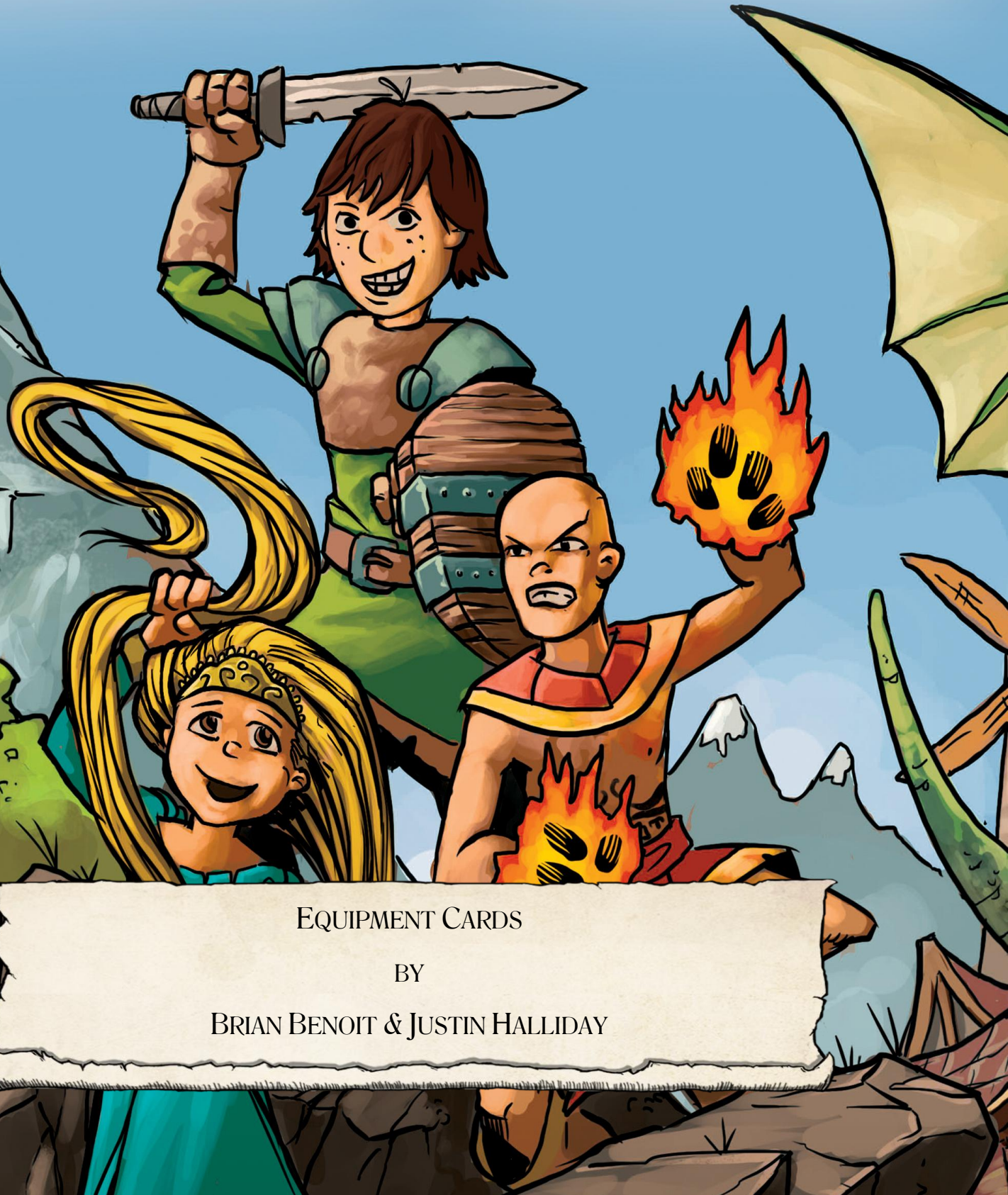


HERO KIDS



EQUIPMENT CARDS

BY

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CREDITS

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Printing Authorization:

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Version: 1.3 (Build 10)

Changelog:

- Added cutting guides to equipment cards.
- Updated hero cards to improve consistency.
- Updated hero card artwork to add white fill.
- Added printing authorization.
- Added Blank Boon card.

