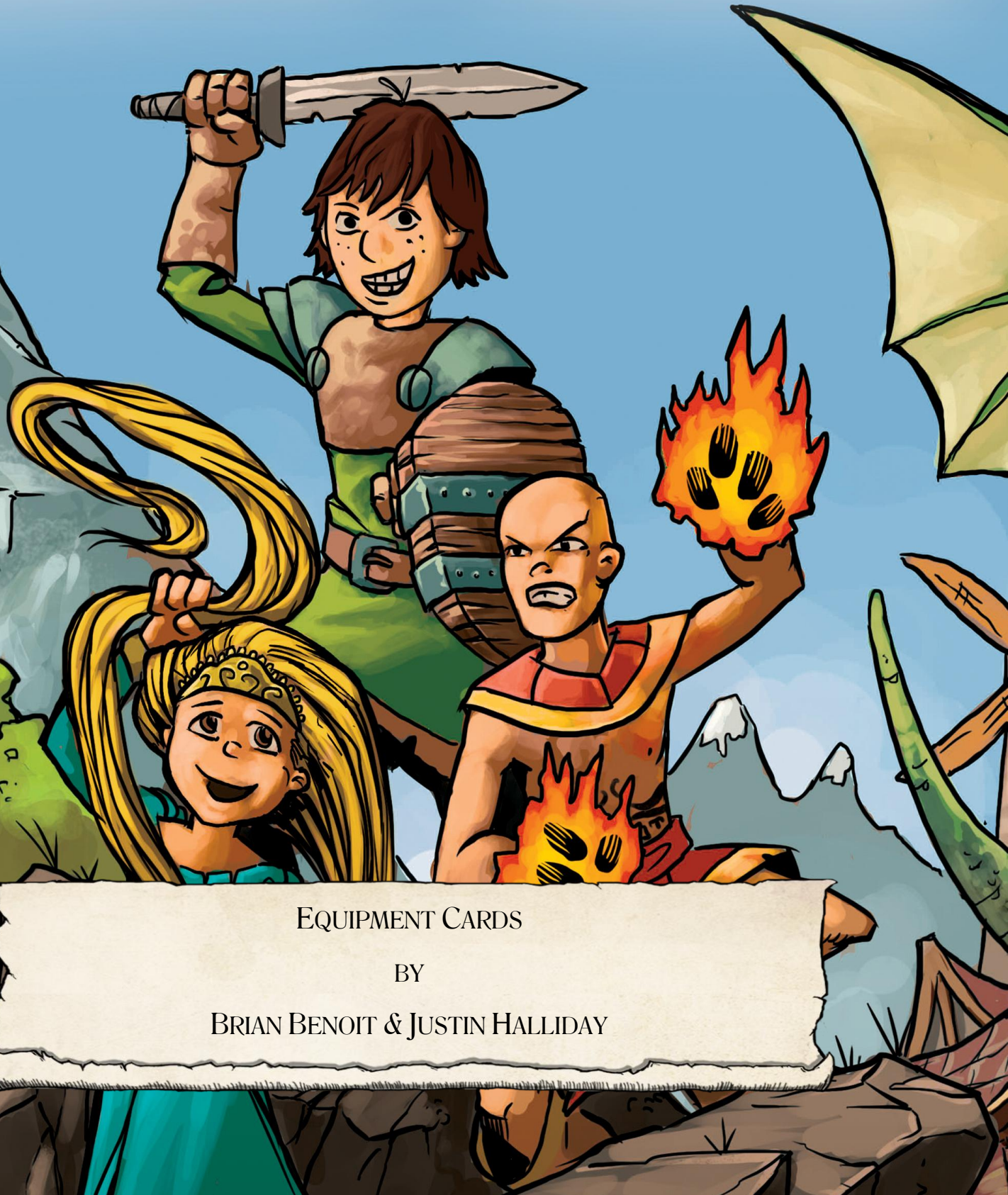


# HERO KIDS



EQUIPMENT CARDS

BY

BRIAN BENOIT & JUSTIN HALLIDAY



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## CREDITS

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## WEBSITES

[herokidsrpg.blogspot.com](http://herokidsrpg.blogspot.com)

Printing Authorization:

This PDF document may be printed for personal use.

