

HERO KIDS



HERO ADVANCEMENT CARDS

BY

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HERO KIDS

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Changelog:

- Further expanded advancement instructions
- Expanded Hero Advancement instructions
- Added Hero Advancement cards
- Added instructions for using Hero Advancement
- Added draft Hero Advancement cards

HERO ADVANCEMENT

Once your *Hero Kids* players have a few adventures under their belts and they've internalized their hero's powers and actions, they may wish to improve those capabilities from adventure to adventure.

Campaign Play Required for Advancement

Campaign play is the pinnacle of role-playing gaming.

Here, the players take the same characters and play them across number of loosely or tightly connected adventures. This ongoing play is the prerequisite for developing a role-playing game character.

Over the course of such a campaign, players embody their characters; they role-play their personalities, strive to achieve their character's goals, develop their mundane, martial and magical capabilities, celebrate their successes, and lament their failures.

Campaigns might last for just a few interconnected adventures, or could extend into multi-year world-spanning epics.

Committing to the Campaign

When your players are ready to embark on an ongoing campaign, they need to commit to playing the same heroes over the course of the campaign.

How Much Advancement is Enough?

This Hero Advancement system allows approximately 18 increments of advancement for each hero.

The huge number of advancement options in this expansion allows many thousands of unique hero builds.

Pace of Advancement

When incorporating Hero Advancement into your game, one important thing to consider is:

How often do the players advance their heroes?

There are several options for when heroes advance:

- After each session (around two hours of play)
- After each adventure is complete

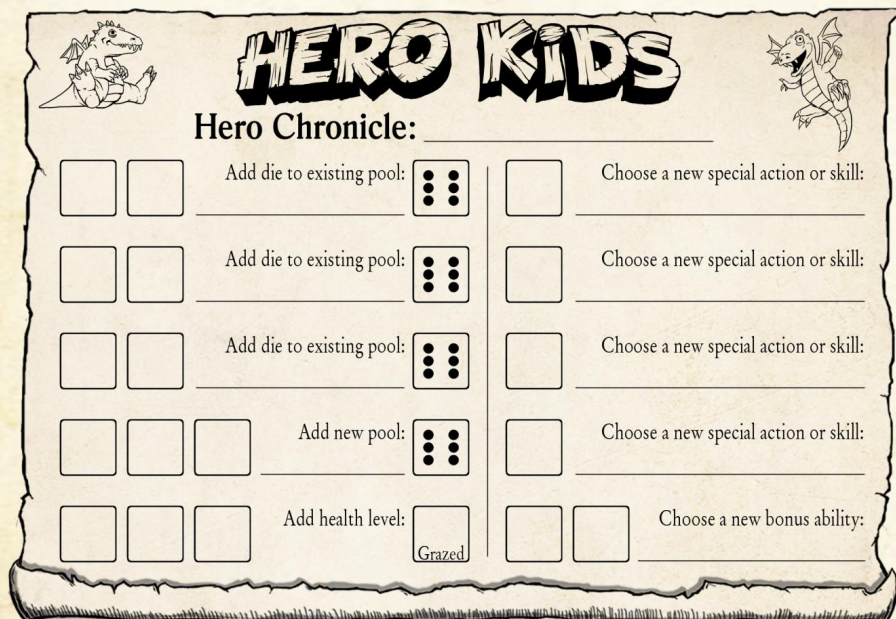
When playing *Hero Kids* with kids, play sessions usually take around two hours. In most instances, this will be enough time to complete an adventure of 5-6 encounters. However, longer adventures like *Reign of the Dragon* may take more than a single such session to complete. Players could advance their heroes after each session.

Alternatively, if the players advance their heroes only after completing an entire adventure, then they will be able to complete 18 adventures before they max out their hero's development.



The Hero Chronicle

The Hero Chronicle tracks a hero's development. Each time the hero reaches an advancement point, the player can mark off one of the boxes on the chronicle.



The Hero Chronicle card is a rectangular sheet with a torn edge. At the top, it features the title "HERO KIDS" in a bold, stylized font, flanked by two small dragon illustrations. Below the title, the text "Hero Chronicle:" is followed by a blank line for a name. The card is divided into two columns. The left column contains five rows of advancement options, each with a set of boxes and a label: "Add die to existing pool:" (two boxes), "Add die to existing pool:" (two boxes), "Add die to existing pool:" (two boxes), "Add new pool:" (three boxes), and "Add health level:" (three boxes, with a "Grazed" label below). The right column contains five rows, each with a single box and the label "Choose a new special action or skill:". The bottom row of the right column is labeled "Choose a new bonus ability:".