EQUIPMENT!

This *Hero Kids* expansion includes a range of equipment and items for your game.

Equipment: Equipment includes armor, weapons, and unique magic items that the heroes can wear or wield. A hero can only use one piece of equipment at a time. Heroes can own multiple pieces of equipment, but can only switch between them when not in combat.

Items: Items are consumables that have a one-off effect. Heroes can hold any number of items, but they are discarded when used.

HERO KIDS

Boomerang Buckler

Equipment



Returning Throw

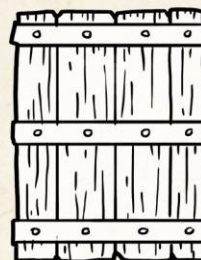
Ranged attack with your armor dice at a target up to 4 squares away, but until the start of your next turn your armor pool has no dice.

You can only use one piece of equipment at a time.

HERO KIDS

Defender's Shield

Equipment



Defender's Block

Move 1 die from your armor pool to an adjacent ally's armor pool until the start of your next turn.

You can only use one piece of equipment at a time.

HERO KIDS

Everpresent Shield

Equipment



Warding Block

When you are attacked by more than 1 enemy, your armor pool gains 1 extra die until the start of your next turn.

You can only use one piece of equipment at a time.

HERO KIDS

Guard's Shield

Equipment



Defensive Wall

Use your action to add all of your melee, ranged, or magic dice to your armor pool until the start of your next turn.

You can only use one piece of equipment at a time.

HERO KIDS

Heavy Shield

Equipment



Improved Defense

Gain 1 extra armor die.

Your movement is reduced by 2 squares.

You can only use one piece of equipment at a time.

HERO KIDS

Light Shield

Equipment



Reflex Block

Re-roll any armor dice that roll a 1.

You can only use one piece of equipment at a time.

HERO KIDS

Striker's Spaulder

Equipment



Striker's Protection

When you are attacked by an enemy that you attacked last turn, you gain 1 die to your armor pool.

You can only use one piece of equipment at a time.

HERO KIDS

Wrist Bracers

Equipment



Defensive Block

You can add 1 extra die to your armor pool, but on your next turn your attacks have 1 fewer dice.

You can only use one piece of equipment at a time.

HERO KIDS

Bomb

Item



BA-BOOM!

Make 1 die attacks at a target or square up to 5 squares away and all adjacent targets.

*Items can be used on your turn as an action.
Discard this item when it's used.*

HERO KIDS

Potion of Charisma

Item



Charming

You become charismatic for 5 minutes.
You gain 2 extra dice to Intelligence (Talking) ability tests.

*Items can be used on your turn as an action.
Discard this item when it's used.*

HERO KIDS

Potion of Dexterity

Item



Dexterous

You become nimble for 5 minutes.
Gain 2 extra dice to your ranged pool and when making Dexterity ability tests.

*Items can be used on your turn as an action.
Discard this item when it's used.*

HERO KIDS

Potion of Intelligence

Item



Intellect

You become smarter for 5 minutes.
Gain 2 extra dice to your magic pool and when making Intelligence ability tests.

*Items can be used on your turn as an action.
Discard this item when it's used.*

HERO KIDS

Potion of Invisibility

Item



Invisibility

You become invisible for 5 minutes.
Gain 2 extra dice to your armor pool and
when making Dexterity (Stealth) ability tests.

*Items can be used on your turn as an action.
Discard this item when it's used.*

HERO KIDS

Potion of Quickness

Item



Quicken

You become quicker for 5 minutes.
If you don't move on your turn,
you can use 2 actions.

*Items can be used on your turn as an action.
Discard this item when it's used.*

HERO KIDS

Potion of Speed

Item



Speedy Movement

You can move quickly for 5 minutes.
Your move speed is increased by 4 squares.
If you move 5 or more squares and then
make a melee attack, the attack gains 2 dice.

*Items can be used on your turn as an action.
Discard this item when it's used.*

HERO KIDS

Potion of Strength

Item



Strengthen

You become stronger for 5 minutes.
Gain 2 extra dice to your melee pool
and when making Strength ability tests.

