

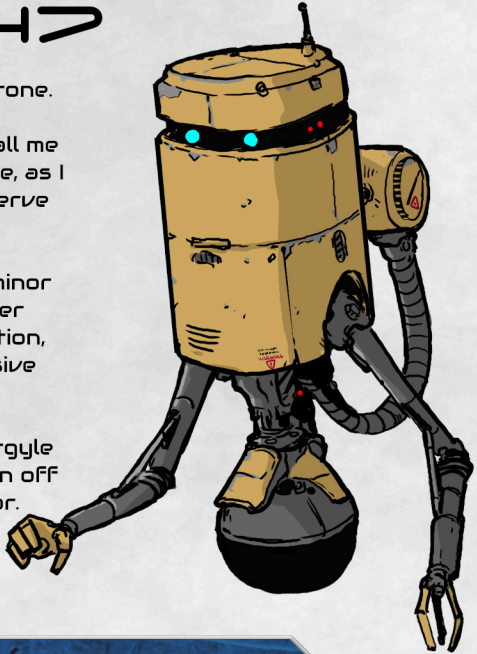
SD-247

I am SD-247, a class II ship drone.

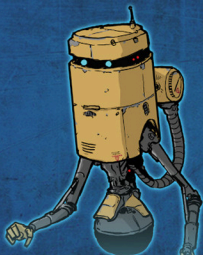
The life forms on this ship call me "Es-Dee". They are fond of me, as I am loyal to my duties and serve these life forms well.

My responsibilities include minor electrical repairs, computer servicing, cleaning, sanitization, and extermination of invasive species .

I have been servicing The Argyle all my life and have only been off ship to repair the exterior.



Class II Ship Drone



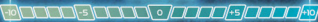
SD-247

Class II Ship Droid

TRAITS



VIRTUE



ABILITIES

Engineering



Add +3 to all rolls to build and repair devices.

Computers



Add +3 to all rolls to operate computer systems.

Overload



Once per Page: Add d6 to a single Attack roll.

Blowtorch



Once per Page: Add d6 to a single Damage roll.



Weapon:
Multi-tool

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty:

After receiving a signal indicating your services are needed, you boot up from a recharge at your station. A quick scan of the ship shows a dire state of affairs. It should please the lifeforms once you repair damages and tidy up. You attempt to disconnect from your charging port, but there is a malfunction. It also appears that debris is blocking your release.

Overcome the obstacles preventing your release from the charging station.

- 1) Disengage from the charging dock. [roll d20 + Intellect]
Reminder: Computers
- 2) Move the debris out of your path. [roll d20 + Strength]

Adventures of SD-247

DAY 1

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1) Disengage from the charging dock. [roll d20 + Intellect] Reminder: Computers

The connection to your charging port is malfunctioning and won't release you. You'll need to bypass the safety lock in this computer interface before you can get free.

If the result is 7 or less: You didn't add up your bonuses and modifiers to this roll correctly. Remember to add bonuses from both your Intellect and your Computer skill. Check this on the character sheet and recalculate your result.

If the result is between 8 and 10: The port was damaged more than you realized. As you bypass the safety lock and disengage from the dock, a huge surge of electricity is discharged and shocks you. Reduce your Health by 2.

If the result is between 11 and 14: The port was substantially damaged. As you bypass the safety lock and disengage from the dock, a small surge of electricity is discharged and shocks you. Reduce your Health by 1.

If the result is 15 or more: You take some safety precautions to reroute the excess energy feeding into the computer interface. You successfully bypass the safety lock and disengage from the dock.

2) Move the debris out of your path. [roll d20 + Strength]

Now that you are free from the charging port, you need to move the large debris blocking your path. This looks heavier than you are accustomed to working with. The lifeforms on the ship should be more cautious and not leave such dangerous materials lying around.

If the result is 7 or less: The debris is too heavy. You must drag it along the floor and this causes excess stress on your body. Reduce your Health by 1.

If the result is 8 or more: You are able to lift the debris and move it out of the way safely.

Oh my! The lifeforms made quite a mess on the Argyle. It will take a long time to clean this up. Maybe they are renovating. It seems they are having guests over. Perhaps those guests are helping with the renovations. I will make sure to stay out of their way. I don't have the proper protocols to serve as a hospitality bot. The lifeforms will be pleased once I finish cleaning.