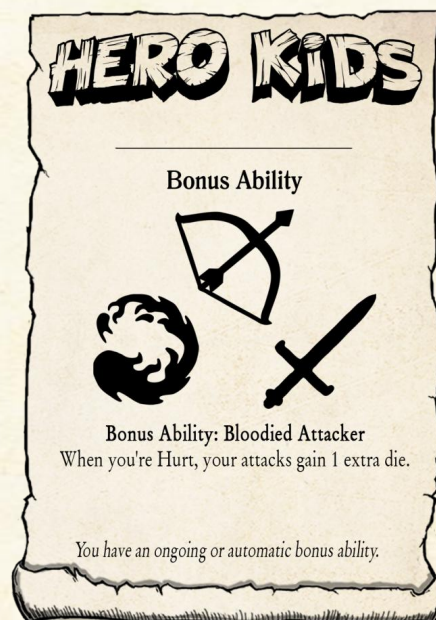
The number of boxes next to each advancement option reflects the 'power' of those improvements. Skills and special actions are cheap, while health improvements and characteristics (melee, ranged, or magic) are expensive.

This Hero Chronicle card is used alongside the hero's normal Hero Card. When the players reach advancement points, they mark their hero's progress towards new skills and abilities. As they achieve these advancements, they accumulate a handful of Hero Advancement Cards.

The players should write their hero's name on the top of their Hero Chronicle and Hero Advancement Cards.

Hero Advancement Cards

When all of the boxes for an advancement option are checked, the player can choose a new Hero Advancement Card for their hero.



These cards allow players to track the new and improved aspects of their character.

For example, this new Bonus Ability, Bloodied Attacker, means that when a hero is badly injured, all of their attacks become more powerful.

Other types of card cover each of the areas of advancement available for our heroes.

Areas of Advancement

The Hero Advancement system allows players to improve all aspects of their hero:

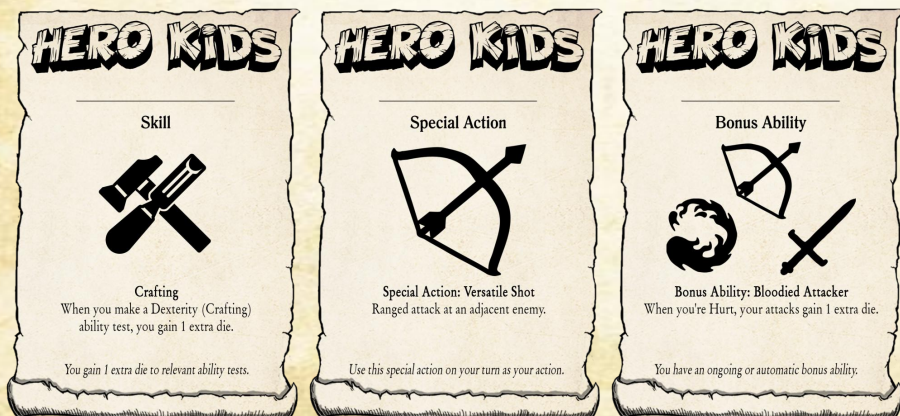
- Improve an ability (melee, ranged, magic, or armor)
- Gain a new ability (melee, ranged, magic, or armor)
- Add an additional health level to their hero
- Learn a new skill
- Train in a new special action
- Master a new bonus ability

Types of Hero Advancement Cards

On the left side of the Hero Chronicle are advancement options that map to character aspects on the left side of a Hero Card. These advancement options improve existing abilities, gain a whole new ability (melee, ranged, magic, or armor), or increase a character's health.



The advancements on the right of the Hero Chronicle match the right of the Hero Card. These advancements allow heroes to learn new skills, train special martial or magical actions, or master powerful new bonus abilities.



Limits to Advancement

The Hero Chronicle includes these advancement options:

- Three advancements to add a die to an existing pool
- One advancement to add a new die pool
- One advancement to add a new health level
- Four advancements to add a new special action or skill
- One advancement to add a new bonus ability

These advancement options have only one limitation:

- Dice pools have a maximum of 4 dice



Advanced Challenges for Advanced Heroes

When players improve their heroes through these advancements, those heroes become more of a match for the monsters and challenges they face.

This section covers ways that you can increase the difficulty to challenge advanced heroes:

- Harder ability tests for advanced heroes
- Increase ability pools to make monsters stronger
- Add armor to make monsters harder to hit
- Give monsters more health to keep them in the fight
- Use monster tactics to challenge advanced heroes
- Switch monsters to tougher variants
- When all else fails, send in more monsters

Harder Ability Tests for Advanced Heroes

Before we dive into combat difficulty, the most straightforward adjustment for more capable heroes is to ratchet up the difficulty of the ability tests. Instead of challenging the heroes with Easy ability tests, increase the difficulty to Normal or Hard.

Difficulty:	Target:
Easy	4
Normal	5
Hard	6

Increase Ability Pools to Make Monsters Stronger

For combat, it's tempting to simply throw more monsters into a fight to challenge the heroes. However, this will slow down the combat encounter, and could overwhelm the heroes.

