack each other.

Combat Conclusion

Once all SEMOR's heads are KO'd:

The SEMOR unit crumbles to the ground in a heap of metal and vines. "We'll have to take this mess to the lab," says Dr. Nova. "I'm guessing SEMOR was infected with the Droid virus, but I have no idea why it was going after the stardragon eggs..."

The sound of cracking interrupts the doctor. You look around to see about two dozen eggs shaking and rolling around the nest. The stardragons are hatching!

Slowly, small stardragons about the size of Kalian wolves begin to emerge from their splintered eggs. For a few moments you watch the stardragon pups playfully wrestle with each other as they coo and giggle. Eventually, one pup steps forward, stretches out its wings and with a blast of Nadic energy, rockets itself high into the sky. Other pups begin to follow its lead and very shortly they have all disappeared into the night sky.

"Wow," Dr. Nova says, "they are leaving San Dromeda." She sits down on the ground, trying to take it all in. "Amazing, that energy... their genetic programming..." she stammers, "they are seeding the cosmos..."

Among the pieces of broken shell and scorch marks you see the cracked egg that SEMOR had attacked. It hasn't hatched and is trembling. The stardragon pup must not be able to get out. Dr. Nova runs up to the struggling egg, "We need to do something!"

The heroes can come up with a plan to help hatch the egg. They can try to warm it, help break the shell or something else. If the players come up with a good plan, go to "Success." If no plan is made, read "Failure."

Failure:

Out of nowhere, a gust of wind nearly knocks you off your feet. You look up to see Tibby hovering over the nest. Her eyes begin glowing bright purple and the egg shatters. In its place sits a baby stardragon. It rubs its eyes and coos before launching itself into the night sky.

Skip to Encounter Conclusion.

Success:

Quickly, you help the pup out of its egg, and Dr. Nova gives it a quick examination. "Thank goodness," she smiles, "this little guy seems okay, SEMOR didn't hurt it."

Out of nowhere, a gust of wind nearly knocks you off your feet. You look up to see Tibby hovering over the nest. The stardragon pup looks up at her, then the doctor, and then at you. Suddenly it throws its arms around your leg and begins to coo.

"I think he wants to stay with you," Dr Nova laughs. "This is incredible!"

Give the players the Stardragon Pup pet card and continue to the Encounter Conclusion.

Encounter Conclusion

You look up at Tibby who is still hovering above the nest. You can't tell for sure, but you think the magnificent stardragon is pleased.

"We better get moving," Dr. Nova says, "it's getting late and I'm sure you have to get up early for the workshop."

After an uneventful hike out of the habitat, Dr. Nova drives you to the campus dormitory.

Once you arrive, Dr. Nova walks you to the dorm lobby and shakes your hand. "Thank you," she says, "we've witnessed something very important tonight." She pauses for a moment then continues, "while you're here for the workshop, you should come to the zoo on Leone. One of my colleagues is getting ready to make a huge announcement. I promise you won't be disappointed."

You wave goodbye before entering the dormitory. What a wild day.



APPENDIX

TIBS: The Tsygan Intergalactic Boarding School (TIBS) was built over 1,000 earth years ago on San Dromeda, the lone habitable planet in the T'nán system. Over the years, TIBS' prestige has grown and now attracts the best and brightest students from across the galaxy.

TIBS' sprawling campus is over 18,000 km² (7,000 mi²) 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, laboratories, and even a zoo.

Tibby: San Dromeda is also home to a stardragon affectionally nicknamed "Tibby." Tibby makes her nest in an open-air habitat that features over 150 km² (93 mi²) of untouched wilderness surrounded by a 10-meter-high (33 ft.) wall. Tibby has free reign over the planet and can often be seen around the Tsygan Sports Center. She has been adopted by the school's sports teams as a mascot.

San Dromeda: Before the TIBS campus was built, San Dromeda was a forest planet teeming with animal and plant life. No species were found to be intelligent save for Tibby, whose intelligence was (and still is) largely unknown.

Recently, ruins of an advanced civilization were found in the mountains. The Archaeology department is studying them but have released very little of their findings.

Stardragons: Legends of stardragons exist on virtually every space-faring planet. Many cultures see them as good luck and the forebearers of prosperity. Stardragons have been seen on many planets, but no one knows where they first originated from.

Stardragons are very powerful in their use of Nadic energy but are very gentle and only attack when they are threatened.

Stardragons are one of the few known organic creatures that can survive comfortably in the harsh conditions of space. These solitary creatures occasionally leave their planet for unknown reasons. Scientists believe they do this to socialize with other stardragons as there has never been a documented case of more than one stardragon inhabiting a planet at the same time.

Nadic Awakening: The discovery of Nadic energy will often spark a scientific renaissance for civilizations that learn to use it. With the use of Nadic energy, previously unimagined advancements in all types of sciences are suddenly possible. This includes long distance space travel which leads to the discovery of new planets, new life, and new civilizations. Scholars have termed the phenomenon "Nadic Awakening" because of the profound effect it has on a planet.

There have been many historical accounts of stardragon sightings shortly before a planet goes through a Nadic Awakening. Some scientists believe there is a connection, but this has yet to be proven.