1) Clean up all the trash that is littered around the ship.
[roll d20 + Wisdom]

2) Avoid interacting with the guests on board the ship while you perform your duties.
[roll d20 + Dexterity]



Adventures of SD-247

DAY 2

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1) Clean up all the trash that is littered around the ship. [roll d20 + Wisdom]

If the result is 6 or less: You scramble about the hallway while trying to clean up any and all rubbish you encounter. There is too much work to be done. You don't bother with proper safety protocols. Take a -2 penalty on your roll to avoid the lifeforms (#2 below).

If the result is between 7 and 12: You move about the hallway of the ship, cleaning up any rubbish you spot in your path. There is much work to be done, but you concentrate on performing your work safely.

If the result is 13 or more: You glide along the hallway while you methodically pick up bits of rubble from the floor. You are cognizant of other's safety as you take away various pieces of sharp metal and try to avoid puddles of liquid on the floor. Gain a +2 bonus on your roll to avoid the lifeforms (#2 below).

2) Avoid interacting with the guests on board the ship while you perform your duties. [roll d20 + Dexterity]

If the result is 7 or less: There is a lot of commotion as lifeforms move about frantically. You slip in a puddle, lose your balance, and slam onto the floor. One of the lifeforms trips over you and you feel a sharp piercing heat as a firearm is discharged into your exterior casing. Reduce your Health by 2.

If the result is between 8 and 14: There is a lot of commotion as lifeforms move about frantically, running up and down the hallway. They should be more cognizant of their surroundings, or they might hurt themselves. One of the lifeforms bumps into you, causing you to topple over. Reduce your Health by 1.

If the result is 15 or more: The lifeforms move about frantically, running up and down the hallway. They should be more cognizant of their surroundings or they could hurt themselves. You avoid getting in their way as you go about performing your duties.

You continue to move through the hallway while looking for messes to clean up. You discover an access panel that has come loose. You are glad to have the tools necessary to fix this. Oh no! We are under attack by an invasive species. Activate extermination protocols! These rodents must be eliminated before they cause further damage.

Engage in combat. Roll the dice indicated in the table. Be sure to add your Attack modifier to your Attack roll and use your Damage dice indicated on the hero sheet.

Check the hero sheet for abilities you can use in combat.

Roll for each: Rodent 1 Rodent 2

d20 + Attack :

ATK

ATK

Damage :

DMG




DMG

Adventures of SD-247

DAY 3

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Rodent 1: =11, =5, =1

If your ATTACK roll is **11** or more, you HIT the rodent. If it was less, you MISSED.

If you HIT and your DAMAGE roll is **5** or more, the rodent DIES.

If you MISSED, or the enemy did NOT DIE, it bites at your attachments.

Reduce your HEALTH by **1**.

Rodent 2: =13, =3, =1

If your ATTACK roll is **13** or more, you HIT the rodent. If it was less, you MISSED.

If you HIT and your DAMAGE roll is **3** or more, the rodent DIES.

If you MISSED, or the enemy did NOT DIE, it claws at your outer casing.

Reduce your HEALTH by **1**.

Any rodents you didn't kill flee down the vent shaft.

If you killed 1 rodent, gain a +1 bonus on your rolls for tomorrow.

If you killed 2 rodents, gain a +2 bonus on your rolls for tomorrow.

These rodents are notorious for chewing electrical casings, eating through wires, and destroying ship components. With the rodents gone, you can now repair the damages they caused. Luckily, you were designed just for this type of work.

1) Repair the damaged wiring.

[roll d20 + Intellect]

Reminder:

Engineering

2) Rebuild any broken components.

[roll d20 + Intellect]

Reminder:

Engineering

3) Repurpose any "leftover parts" you may find.

Adventures of SD-247

DAY 4

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1) Repair the damaged wiring. [roll d20 + Intellect] Reminder: Engineering

If the result is 13 or less: You are able to fix the damaged wiring, but it takes a lot of time and effort to get the job done right.

If the result is 14 or more: You are efficient with your repairs to the damaged wiring and are able to salvage some extra parts. You gain 1 "leftover part" to use below (#3).

2) Rebuild any broken components. [roll d20 + Intellect] Reminder: Engineering

If the result is 15 or less: You are able to repair the broken parts, but it takes a lot of time and effort to get the job done right.

If the result is 16 or more: You are efficient with your repairs on the broken components and are able to salvage some extra parts. You gain 1 "leftover part" to use below (#3).