*Items can be used on your turn as an action.
Discard this item when it's used.*

HERO KIDS

Explosive Wand Equipment



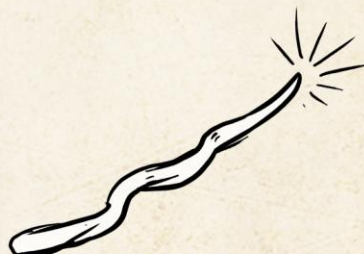
Arcane Burst

When you KO a target with a magic attack, you must immediately make 1 die attacks at all characters adjacent to that target.

You can only use one piece of equipment at a time.

HERO KIDS

Faerie's Wand Equipment



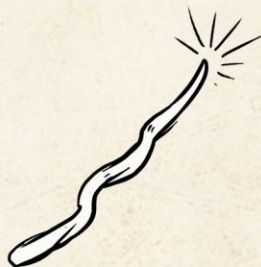
Faerie Fire

When you hit a target with a magic attack, all attacks against that target gain 1 extra die.

You can only use one piece of equipment at a time.

HERO KIDS

Magic Wand Equipment



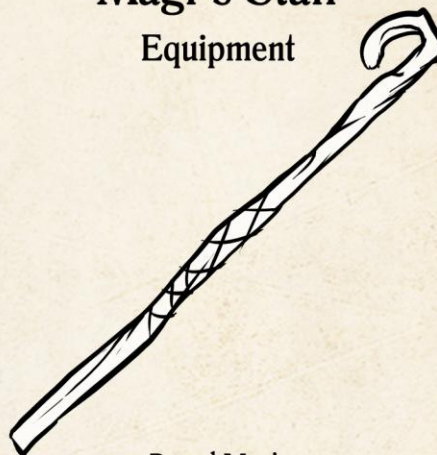
Arcane Flux

Once per encounter, you can add 1 die when you make a magic attack.

You can only use one piece of equipment at a time.

HERO KIDS

Magi's Staff Equipment



Brutal Magic

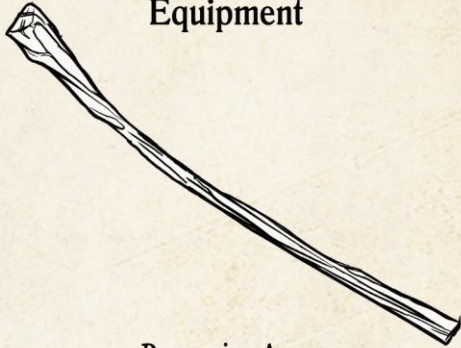
Re-roll any magic attack dice that roll a 1.

You can only use one piece of equipment at a time.

HERO KIDS

Staff of Protection

Equipment



Protective Aura

At the start of your turn, you can move 1 die from your magic pool to your armor pool until the start of your next turn.

You can only use one piece of equipment at a time.

HERO KIDS

Vicious Wand

Equipment



Eviscerating Attack

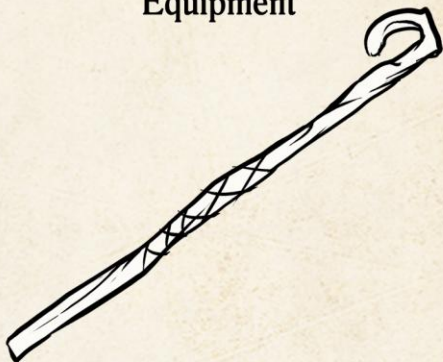
Once per encounter, when you make a magic attack and dice have been rolled, you can choose to deal 1 damage for each attack die that is equal to or higher than the target's best armor die.

You can only use one piece of equipment at a time.

HERO KIDS

Wizard's Staff

Equipment



Wizard's Flight

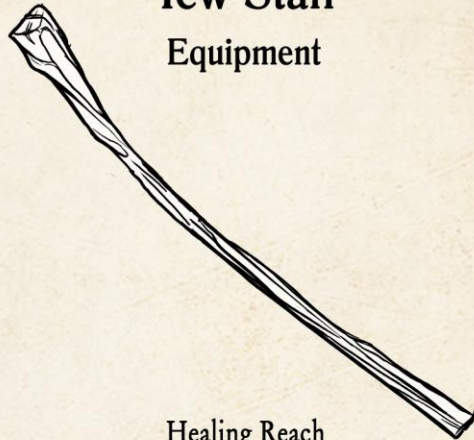
After you have been attacked, you can teleport up to 3 squares away.