Lauzarn

Home world: Ihn Si

System: Uzlun T'Hune

Physical description:

Lauzarns are bipedal, fur covered mammals. Average height for a full grown Lauzarn is around 1.7 meters (5.6 ft.).

Average lifespan: 70 Earth years.

Special Abilities: Lauzarns can jump twice the height and distance as humans. They also have great body control and manage to always land on their feet.



Navlihanan

Home world: Navliha

System: Xelkan 4

Physical description:

Navlihanans are generally about the size of humans. They have feathered wings and claw-like feet. Their eyes are extremely sensitive to light, so they are usually seen wearing protective eyewear.

Average lifespan: 200 Earth years.

Special Abilities: Navlihanans use their wings to fly short distances and can also see in the dark.



Oolizahn

Home world: Ooli

System: Uzlun T'Hune

Physical description:

Oolizahns have an average height of 2.15 meters (7 ft.) and have bodies that are completely covered with a hard but flexible carapace (shell).

Average lifespan: 105 Earth years.

Special Abilities: Underneath the Oolizahns' shell, they have multiple layers of insulation that allow them to survive in both extremely hot and cold temperatures.



Kasslian

Home world: Earth VII

System: Brahmacor

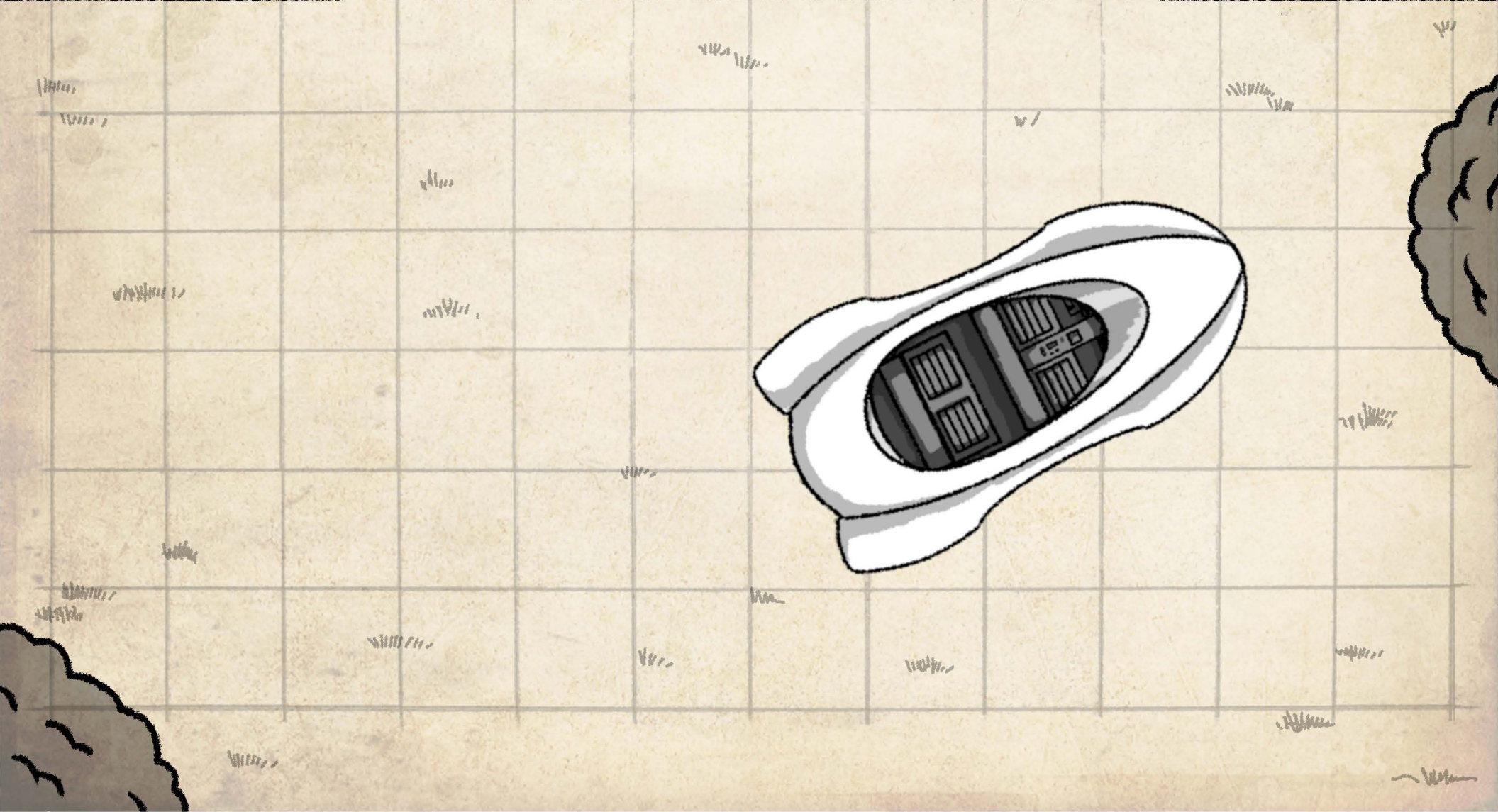
Physical description:

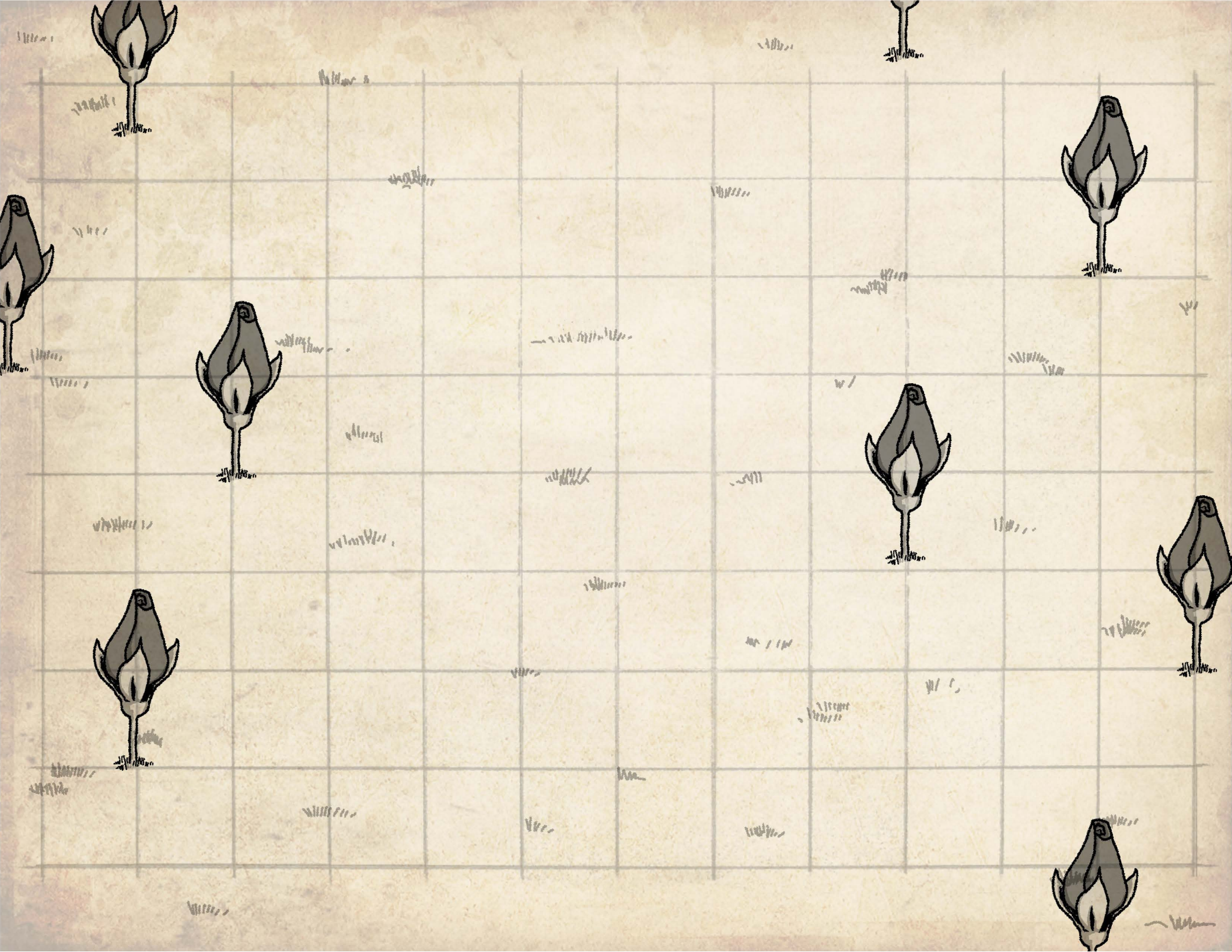
Kasslians look exactly like humans except that they are only around 15 cm (6 inches) tall.