3) Repurpose any "leftover parts" you may find.

While making your repairs, you spot evidence that there are more rodents aboard the ship than just the two you dealt with earlier. There is just too much damage for there to only be two of them. You are likely to find more if you search the ship for them. It would be wise to prepare for a future encounter.


For each "leftover part" you were able to salvage with your handywork, choose one of the following items. (There is no need to save these for later.)

Shield: Gain a permanent +1 Defense.

Fortified Weapon: Gain a permanent +1 to all Attack rolls.

Sharpened Weapon: Gain a permanent +1 to all Damage rolls.

Repair Kit: Consumed on use. Restores 2d4 Health. Can't be used in the middle of combat. Middle of combat includes: during or between combat rounds with enemies. The Repair Kit can be used before you begin rolling for combat on the page, or once combat on the page is completed.



You search about the ship for more rodents. You need to exterminate them before they cause more damage. However, you spot more guests in the hallway that you need to avoid.

- 1) Avoid the guests aboard the ship. [roll d20 + Dexterity]
- 2) Search for more of the rodents. [roll d20 + Wisdom]



Adventures of SD-247

DAY 5

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1) Avoid the guests aboard the ship. [roll d20 + Dexterity]

You move throughout the hallway as the lifeforms begin exchanging blaster fire. They must be taking a break from the renovations to play a friendly game.

If the result is 7 or less: You take several hits from the blaster fire. Reduce your health by 3.

If the result is between 8 and 14: You take a hit from the blaster fire. Reduce your health by 2.

If the result is 15 or more: You avoid getting in the way of the lifeforms' friendly game. They really should be more careful though.

2) Search for more of the rodents. [roll d20 + Wisdom]

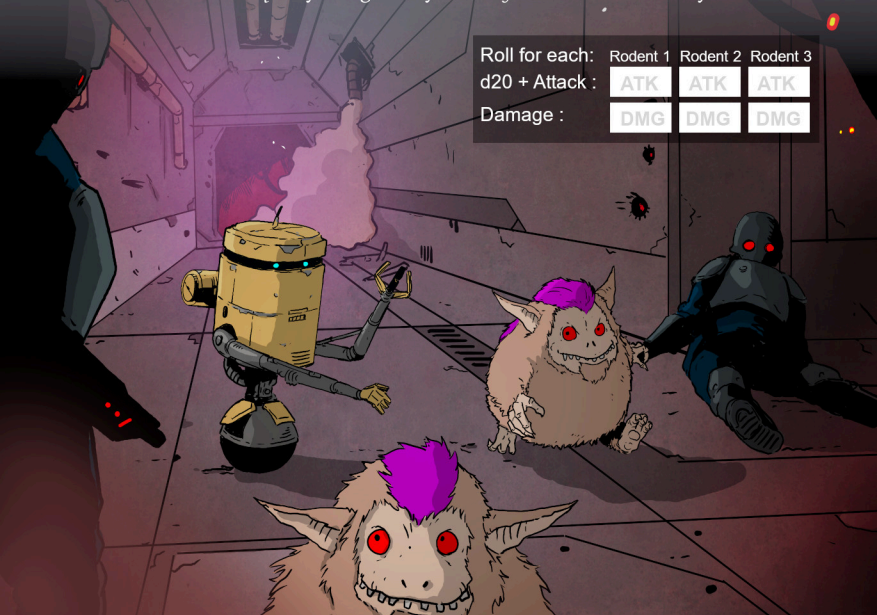
If the result is 7 or less: The noise and commotion from the lifeforms make it difficult to concentrate on finding these rodents. Take a -1 penalty on your rolls tomorrow.

If the result is between 8 and 14: The noise and commotion from the lifeforms make it difficult to concentrate on finding these rodents. You spot scratches along the floor and bits of fur that clearly belong to the rodents. You can track their movements. Gain a +1 bonus on your rolls tomorrow.

If the result is 15 or more: You spot scratches along the floor and bits of fur that clearly belong to the rodents. You can track their movements. You find more of the rodents easily, who upon spotting you, begin to flee. You quickly give chase. Gain a +2 bonus on your rolls tomorrow.

You chase several rodents down the hall and corner them to block their escape. Their cute, yet mischievous, demeanor quickly changes. They become feral and turn to attack you.