The simplest and fastest way to increase the challenge of a combat encounter is to increase the monsters' abilities, usually their primary ability (melee, ranged, or magic). By doing this, the monsters' attacks are slightly stronger, and more likely to land hits on the heroes.

Add Armor to Make Monsters Harder to Hit

If the heroes are cutting down the monsters too quickly, then add 1 extra die to the monsters' armor pools.

Most *Hero Kids* monsters have only 1 or 2 dice in their armor pool, so there's headroom for extra armor dice. However, this will reduce the heroes' chances of hitting monsters, which could frustrate the players.

Give Monsters More Health to Keep Them in the Fight

The final option that improves monster abilities is to give the monsters another health level.

Increasing their health keeps monsters in play for longer, while avoiding the overhead of running extra monsters.



Use Monster Tactics to Challenge Advanced Heroes

When running encounters in *Hero Kids*, it's tempting to pull the punches of the monsters under your control.

This may take the form of spreading attacks and damage across multiple heroes, moving monsters into ineffective positions, 'forgetting' to use the monster's special actions and bonus abilities, or even (gasp!) fudging dice rolls.

Once the heroes are more powerful and dangerous, it's time to remember the monsters' bonus abilities, to position the monsters to maximize their threat, and possibly even focus the monsters' attacks to take heroes out of the fight.

For example, even a humble Giant Rat is capable of using its Pack Attack special action if it's placed strategically.

Switch Monsters to Tougher Variants

Hero Kids adventures and the *Hero Kids Monster Compendium* include variants of most monsters.

These variant monsters have improved dice pools (such as 1 extra die for melee, ranged, or magic), extra armor dice, or different special actions and bonus abilities.

To change up an encounter, you can switch out the standard monsters for more challenging variants.

For example, Giant Rats can be replaced with Dire Rats, Wolves with Dire Wolves, Brigand Bandits with Brigand Swordsmen, and Cultist Guards with Cultist Warriors.



When All Else Fails, Send in More Monsters

Once you've exhausted the possibilities of tougher, better, and more tactical monsters, then it's time to send in more monsters.

If your game has 1, 2, or 3 heroes, then you can use the next higher set of monsters and starting locations:

1 Hero: 1 x Slime Beast ①



2 Heroes: 1 x Slime Beast ①
2 x Slimes ② ③



3 Heroes: 1 x Slime Beast ①
3 x Slimes ② ③ ④



4 Heroes: 1 x Slime Beast ①
5 x Slimes ② ③ ④ ⑤ ⑥

But if you've got 4 heroes already, then you'll need to extrapolate which additional monsters to add.

One or two extra monsters will usually be enough to challenge advanced heroes.

To prevent combat from slowing down with so many monsters in play, you can hold back some of the monsters from the start of the fight. After a couple of the monsters are taken out, bring on the reinforcements!



Using Advancement Cards to Make Heroes

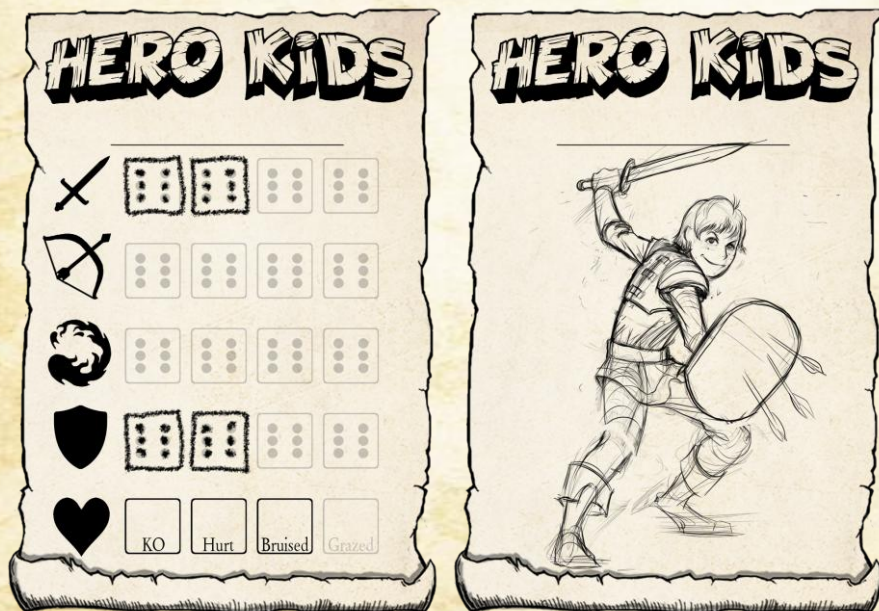
In addition to using the advancement cards to upgrade the standard heroes, these advancement options can also be used to make new heroes from scratch.

For this, you first take a template ability card (see below) and use the normal four dice method to determine the character's abilities.

When using this method, the heroes are built by allocating the four dice amongst the character's four abilities; Melee, Ranged, Magic, and Armor. However, the first die allocated to the Ranged and Magic abilities costs two dice, instead of one die.