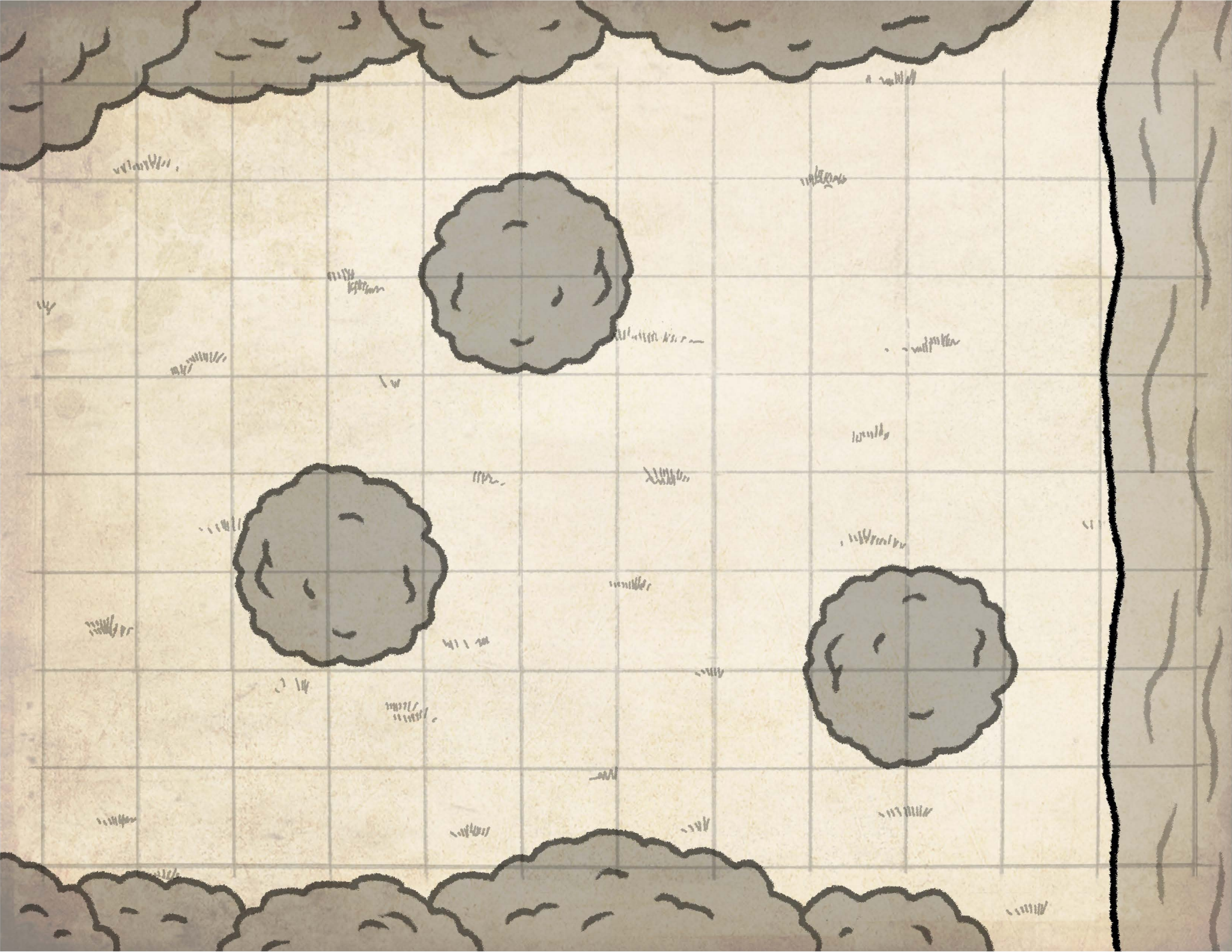
Average lifespan: 120 Earth years.

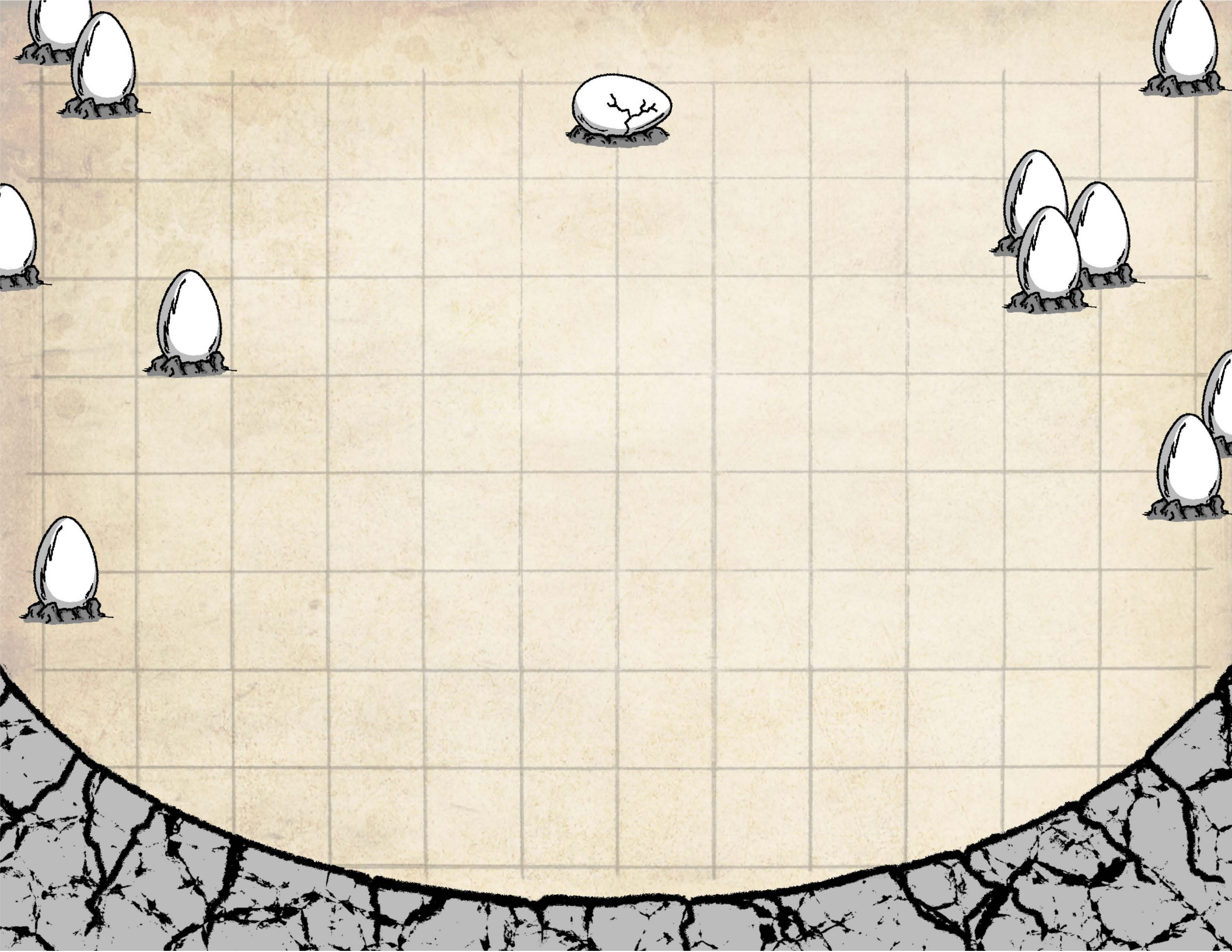
Special Abilities: Kasslians are very small and can get into areas where most cannot. When not on Earth VII, they usually pilot human-sized mechs. These mechs are sometimes customized to give them additional abilities.