Roll for each:	Rodent 1	Rodent 2	Rodent 3
d20 + Attack :	ATK	ATK	ATK
Damage :	DMG	DMG	DMG







Adventures of SD-247

DAY 6

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Rodent 1: =13, =5, =11, = 2|1





If your ATTACK roll is **13** or more, you HIT the rodent. If it was less, you MISSED.

If you HIT and your DAMAGE roll is **5** or more, the rodent DIES.

If you MISSED, or the enemy did NOT DIE, it bites at your wheel.

If your DEFENSE is **11** or less, reduce your HEALTH by **2**.

If your DEFENSE is **12** or more, reduce your HEALTH by **1**.

Rodent 2: =14, =4, =11, = 2|1





If your ATTACK roll is **14** or more, you HIT the rodent. If it was less, you MISSED.

If you HIT and your DAMAGE roll is **4** or more, the rodent DIES.

If you MISSED, or the enemy did NOT DIE, it claws at your attachments.

If your DEFENSE is **11** or less, reduce your HEALTH by **2**.

If your DEFENSE is **12** or more, reduce your HEALTH by **1**.

Rodent 3: =13, =4, =11, = 2|1

If your ATTACK roll is **13** or more, you HIT the rodent. If it was less, you MISSED.

If you HIT and your DAMAGE roll is **4** or more, the rodent DIES.

If you MISSED, or the enemy did NOT DIE, it bites your exterior casing.

If your DEFENSE is **11** or less, reduce your HEALTH by **2**.

If your DEFENSE is **12** or more, reduce your HEALTH by **1**.

If you did not kill all the enemies, they manage to escape and flee from you in terror.

You hope to find the rodent's nest somewhere. Explore the remaining parts of The Argyle to hunt down and exterminate their nest.



Begin at the '≡' and navigate around the ship. Visit each numbered room along your path. Explore and resolve each room you visit before you choose your next.

Adventures of SD-247

DAY >

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Room 1

The door to the navigation controls and bridge are sealed. You are not allowed in here without express clearance. However, with your knowledge of the system, you can get in with an emergency bypass located in the engine room.

Room 2

Within the latrine and bathing chamber, you find one of the ships' lifeforms hiding quietly in a stall. They are startled upon seeing you. You find no evidence of a rodent or their nest within this room.

Room 3

Upon entering the cafeteria and mess hall, you immediately spot a rodent rummaging through the cabinets and devouring the contents of a jar of meal supplements. You move in to attack. [roll d20 + Attack] then [roll Damage]

If your ATTACK roll is **12** or more, you HIT the rodent. If it is less, you MISSED.

If you HIT and your DAMAGE roll is **4** or more, the rodent DIES.

If you MISSED, or the enemy did NOT DIE, it claws at you.

If your DEFENSE is **11** or less, reduce your HEALTH by **2**.

If your DEFENSE is **12** or more, reduce your HEALTH by **1**.

Room 4

The door to the engine room is malfunctioning. It is partially ajar and busted off its tracks. You can see inside and spot other rodents. You will revisit this area once you have searched the rest of the ship. [This is the final room. You may visit other rooms on the ship before stopping here.]

Room 5

The storage vault has been rummaged through, haphazardly. The area is a real mess. You should be cautious as you search through the room for rodents. [roll d20 + Wisdom]

If the result is 5 or less: Several storage containers fall on top of you. Reduce your health by 2.

If the result is between 6 and 10: A storage container falls and crashes into you. Reduce your health by 1.

If the result is 11 or more: You are careful not to disturb the contents of the room. You find no rodents in this area.

Room 6

No crew members are here in the recreation room. However, there is a mess for you to clean up. You need to fix the entertainment system that was broken with a stray blaster round. [roll d20 + Intellect] Reminder: Engineering

If the result is 14 or less: A discharge from an exposed electrical wire shocks you. Reduce your health by 1.

If the result is 15 or more: You skillfully fix the entertainment screen and get it running again.

Room 7

You step into the cargo bay and immediately find a rodent scurrying about. [roll d20 + Attack] then [roll Damage]

If your ATTACK roll is **12** or more, you HIT the rodent. If it is less, you MISSED.

If you HIT and your DAMAGE roll is **4** or more, the rodent DIES.

If you MISSED, or the enemy did NOT DIE, it claws at you.

If your DEFENSE is **11** or less, reduce your HEALTH by **2**.

If your DEFENSE is **12** or more, reduce your HEALTH by **1**.