Your players can also take the blank card and draw their hero's portrait (your players' results may vary).


You may recognize this Warrior from the core heroes:




Next, the players take a card for their hero's normal attack (based on which ability they put dice in), select a special action card, a bonus ability card, and a skill card.



Hero Chronicle




HERO KIDS




Hero Chronicle: _____

<input type="checkbox"/>	<input type="checkbox"/>	Add die to existing pool:	<input type="checkbox"/>	Choose a new special action or skill:		
<input type="checkbox"/>	<input type="checkbox"/>	Add die to existing pool:	<input type="checkbox"/>	Choose a new special action or skill:		
<input type="checkbox"/>	<input type="checkbox"/>	Add die to existing pool:	<input type="checkbox"/>	Choose a new special action or skill:		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Add new pool:	<input type="checkbox"/>	Choose a new special action or skill:	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Add health level:	<input type="checkbox"/>	<input type="checkbox"/>	Choose a new bonus ability:

Grazed



HERO KIDS



Hero Chronicle: _____

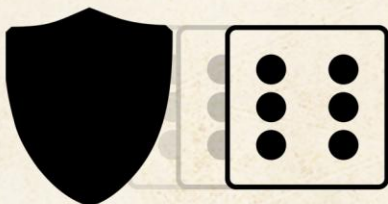
<input type="checkbox"/>	<input type="checkbox"/>	Add die to existing pool:	<input type="checkbox"/>	Choose a new special action or skill:		
<input type="checkbox"/>	<input type="checkbox"/>	Add die to existing pool:	<input type="checkbox"/>	Choose a new special action or skill:		
<input type="checkbox"/>	<input type="checkbox"/>	Add die to existing pool:	<input type="checkbox"/>	Choose a new special action or skill:		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Add new pool:	<input type="checkbox"/>	Choose a new special action or skill:	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Add health level:	<input type="checkbox"/>	<input type="checkbox"/>	Choose a new bonus ability:

Grazed

Add Die to Pool

HERO KIDS

Add Die to Pool
Armor



*You have 1 extra die in the pool for ability tests
and normal attacks, or defenses.*

HERO KIDS

Add Die to Pool
Magic (Intelligence)



*You have 1 extra die in the pool for ability tests
and normal attacks, or defenses.*

HERO KIDS

Add Die to Pool
Melee (Strength)



*You have 1 extra die in the pool for ability tests
and normal attacks, or defenses.*

HERO KIDS

Add Die to Pool
Ranged (Dexterity)



*You have 1 extra die in the pool for ability tests
and normal attacks, or defenses.*

New Dice Pools

HERO KIDS

Dice Pool Armor



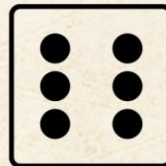
Armor Pool

Roll 1 die for your armor pool when defending against attacks.

You have 1 die in the pool for ability tests and normal attacks, or defenses.

HERO KIDS

Dice Pool Magic (Intelligence)



Magic Attack

Magic attack at a target up to 4 squares away.

You have 1 die in the pool for ability tests and normal attacks, or defenses.

HERO KIDS

Dice Pool Melee (Strength)



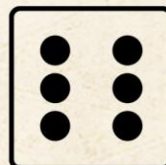
Melee Attack

Melee attack at an adjacent target.

You have 1 die in the pool for ability tests and normal attacks, or defenses.

HERO KIDS

Dice Pool Ranged (Dexterity)





Ranged Attack

Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

You have 1 die in the pool for ability tests and normal attacks, or defenses.

New Health Level, Blank Hero Advancement Cards

<div><p>HERO KIDS</p><p>_____</p><p>Health Level</p><div></div><p><i>You have an additional health level.</i></p></div>	<div><p>HERO KIDS</p><p>_____</p><p>Special Action</p><p><i>Use this special action on your turn as your action.</i></p></div>
<div><p>HERO KIDS</p><p>_____</p><p>Skill</p><p><i>You gain 1 extra die to relevant ability tests.</i></p></div>	<div><p>HERO KIDS</p><p>_____</p><p>Bonus Ability</p><p><i>You have an ongoing or automatic bonus ability.</i></p></div>

Skills

HERO KIDS

Skill



Acrobatics

When you make a Dexterity (Acrobatics) ability test, you gain 1 extra die.

You gain 1 extra die to relevant ability tests.

HERO KIDS

Skill



Athletics

When you make a Strength (Athletics) ability test, you gain 1 extra die.

You gain 1 extra die to relevant ability tests.

HERO KIDS

Skill



Crafting

When you make a Dexterity (Crafting) ability test, you gain 1 extra die.

You gain 1 extra die to relevant ability tests.

HERO KIDS

Skill



Insight

When you make an Intelligence (Insight) ability test, you gain 1 extra die.

You gain 1 extra die to relevant ability tests.