HERO KIDS CREATOR'S GUILD



Athlete: _____



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X



X



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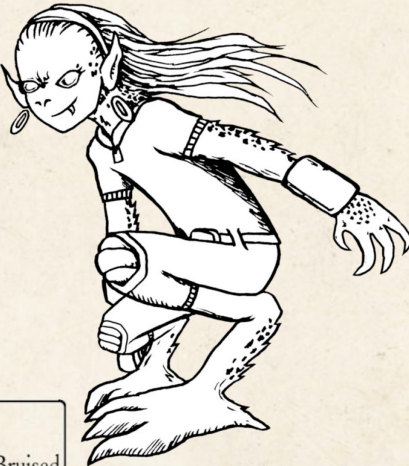
●●●



KO

Hurt

Bruised



Normal Attack: Tooth & Nail
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: Sure-Footed
You can traverse obstacles without penalty.

Inventory and Skills










HERO KIDS CREATOR'S GUILD



Athlete: _____



X



X



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KO

Hurt

Bruised



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

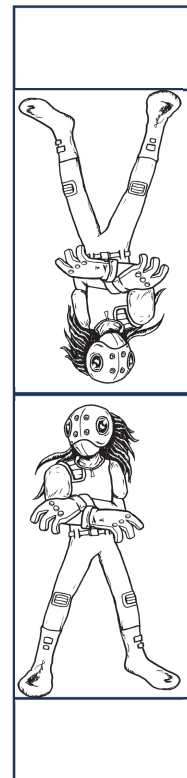
Special Action: Nadic Mirage
Can cast his own image (mirage) anywhere within a 4 square radius. Mirages will disappear if they are touched or attacked.

Bonus Ability: Insulated
Can withstand extreme climates. About twice the heat as a human and three times the cold.

Inventory and Skills







HERO KIDS CREATOR'S GUILD



Athlete: _____







X

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X

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KO

Hurt

Bruised



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

Special Action: Picada
Ranged attack at a target around a corner using 1 less die.

Bonus Ability: Buzz Ball
Will deal 2 damage if a 6 is rolled on attack.

Inventory and Skills










HERO KIDS CREATOR'S GUILD



Athlete: _____







X

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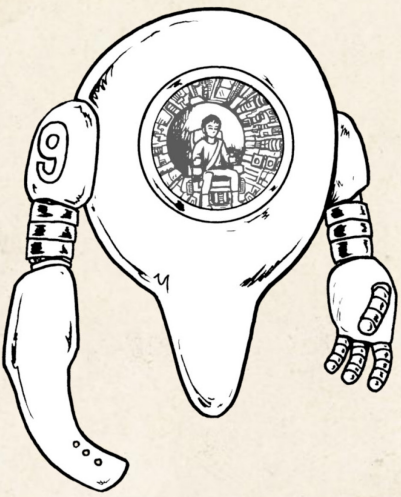
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KO

Hurt

Bruised



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

Special Action: From Downtown
Ranged attack up to 8 squares away using 1 less ranged die.

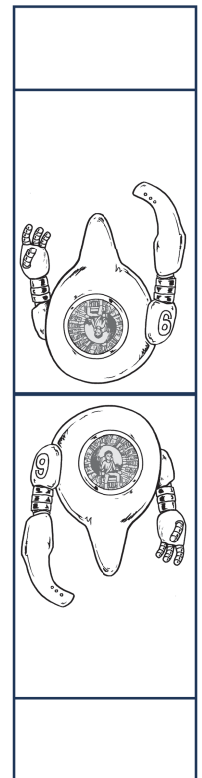
Bonus Ability: Tiny
Can exit his mech to get to areas where normal sized heroes cannot.