You can only use one piece of equipment at a time.

HERO KIDS

Yew Staff

Equipment



Healing Reach

Extend the range of healing powers by 1 square (including touch or adjacent powers).

You can only use one piece of equipment at a time.

HERO KIDS

Brigand's Axe

Equipment



Brutal Slash

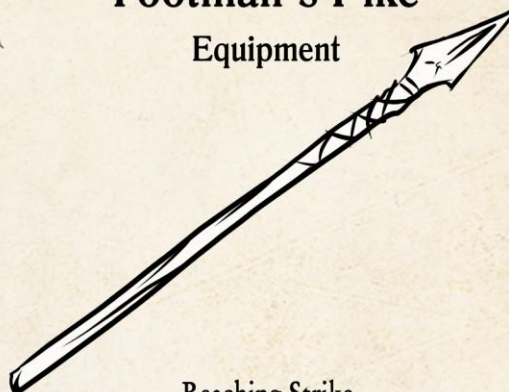
Re-roll any melee attack dice that roll a 1.

You can only use one piece of equipment at a time.

HERO KIDS

Footman's Pike

Equipment



Reaching Strike

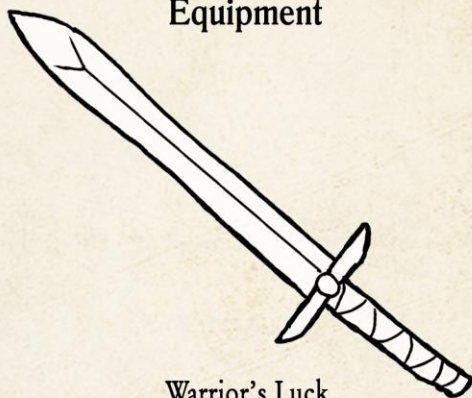
Your melee attacks can target characters up to 1 square away, but your melee attacks at adjacent targets have 1 fewer dice.

You can only use one piece of equipment at a time.

HERO KIDS

Lucky Longsword

Equipment



Warrior's Luck

Once per encounter, you can re-roll all of your melee attack dice.

You can only use one piece of equipment at a time.

HERO KIDS

Raider's Battleaxe

Equipment



Reaping Strike

When you KO an enemy with a melee attack, you can immediately make a melee attack at another adjacent target.

You can only use one piece of equipment at a time.

HERO KIDS

Swift Sword

Equipment



Following Cut

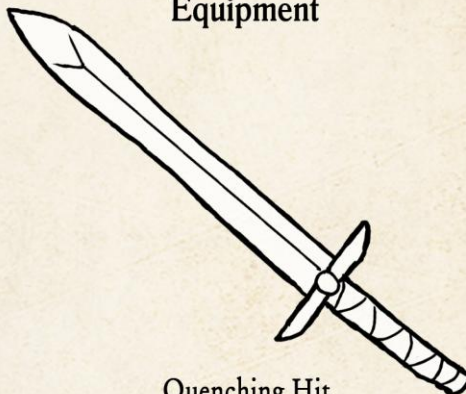
When you roll a 6 on a melee attack die, you can immediately make a 1 die melee attack at an adjacent target.

You can only use one piece of equipment at a time.

HERO KIDS

Thirsting Longsword

Equipment



Quenching Hit

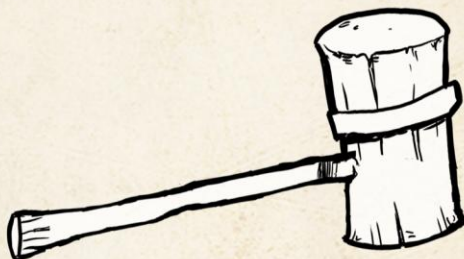
The first time in each encounter that you hit with a melee attack, the attack deals 1 extra damage.

You can only use one piece of equipment at a time.