HERO KIDS

Skill



Knowledge

When you make an Intelligence (Knowledge) ability test, you gain 1 extra die.

You gain 1 extra die to relevant ability tests.

HERO KIDS

Skill



Monsters

When you make an Intelligence (Monsters) ability test, you gain 1 extra die.

You gain 1 extra die to relevant ability tests.

HERO KIDS

Skill



Perception

When you make an Intelligence (Perception) ability test, you gain 1 extra die.

You gain 1 extra die to relevant ability tests.

HERO KIDS

Skill



Persuasion

When you make an Intelligence (Persuasion) ability test, you gain 1 extra die.

You gain 1 extra die to relevant ability tests.

HERO KIDS

Skill



Stealth

When you make a Dexterity (Stealth) ability test, you gain 1 extra die.

You gain 1 extra die to relevant ability tests.

HERO KIDS

Skill



Tracking

When you make an Intelligence (Tracking) ability test, you gain 1 extra die.

You gain 1 extra die to relevant ability tests.

Special Actions - Magic

HERO KIDS

Special Action



Special Action: Draining Grasp

Magic attack at an adjacent target with 1 fewer dice; if the attack hits, you also remove 1 damage.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Drawing Bolt

Magic attack at a target up to 4 squares away with 1 fewer dice; the target is also pulled to a square adjacent to you.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Fierce Bolt

Magic attack at a target up to 4 squares away; if the attack hits, it deals 2 damage. Each time you do this, your magic pool is reduced by 1 die until you rest.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Fire Ball

Magic attack at all targets (allies and enemies) within 2 squares of a square up to 4 squares away. Each time you do this, your magic pool is reduced by 1 die until you rest.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Force Bolt

Magic attack at a target up to 4 squares away; if the attack hits, the target takes no damage but you can push or pull the target up to 4 squares.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Ensnare

Target a square up to 4 squares away; all squares within 2 squares of the target become tangled with thick vines, and are obstacles that require extra movement.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Healing Touch

Remove 1 damage from yourself or an adjacent ally. Each time you do this, your magic pool is reduced by 1 die until you rest.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Magic Burst

Magic attacks with 1 die at all adjacent targets (allies and enemies).

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Magic Cleave

If you have two adjacent targets that are also adjacent to each other, you can make magic attacks at both, the second target is attacked with 1 fewer dice.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Magic Command

Magic attack at a target up to 4 squares away; if the attack hits, it deals no damage but the target immediately makes its normal attack at a target you choose.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Magic Quake

Magic attack at all targets within 4 squares (allies and enemies); if the attack hits, it deals no damage but the target is knocked prone.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Magic Storm

Magic attacks at all targets within 6 squares (allies and enemies). Each time you do this, your magic pool is reduced by 1 die until you rest.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Magic Wave

Magic attack at all targets (allies and enemies) up to 2 squares away within a 45 degree arc with 1 fewer dice.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Pinning Bolt

Magic attack at a target up to 4 squares away; the target also cannot move on its next turn.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Pinning Burst

Magic attack at all targets (allies and enemies) up to 4 squares away; if an attack hits, that target also cannot move on its next turn.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Portal Step

Teleport to an empty square that you can clearly see up to 8 squares away. Each time you do this, your magic pool is reduced by 1 die until you rest.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Repulsive Burst

Magic attacks with 1 die at all adjacent targets (allies and enemies); if an attack hits, that target takes no damage but is pushed back 5 squares.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Smashing Bolt

Magic attack at a target up to 4 squares away with 1 fewer dice; the target is also pushed back up to 4 squares.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Split Bolts

Split your magic dice to make magic attacks at multiple targets up to 4 squares away.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Witching Beam

Magic attack at a target up to 4 squares away; if the attack hits, it also attaches to the target and you can attack that same target next turn with 1 extra die.

Use this special action on your turn as your action.

Special Actions - Melee

HERO KIDS

Special Action



Special Action: Ambush Strike

If you have not hit any enemies this encounter, you can make a melee attack at an adjacent target; if the attack hits, it deals 2 damage.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Charging Strike

If you start your turn without an adjacent enemy, you can move up to 3 squares, then make a melee attack at an adjacent target with 1 extra die.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Cleaving Strike

If you have two adjacent targets that are also adjacent to each other, you can make melee attacks at both, the second target is attacked with 1 fewer dice.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Deceptive Strike

If you have at least two adjacent targets, you can nominate two of these to be potential targets for your melee attack. Both targets roll their defence dice first, and then you can choose which one of the targets to melee attack.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Defensive Stance

Your armor pool gains extra dice equal to the number of dice in your melee pool until the start of your next turn.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Engaged Strike

If an adjacent target is engaged, you can make a melee attack at that target with 1 extra die.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Fierce Strike

Melee attack at an adjacent target; if the attack hits, it deals 2 damage. Each time you do this, your melee pool is reduced by 1 die until you rest.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Grappling Strike