Version: 1.3 (Build 9)

Changelog:

- 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

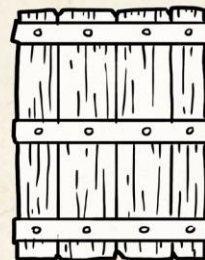
Ranged attack with your armor dice at a target up to 4 squares away, but until the start of your next turn your armor pool has no dice.

*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

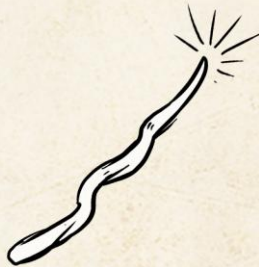
When you hit a target with a magic attack, all attacks against that target gain 1 extra die.

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

# HERO KIDS

## Magic Wand

### Equipment



#### Arcane Flux

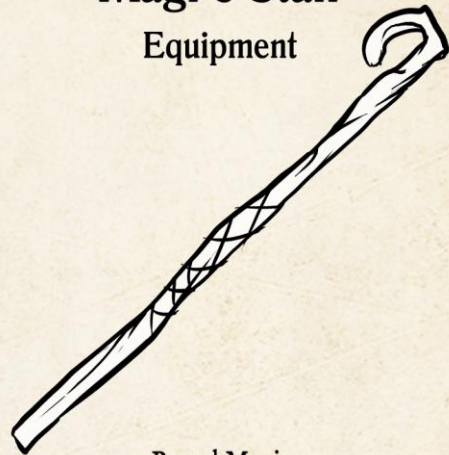
Once per encounter, you can add 1 die when you make a magic attack.

*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.

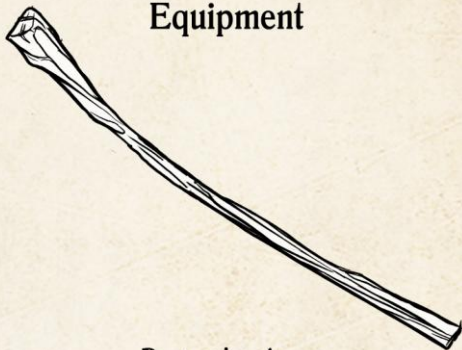
*You can only use one piece of equipment at a time.*



# 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

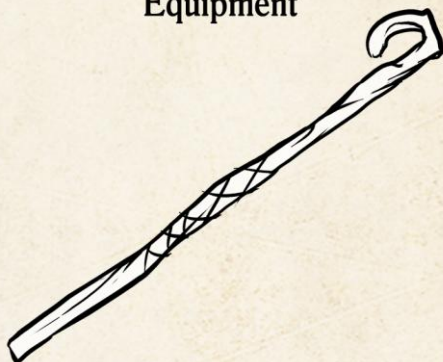
Once per encounter, when you make a magic attack and dice have been rolled, you can choose to deal 1 damage for each attack die that is equal to or higher than the target's best armor die.

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

# HERO KIDS

## Wizard's Staff

### Equipment



#### Wizard's Flight

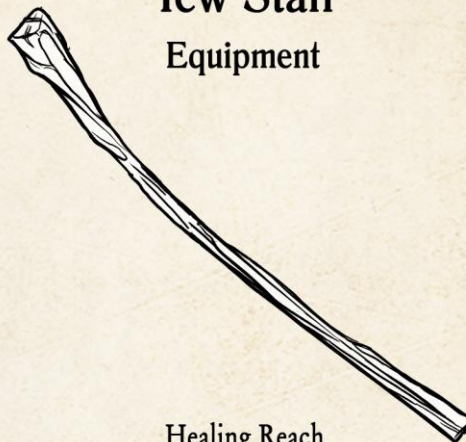
After you have been attacked, you can teleport up to 3 squares away.