HERO KIDS

Thundering Hammer

Equipment



Thunder Strike

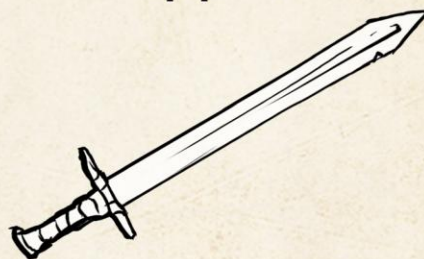
Once per encounter, you can deal 1 extra damage when you hit with a melee attack.

You can only use one piece of equipment at a time.

HERO KIDS

Vorpal Longsword

Equipment



Vicious Attack

Once per encounter, when you make a melee attack and the dice have been rolled, you can choose to deal 1 damage for each melee attack die that is equal to or higher than the target's best armor die.

You can only use one piece of equipment at a time.

HERO KIDS

Chaos Pendant

Equipment



Chaotic Feedback

Whenever you are hit with an attack, roll a die:

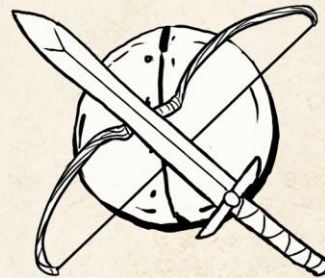
- 1: You take 1 extra damage
- 2: Your next attack has 1 fewer dice
- 3: Your attacker also takes 1 damage
- 4: You ignore the attack's damage
- 5: Your next attack gains 2 extra dice
- 6: You immediately make a normal attack

You can only use one piece of equipment at a time.

HERO KIDS

Defending Weapon

Equipment



Defensive Stance

At the start of your turn, you can move 1 die from your melee or ranged pool to your armor pool until the start of your next turn.

You can only use one piece of equipment at a time.

HERO KIDS

Diabolic Mask

Equipment



Horrifying Sight

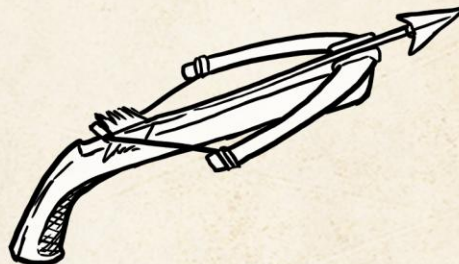
Once per encounter, you can show the Diabolic Mask to an adjacent target. That target's attacks then have 1 fewer dice (at least 1 die).

You can only use one piece of equipment at a time.

HERO KIDS

Heavy Crossbow

Equipment



Opening Shot

Once per encounter, you can use your action to make a 3 dice ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

You can only use one piece of equipment at a time.

HERO KIDS

Lucky Charm

Equipment



Lucky Break

Once per encounter, you can re-roll 1 die in an attack, armor, or ability test.

You can only use one piece of equipment at a time.

HERO KIDS

Throwing Axe

Equipment



Spinning Throw

Once per encounter, instead of moving you can make a 2 dice ranged attack at a target up to 3 squares away (1 fewer dice against adjacent targets).

You can only use one piece of equipment at a time.

HERO KIDS

Throwing Dagger

Equipment



Spinning Blade

Once per encounter, instead of moving you can make a 1 die ranged attack at a target up to 4 squares away (but not adjacent).

You can only use one piece of equipment at a time.

HERO KIDS

Vengeful Pendant

Equipment



Final Reprisal

When take attack damage that will KO you, you can immediately make a normal attack.

You can only use one piece of equipment at a time.

HERO KIDS

Bandit's Bow

Equipment



Brutal Shot

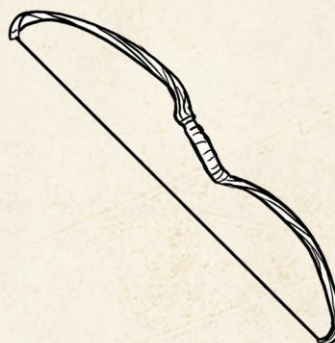
Re-roll any ranged attack dice that roll a 1.

You can only use one piece of equipment at a time.