Melee attack at an adjacent target. If the attack hits, it does no damage, but you grapple the target. The grappled target cannot move, and their armor pool and attacks have 1 fewer dice. If you are damaged, the target breaks free of the grapple.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Knockdown Strike

Melee attack at an adjacent target with 1 fewer dice; if the attack hits, the target is also knocked prone.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Lunging Strike

Melee attack at target up to 2 squares away with 1 fewer dice.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Opening Strike

Melee attack at an adjacent target with 1 fewer dice; the target's armor pool also has 1 fewer dice until the end of your next turn.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Pressing Strike

Melee attack at an adjacent target with 1 fewer dice; the target is also pushed back 1 square and you move into its square.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Pushback Strike

Melee attack at an adjacent target with 1 fewer dice; if the attack hits, the target is also pushed back 4 squares.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Reckless Strike

Melee attack at an adjacent target with 1 extra die; your armor pool has 1 fewer dice until your next turn.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Retaliatory Strike

If an adjacent target has attacked you since your last turn, you can make a melee attack at that target with 1 extra die.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Split Strikes

Split your melee dice to make melee attacks at multiple adjacent targets.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Staggering Strike

Melee attack at an adjacent target with 1 fewer dice; the target's attacks also have 1 fewer dice until the end of your next turn.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Thrown Strike

Ranged attack at a target up to 4 squares away with 1 fewer dice than your melee pool. Once you do this, you can't make melee attacks until you recover your weapon.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Weakpoint Strike

If you damaged an adjacent target on your last turn, you can make a melee attack at that target with 1 extra die.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Whirlwind Strikes

Melee attacks at all adjacent targets (allies and enemies) with 1 fewer dice.

Use this special action on your turn as your action.

Special Actions - Miscellaneous

HERO KIDS

Special Action



Special Action: Bolster Ally

An ally within 8 squares gains dice to their next attack equal to the number of dice in your melee, ranged, or magic pool.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Phalanx

All adjacent allies gain 1 extra die to their armor pool until the end of your next turn.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Quaffing Attack

Make a normal attack with 1 fewer dice; and drink a potion yourself or administer one to an adjacent character.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Rallying Call

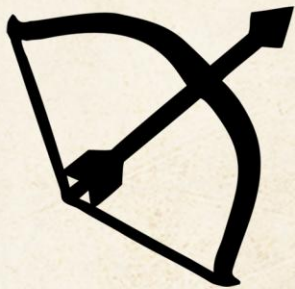
All adjacent allies gain 1 extra die to their attacks until the end of your next turn.

Use this special action on your turn as your action.

Special Actions - Ranged

HERO KIDS

Special Action



Special Action: Aimed Shot

If you start your turn without an adjacent enemy, you can use your entire turn to make a ranged attack at a target up to 6 squares away with 1 extra die.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Ambush Shot

If you have not hit any enemies this encounter, you can make a ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets); if the attack hits, it deals 2 damage.

Use this special action on your turn as your action.

HERO KIDS

Special Action



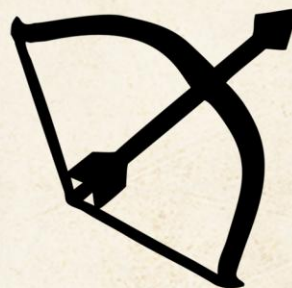
Special Action: Dodging Stance

Your armor pool gains extra dice equal to the number of dice in your ranged pool until the start of your next turn.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Engaged Shot

If a target up to 6 squares away (but not adjacent) is engaged, you can make a ranged attack at that target with 1 extra die.

Use this special action on your turn as your action.

HERO KIDS

Special Action



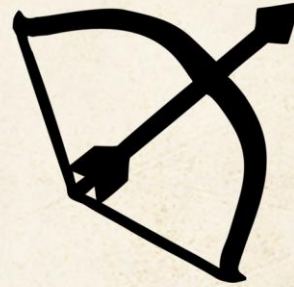
Special Action: Following Shot

If you damaged a target up to 6 squares away (but not adjacent) on your last turn, you can make a ranged attack at that target with 1 extra die.

Use this special action on your turn as your action.

HERO KIDS

Special Action



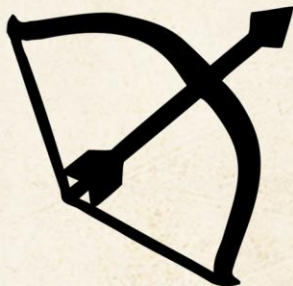
Special Action: Harrying Shot

Ranged attack at a target up to 6 squares away (but not adjacent) with 1 fewer dice; the target is also pushed or pulled 1 square.

Use this special action on your turn as your action.