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 CREATORS GUILD



Snapper Bud: _____



●●●

●●●



X



X



●●●

●●●



KO

Hurt

Bruised



Normal Attack: Snap
Melee attack at an adjacent target.

Special Action: Chomp
Melee attack at a target using 1 less melee die. If successful, target will take double damage.

Bonus Ability: Regeneration
Will gain back 2 health every time it rests, cannot exceed starting health.

Inventory and Skills









HERO KIDS CREATORS GUILD



Stardragon Pup: _____



X



X



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KO

Hurt

Bruised



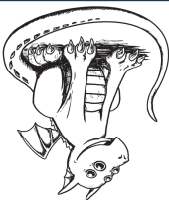
Normal Attack: Nadic Breath
Magic attack at a target up to 4 squares away.

Special Action: Nadic Blast
Magic attack at a target using 1 less magic die. If successful, target will take double damage.

Bonus Ability: Nadic Boost
Gives its hero 1 extra magic die when performing a Nadic (magic) Special Action.

Inventory and Skills









HERO KIDS

CREATOR'S GUILD

Laser Daisy



 ☐
 ☐
 ☐
 ☐
 ☐








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

Special Action: Charge Blast
 Can forgo attack turn to charge up. On the following turn, it will get an extra ranged die and deal double damage.

Bonus Ability: Rooted
 Is stationary and does not get movement turns.

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HERO KIDS

CREATOR'S GUILD

Trap Snapper



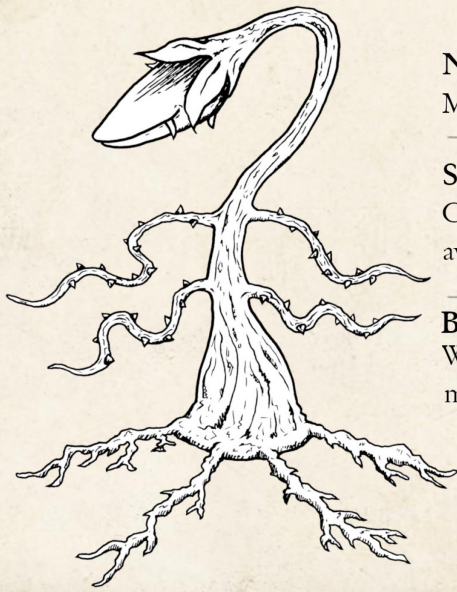
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KO

Hurt

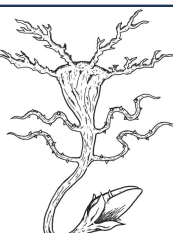


Normal Attack: Bite
 Melee attack at an adjacent target.

Special Action: Vine Whip
 Can attack at a target up to 3 squares away using 1 less melee die.

Bonus Ability: Trippy
 Will knock a target prone if a 6 is rolled on melee attack.

1





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HERO KIDS

CREATOR'S GUILD

T'nan Hornet



⚔️	☰	☰
🔫	☒	
🌀	☒	
🛡️	☰	☰
❤️	☐ KO	

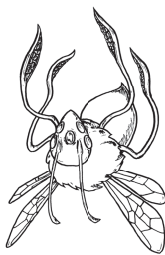


Normal Attack: Sting
Melee attack at an adjacent target.

Special Action: Swarm
Can use action turn to summon more hornets by rolling a single D6:
Rolls of 1-2 will fail.
Rolls of 3-4 will summon 1 hornet.
Rolls of 5-6 will summon 2 hornets.
Can only perform Special Action once per encounter.

Bonus Ability: Flight
Can fly over obstacles and enemies.

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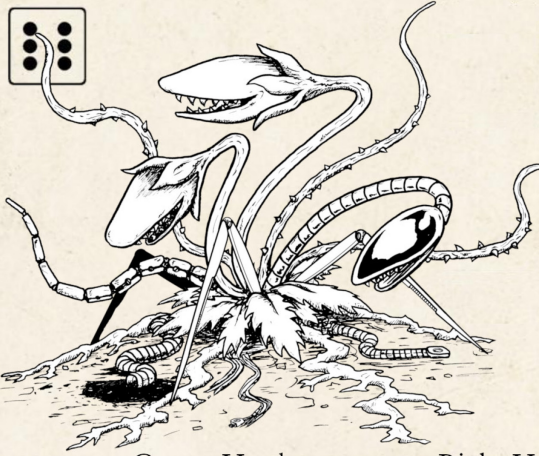
HERO KIDS

CREATOR'S GUILD

S.E.M.O.R.



⚔️	☰	☰	☰
🔫	☒		
🌀	☒		
🛡️	☰	☰	



Normal Attack: Bite
Melee attack at an adjacent target.

Special Action: Vine Whip
Can attack at a target up to 3 squares away using 1 less melee die.

Bonus Ability: Heady
Each head gets 1 attack per turn, unless it's been KO'd.