*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

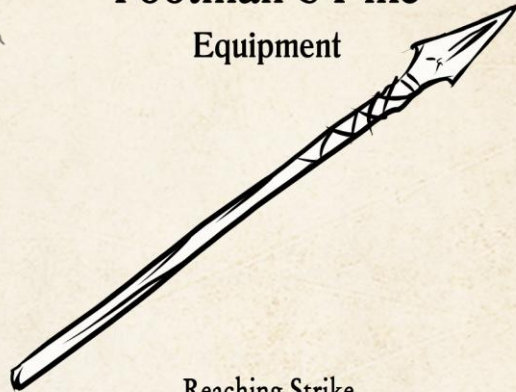
Re-roll any melee attack dice that roll a 1.

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

# HERO KIDS

## Footman's Pike

### Equipment



#### Reaching Strike

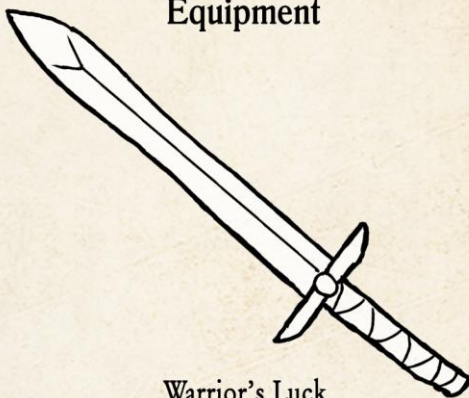
Your melee attacks can target characters up to 1 square away, but your melee attacks at adjacent targets have 1 fewer dice.

*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

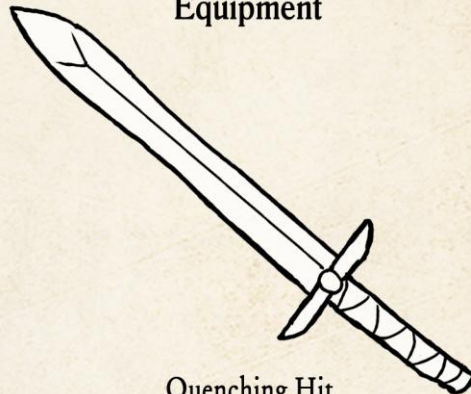
When you roll a 6 on a melee attack die, you can immediately make a 1 die melee attack at an adjacent target.

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

# HERO KIDS

## Thirsting Longsword

### Equipment



#### Quenching Hit

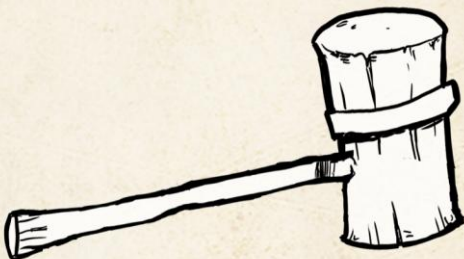
The first time in each encounter that you hit with a melee attack, the attack deals 1 extra damage.

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

# HERO KIDS

## Thundering Hammer

### Equipment



#### Thunder Strike

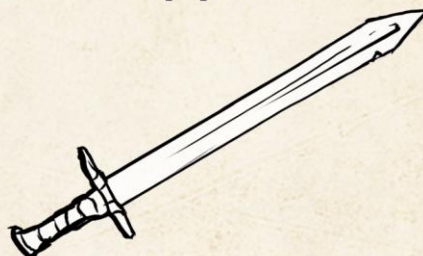
Once per encounter, you can deal 1 extra damage when you hit with a melee attack.

*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:

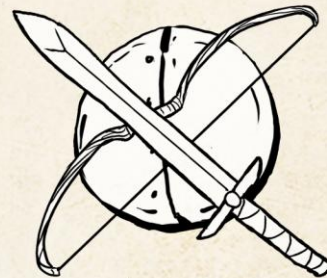
- 1: You take 1 extra damage
- 2: Your next attack has 1 fewer dice
- 3: Your attacker also takes 1 damage
- 4: You ignore the attack's damage
- 5: Your next attack gains 2 extra dice
- 6: You immediately make a normal attack

*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

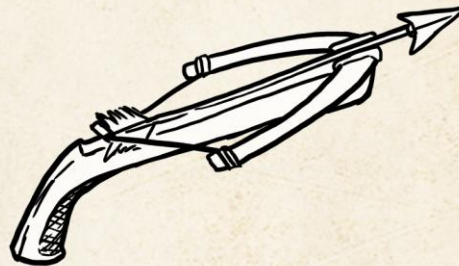
Once per encounter, you can show the Diabolic Mask to an adjacent target. That target's attacks then have 1 fewer dice (at least 1 die).