The door to the engine room is malfunctioning and won't open. It's partially ajar and busted off of its tracks. You can see inside and spot other rodents engaging in their mischief. They are destroying components in the engine room and need to be stopped. You need to get past the door.



- 1) Disable the lock on the security interface. [roll d20 + Intellect] Reminder: Computers
- 2) Disengage the door from its sliding tracks. [roll d20 + Intellect] Reminder: Engineering
- 3) Shove the door out of the way to make room for entry. [roll d20 + Strength]



Adventures of SD-247

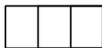
DAY 8

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Get past the broken door.

You will need three successful rolls to get past the broken door. Once you have 3 successes, you have made enough room to get through the partially open door.



1) Disable the lock on the security interface. [roll d20 + Intellect] Reminder: Computers

If the result is 11 or less: The computer system is too corrupt to respond to your commands. It will not release the lock.

If the result is 12 or more: You disable the lock and it releases. The door should be easier to open. You achieved 1 success and need 2 more to get past the door.

2) Disengage the door from its sliding tracks. [roll d20 + Intellect] Reminder: Engineering

If the result is 11 or less: The door seems jammed and it difficult to move. No engineering or repair will help it open.

If the result is 12 or more: You fix the door by getting it off its damaged tracks. You achieved 1 success and need 3 total to get past the door.

3) Shove the door out of the way to make room for entry. [roll d20 + Strength]

You tried to fix the door, but it just needs a bit of encouragement. You try to shove it open. [This action is repeatable. Do this over until you have enough successes (3) to open the door.]

If the result is 10 or less: The door doesn't budge and you dent your outer case in the process. Reduce your health by 1. Retry this action until you have 3 total successes.

If the result is 11 or more: The door slides open slightly, but is it enough to get through? You achieved 1 success and need 3 total to get past the door. Retry this action until you have 3 total successes.

You enter the engine room and find their nest! Several rodents are wreaking havoc on the equipment, chewing through cords, devouring wires and breaking panels. This is clearly the last of them. Once these creatures have been eradicated, you can gain access to the bridge and report your success to the lifeforms in charge.

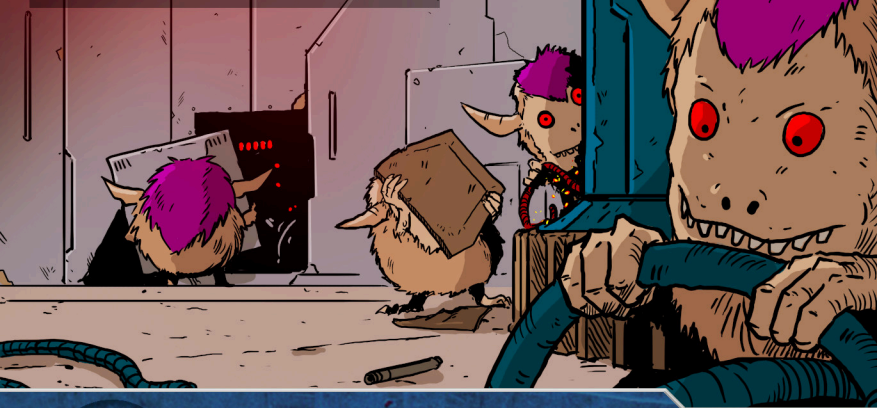
Roll for each: Rodent 1 Rodent 2 Rodent 3 Rodent 4

d20 + Attack :

ATK	ATK	ATK	ATK
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Damage :

DMG	DMG	DMG	DMG
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Adventures of SD-247

DAY 9

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Rodent 1:  =13,  =3,  =11,  = 2|1





If your ATTACK roll is **13** or more, you HIT the rodent. If it was less, you MISSED.

If you HIT and your DAMAGE roll is **3** or more, the rodent DIES.

If you MISSED, or the enemy did NOT DIE, it bites at your wheel.

If your DEFENSE is **11** or less, reduce your HEALTH by **2**.

If your DEFENSE is **12** or more, reduce your HEALTH by **1**.

Rodent 2:  =11,  =4,  =11,  = 2|1





If your ATTACK roll is **11** or more, you HIT the rodent. If it was less, you MISSED.

If you HIT and your DAMAGE roll is **4** or more, the rodent DIES.

If you MISSED, or the enemy did NOT DIE, it claws at your attachments.