Left Head

❤️

☐
KO

☐
Hurt

Center Head

❤️

☐
KO

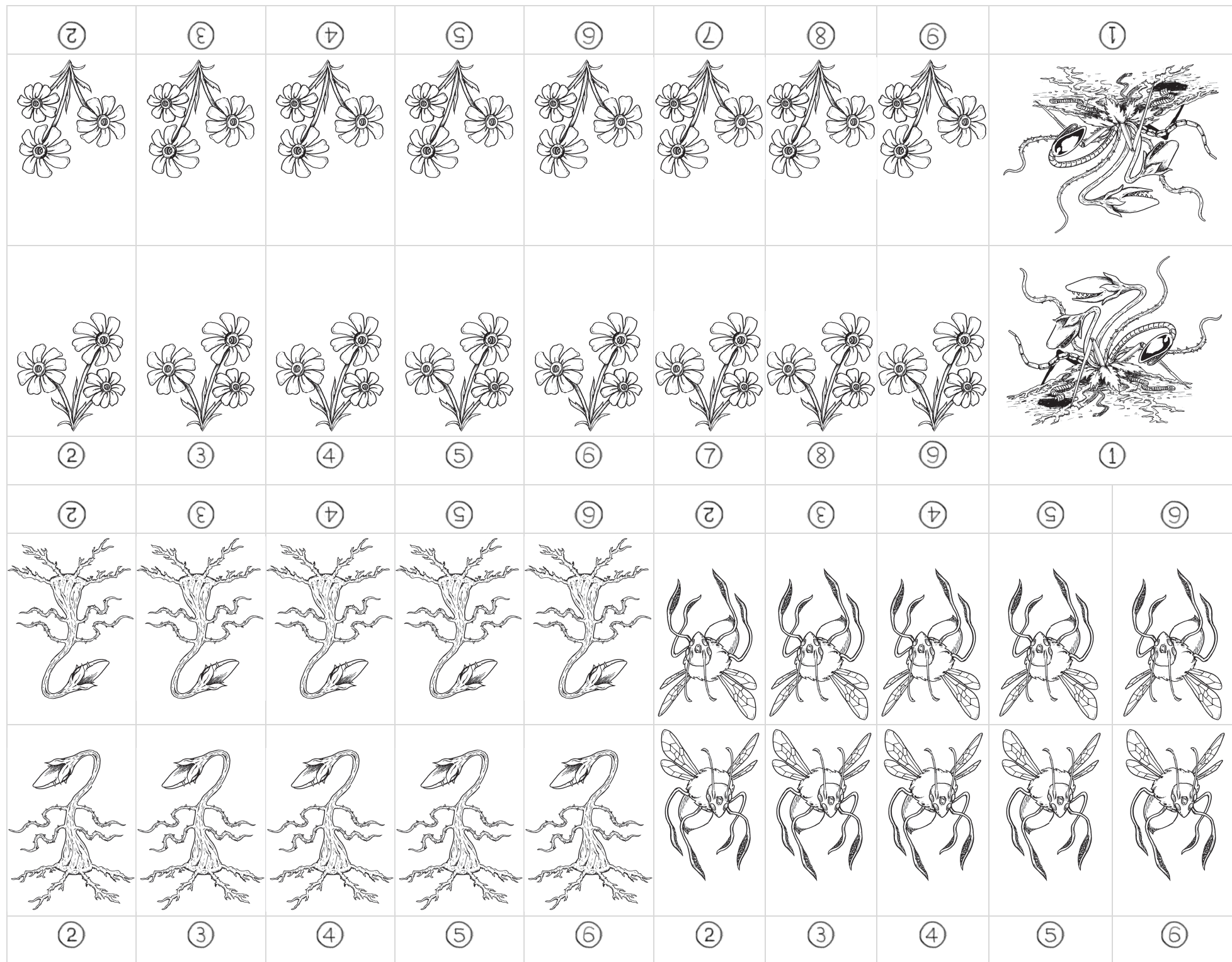
☐
Hurt

Right Head

❤️

☐
KO

☐
Hurt





HERO KIDS CREATOR'S GUILD



Athlete: _____



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X



X



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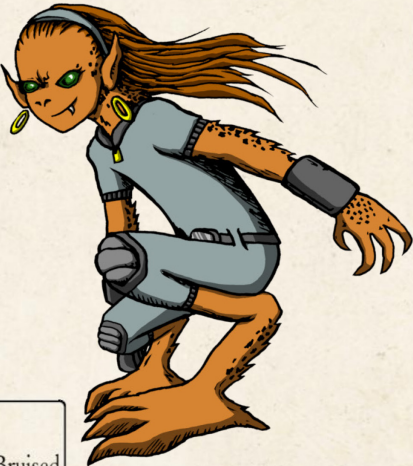
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KO

Hurt

Bruised



Normal Attack: Tooth & Nail
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: Sure-Footed
You can traverse obstacles without penalty.

Inventory and Skills










HERO KIDS CREATOR'S GUILD



Athlete: _____



X



X



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KO

Hurt

Bruised



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

Special Action: Nadic Mirage
Can cast his own image (mirage) anywhere within a 4 square radius. Mirages will disappear if they are touched or attacked.