*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

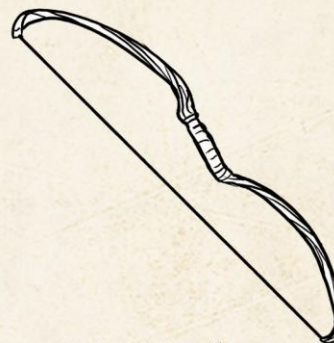
Re-roll any ranged attack dice that roll a 1.

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

# HERO KIDS

## Deepwood Longbow

### Equipment



#### Precision Shot

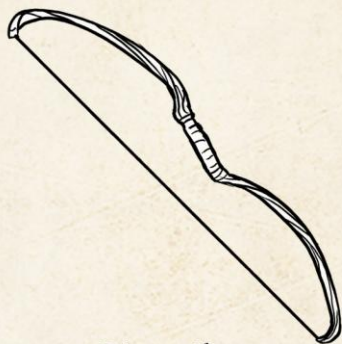
Once per encounter, you can add 1 extra die when you make a ranged attack.

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

# HERO KIDS

## Hunter's Longbow

### Equipment



#### Distant Shot

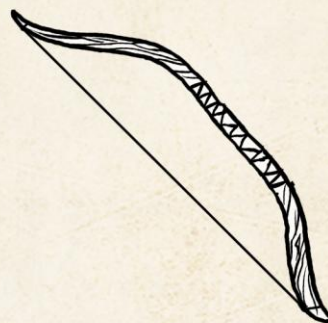
You can make ranged attacks at targets up to 2 squares further away.

*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.

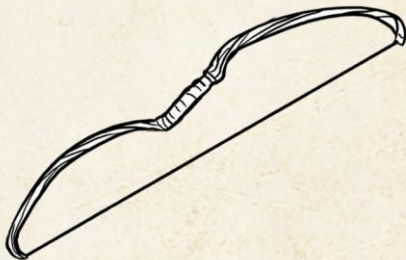
*You can only use one piece of equipment at a time.*



# HERO KIDS

## Siege Longbow

### Equipment



#### Pinning Shot

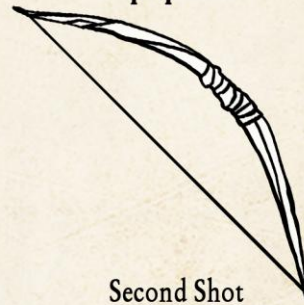
When you hit a target with a ranged attack, on its next turn that target cannot move and its attacks have 1 fewer dice.

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

# HERO KIDS

## Speed Bow

### Equipment



#### Second Shot

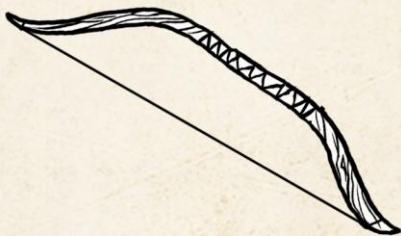
When you roll a 6 on a ranged attack die, you can immediately make a 1 die ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

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

# HERO KIDS

## Trickshot Bow

### Equipment



#### Bouncing Shot

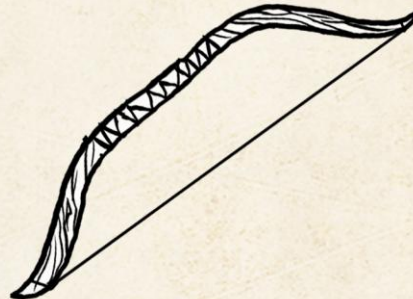
Once per encounter, when you hit with a ranged attack, you can immediately make another ranged attack. The second target must be within 3 squares of the original target and the second attack has 1 fewer dice.

*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.*