If your DEFENSE is **11** or less, reduce your HEALTH by **2**.

If your DEFENSE is **12** or more, reduce your HEALTH by **1**.

Rodent 3:  =14,  =2,  =11,  = 2|1





If your ATTACK roll is **14** or more, you HIT the rodent. If it was less, you MISSED.

If you HIT and your DAMAGE roll is **2** or more, the rodent DIES.

If you MISSED, or the enemy did NOT DIE, it bites your exterior casing.

If your DEFENSE is **11** or less, reduce your HEALTH by **2**.

If your DEFENSE is **12** or more, reduce your HEALTH by **1**.

Rodent 4:  =12,  =3,  =11,  = 2|1

If your ATTACK roll is **12** or more, you HIT the rodent. If it was less, you MISSED.

If you HIT and your DAMAGE roll is **3** or more, the rodent DIES.

If you MISSED, or the enemy did NOT DIE, it claws at your attachments.

If your DEFENSE is **11** or less, reduce your HEALTH by **2**.

If your DEFENSE is **12** or more, reduce your HEALTH by **1**.

Any rodents you are unable to kill escape through an open service panel in the back of the room. They will die off soon without the support of their nest. Your services are complete. You locate the computer terminal in the engine room and activate the emergency bypass to the bridge and navigation. With access granted, you head towards the front of the ship. Once you report to the lifeform in charge, you can redock in your charging station.

BRIDGE OF THE ARGYLE

When the door to the bridge opens, a torrent of air races past you and out of a gaping hole in the hull of the ship. This breach is dangerous. The lifeforms should have waited to make such renovations on a planet with atmosphere. No lifeforms in charge are present in the room. You will need to take control and make an emergency landing.



- 1) Maintain stability when maneuvering throughout the room. [roll d20 + Dexterity]
- 2) Override the navigation controls and make an emergency landing.
[roll d20 + Intellect] Reminder: Computers

Adventures of SD-247

DAY 10

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1) Maintain stability when maneuvering throughout the room. [roll d20 + Dexterity]

The constant change in pressure, as the air in the ship is sucked out of the bridge, makes movement difficult. You are constantly pulled towards the breach in the hull.

If the result is 15 or more: You successfully grip tightly to the terminals as you move towards the navigation controls. You maintain stability while you attempt your next task.

If the result is between 8 and 14: You slip and get dragged towards the breach in the hull. This struggle will make it difficult to focus on your next task. Take a -2 penalty to override the navigation controls (#2 below).

If the result is 7 or less: Moving on a wheel makes mobility impossible, you are pulled towards the breach and nearly sucked out. You must grab on to pull yourself back inside. [roll d20 + Strength]

If the result is 10 or more: You struggle hard and keep yourself from getting sucked out into space. The strain this took on your body makes it difficult to perform your next task properly. Take a -4 penalty to override the navigation controls (#2 below).

If the result is 9 or less: You lose your grip and can no longer hold on. You get sucked out into space. As you tumble about in the void, you watch the Argyle slowly drift out of view. You won't get a chance to override the navigation controls to make an emergency landing. Instead, you send out a distress call in hopes of being recovered. You then power down and go offline. The End.

2) Override the navigation controls and make an emergency landing. [roll d20 + Intellect] Reminder: Computers

You interface with the navigation controls. Due to significant damage to the bridge, you can't initiate an automatic emergency landing protocol. You will need to use your cunning to input the proper commands to each system separately.

If the result is 13 or more: You are able to activate all components of the ship that are necessary to initiate a safe landing sequence. The Argyle has sent out a distress beacon and will drift to the nearest body in space to dock at. You managed to rid the ship of its rodent infestation and save the crew. You can now return to your charging station. Well done.

If the result is 12 or less: There is too much damage to the ship's components and you are unable to initiate a safe landing sequence for the Argyle. You can only activate a distress beacon while the ship continues to float aimlessly in space. You can now return to your charging station knowing that you eliminated the rodent infestation from the ship.

The End.

Thank you for playing the short adventure of SD-247. We hope you had fun, whether you died or succeeded in your services as a Class II Ship Drone.

This adventure was meant to be a sample of play that can be experienced in a Quest Calendar, and should give you a good idea of what is in store. There is more to experience in the full game, such as hiring crew, managing powerful equipment, advanced combat, purchasing items, leveling up to improve your hero, and exploring the rich world that is the Zenula Prime galaxy.