HERO KIDS

Special Action



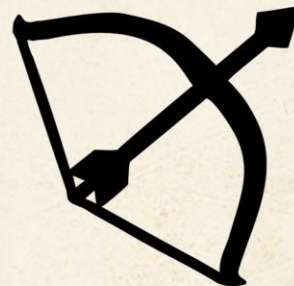
Special Action: Long Shot

Ranged attack at a target up to 8 squares away (but not adjacent) with 1 fewer dice.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Piercing Shot

If a target up to 5 squares away (but not adjacent) overlaps with a target 1 square farther away, you can ranged attack the first target and ranged attack the second target with 1 fewer dice.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Pinning Shot

Ranged attack at a target up to 6 squares away (but not adjacent) with 1 fewer dice; if the attack hits, the target also cannot move on its next turn.

Use this special action on your turn as your action.

HERO KIDS

Special Action



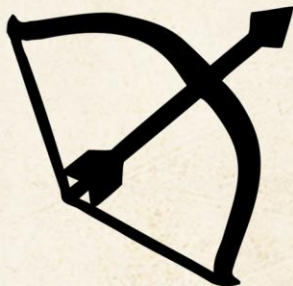
Special Action: Reckless Shot

Ranged attack at a target up to 6 squares away (but not adjacent) with 1 extra die, but your armor pool has 1 fewer dice until your next turn.

Use this special action on your turn as your action.

HERO KIDS

Special Action



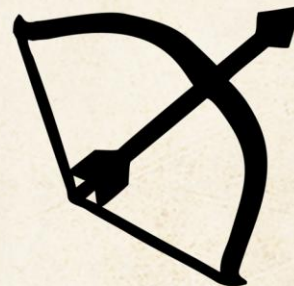
Special Action: Retaliatory Shot

If a target up to 6 squares away (but not adjacent) has attacked you since your last turn, you can make a ranged attack at that target with 1 extra die.

Use this special action on your turn as your action.

HERO KIDS

Special Action



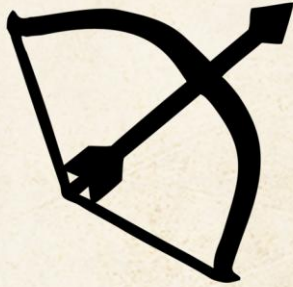
Special Action: Ricochet Shot

If there is an appropriately placed wall or obstacle, you can make a ranged attack at a target up to 6 squares away with 1 fewer dice without needing line of sight.

Use this special action on your turn as your action.

HERO KIDS

Special Action



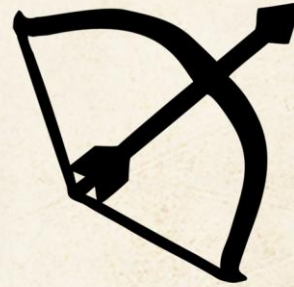
Special Action: Sharpshooter Shot

If a target up to 6 squares away (but not adjacent) has cover from you, you can ranged attack that target and the target does not gain the benefit of cover to its armor pool.

Use this special action on your turn as your action.

HERO KIDS

Special Action



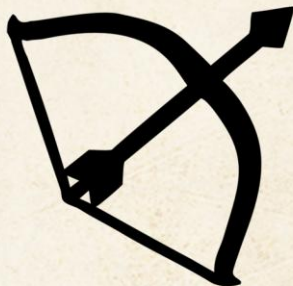
Special Action: Shattering Shot

Once per encounter, you can make 1 die ranged attacks at a target or square up to 6 squares away and all adjacent targets (allies and enemies).

Use this special action on your turn as your action.

HERO KIDS

Special Action



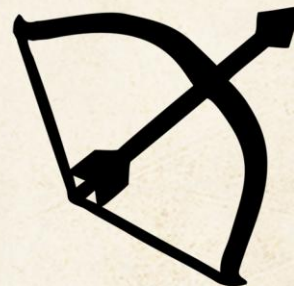
Special Action: Split Shots

Split your ranged dice to attack multiple targets up to 6 squares away (but not adjacent).

Use this special action on your turn as your action.

HERO KIDS

Special Action



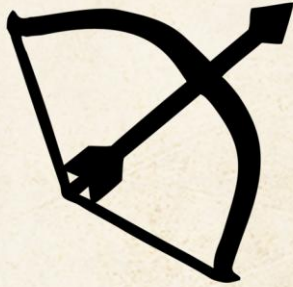
Special Action: Springing Shot

Move 1 square, make a ranged attack at a target up to 6 squares away (but not adjacent), then return to your original position.

Use this special action on your turn as your action.

HERO KIDS

Special Action



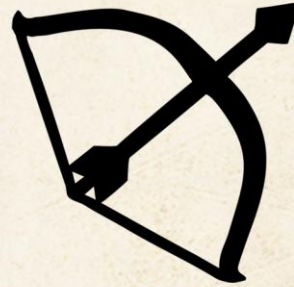
Special Action: Staggering Shot

Ranged attack at a target up to 6 squares away (but not adjacent) with 1 fewer dice; the target's attacks also have 1 fewer dice until the end of your next turn.

Use this special action on your turn as your action.