HERO KIDS

Deepwood Longbow

Equipment



Precision Shot

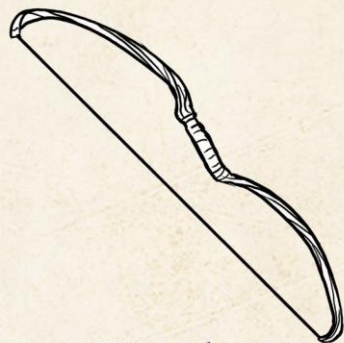
Once per encounter, you can add 1 extra die when you make a ranged attack.

You can only use one piece of equipment at a time.

HERO KIDS

Hunter's Longbow

Equipment



Distant Shot

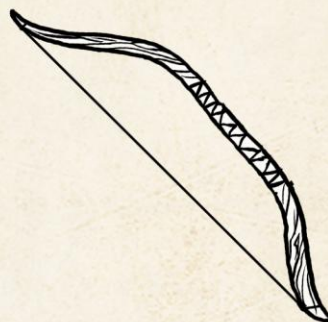
You can make ranged attacks at targets up to 2 squares further away.

You can only use one piece of equipment at a time.

HERO KIDS

Sharpshooter's Bow

Equipment



Surprise Shot

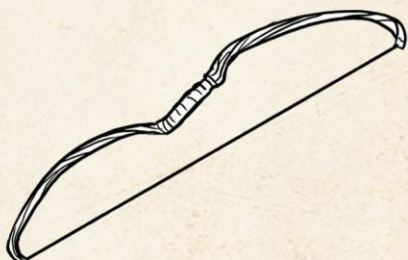
Your first ranged attack in each encounter deals 1 extra damage if it hits.

You can only use one piece of equipment at a time.

HERO KIDS

Siege Longbow

Equipment



Pinning Shot

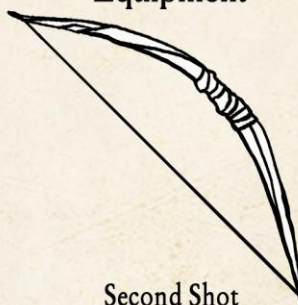
When you hit a target with a ranged attack, on its next turn that target cannot move and its attacks have 1 fewer dice.

You can only use one piece of equipment at a time.

HERO KIDS

Speed Bow

Equipment



Second Shot

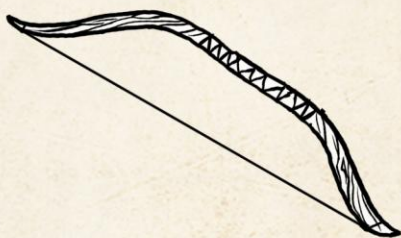
When you roll a 6 on a ranged attack die, you can immediately make a 1 die ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

You can only use one piece of equipment at a time.

HERO KIDS

Trickshot Bow

Equipment



Bouncing Shot

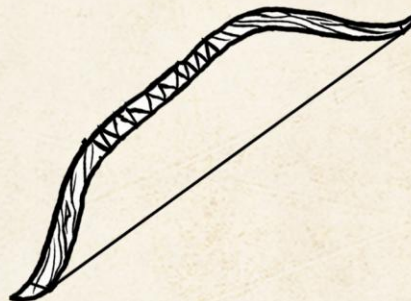
Once per encounter, when you hit with a ranged attack, you can immediately make another ranged attack. The second target must be within 3 squares of the original target and the second attack has 1 fewer dice.

You can only use one piece of equipment at a time.

HERO KIDS

Unfailing Bow

Equipment



Unfailing Shot

When you make a ranged attack at a target that you missed last turn, your attack gains 1 extra die.

You can only use one piece of equipment at a time.

HERO KIDS

Equipment

You can only use one piece of equipment at a time.

HERO KIDS

Equipment

You can only use one piece of equipment at a time.

HERO KIDS

Item

*Items can be used on your turn as an action.
Discard this item when it's used.*

HERO KIDS

Item

*Items can be used on your turn as an action.
Discard this item when it's used.*

HERO KIDS

Boon

Boons can be used at any time, including during another character's turn. Discard this boon when it's used.

HERO KIDS

Boon

Boons can be used at any time, including during another character's turn. Discard this boon when it's used.