Bonus Ability: Insulated
Can withstand extreme climates. About twice the heat as a human and three times the cold.

Inventory and Skills










HERO KIDS CREATOR'S GUILD



Athlete: _____































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

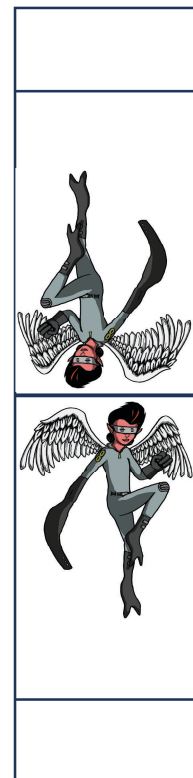
Special Action: Picada
Ranged attack at a target around a corner using 1 less die.

Bonus Ability: Buzz Ball
Will deal 2 damage if a 6 is rolled on attack.

Inventory and Skills







HERO KIDS CREATOR'S GUILD



Athlete: _____































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

Special Action: From Downtown
Ranged attack up to 8 squares away using 1 less ranged die.

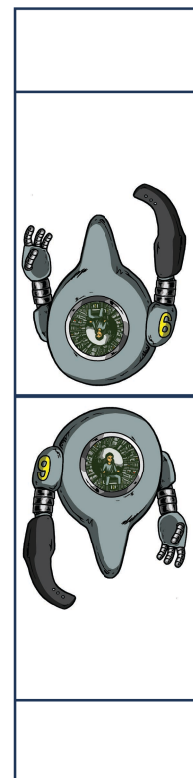
Bonus Ability: Tiny
Can exit his mech to get to areas where normal sized heroes cannot.

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



Snapper Bud: _____



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KO

Hurt

Bruised



Normal Attack: Snap
Melee attack at an adjacent target.

Special Action: Chomp
Melee attack at a target using 1 less melee die. If successful, target will take double damage.

Bonus Ability: Regeneration
Will gain back 2 health every time it rests, cannot exceed starting health.

Inventory and Skills







HERO KIDS CREATOR'S GUILD



Stardragon Pup: _____



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●●●



KO

Hurt

Bruised



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

Special Action: Nadic Blast
Magic attack at a target using 1 less magic die. If successful, target will take double damage.

Bonus Ability: Nadic Boost
Gives its hero 1 extra magic die when performing a Nadic (magic) Special Action.

Inventory and Skills







HERO KIDS

CREATOR'S GUILD

Laser Daisy



	
	
	
	
	KO



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

Special Action: Charge Blast
 Can forgo attack turn to charge up. On the following turn, it will get an extra ranged die and deal double damage.

Bonus Ability: Rooted
 Is stationary and does not get movement turns.





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HERO KIDS

CREATOR'S GUILD

Trap Snapper



	
	
	
	
	KO Hurt



Normal Attack: Bite
 Melee attack at an adjacent target.

Special Action: Vine Whip
 Can attack at a target up to 3 squares away using 1 less melee die.

Bonus Ability: Trippy
 Will knock a target prone if a 6 is rolled on melee attack.





1



HERO KIDS

CREATOR'S GUILD

T'nan Hornet



⚔️	☰	☰
🔫	☒	
🌀	☒	
🛡️	☰	☰
❤️	☐ KO	



Normal Attack: Sting
Melee attack at an adjacent target.

Special Action: Swarm
Can use action turn to summon more hornets by rolling a single D6:
Rolls of 1-2 will fail.
Rolls of 3-4 will summon 1 hornet.
Rolls of 5-6 will summon 2 hornets.
Can only perform Special Action once per encounter.

Bonus Ability: Flight
Can fly over obstacles and enemies.

①





①



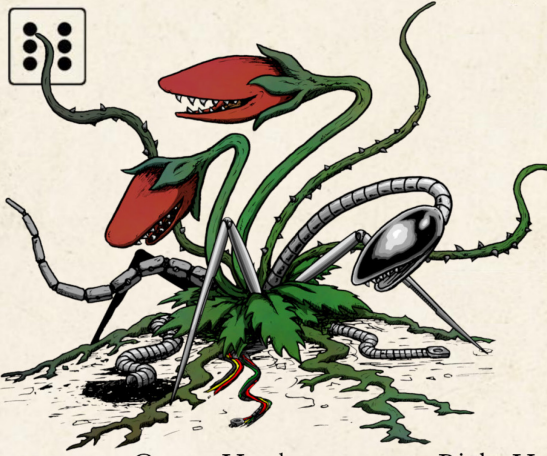
HERO KIDS

CREATOR'S GUILD

S.E.M.O.R.



⚔️	☰	☰	☰
🔫	☒		
🌀	☒		
🛡️	☰	☰	



Normal Attack: Bite
Melee attack at an adjacent target.

Special Action: Vine Whip
Can attack at a target up to 3 squares away using 1 less melee die.

Bonus Ability: Heady
Each head gets 1 attack per turn, unless it's been KO'd.

Left Head

❤️

KO

Hurt

Center Head

❤️

KO

Hurt

Right Head

❤️

KO

Hurt