HERO KIDS

Special Action



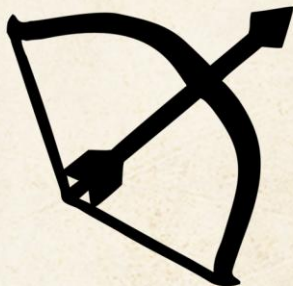
Special Action: Tripping Shot

Ranged attack at a target up to 6 squares away (but not adjacent) with 1 fewer dice; if the attack hits, the target is also knocked prone.

Use this special action on your turn as your action.

HERO KIDS

Special Action



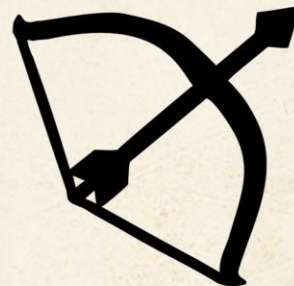
Special Action: Vanguard Shot

If you are closer to your enemies than all of your allies, you can ranged attack a target up to 6 squares away (but not adjacent) with 1 extra die.

Use this special action on your turn as your action.

HERO KIDS

Special Action



Special Action: Versatile Shot

Ranged attack at an adjacent enemy.

Use this special action on your turn as your action.

Bonus Abilities

HERO KIDS

Bonus Ability



Bonus Ability: Action Surge

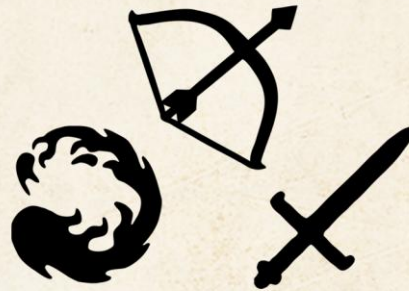
When you start your turn, you can choose to use your entire movement to instead take an extra action.

You can use this ability once per encounter.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Bloodied Attacker

When you're Hurt, your attacks gain 1 extra die.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Bloodied Defender

When you're Hurt, your armor pool gains 1 extra die.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Close Defender

When defending melee attacks, your armor pool gains 1 extra die.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Darkvision

When you're in low light or dark conditions, you can see normally.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Defender

When an adjacent ally is hit, you can take the damage instead of the ally.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Defensive Leader

When an ally is adjacent to you, their armor pool gains 1 extra die.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Engaged Attacker

When a target is engaged, your attacks against that target gain 1 extra die.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Evasive Maneuver

When you're damaged by an attack, you can immediately move 1 square.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Exhausting Attacker

When you make an attack, you can double the number of dice in your attack pool. After you do this, you take 1 damage.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Expert Attacker

When you roll a 6 on an attack die, you can also choose one of these effects: knock your target prone, the target cannot move next turn, or push the target back 1 square.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Expert Defender

When you roll a 6 on a defense die, you can only be hit if your attacker rolls more than one 6 on their attack dice.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Ferocious

When you have two or more enemies adjacent to you, your attacks gain 1 extra die.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Flying

When you move, you can fly over allies, enemies, and obstacles.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Formidable

Enemies within 4 squares of you must spend 2 squares of movement for each square they move closer to you.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Hard To Kill

When you take damage that would KO you, you can still act on your next turn. If you're still KO'd at the end of your next turn, you are knocked out.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Last Strike

When you are KO'd, you can immediately make a normal attack.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Leader's Rally

When you KO an enemy, your allies gain 1 extra die to their attacks on their next turn.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Magic Resistance

When defending magic attacks, your armor pool gains 1 extra die.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Master Attacker

When you roll two or more 6s on your attack dice, your attack deals 1 extra damage.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Mount

When you move, you can carry a willing hero with you.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Nimble

You can move up to 5 squares on your turn, ignoring obstacles, enemies, and allies.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Offensive Leader

When an ally is adjacent to you, their attacks gain 1 extra die.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Rally

When you're adjacent to an ally, your attacks gain 1 extra die.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



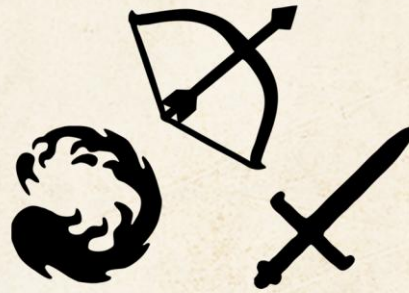
Bonus Ability: Ranged Defender

When defending ranged attacks, your armor pool gains 1 extra die.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Skillful Attacker

When you roll a 1 on an attack die, you can re-roll that die. You must keep the result.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Skillful Defender

When you roll a 1 on a defense die, you can re-roll that die. You must keep the result.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability



Bonus Ability: Stance Change

When you begin your turn, you can move 1 die one of your ability pools to your armor pool or from your armor pool to one of your ability pools until the start of your next turn.

You have an ongoing or automatic bonus ability.

HERO KIDS

Bonus Ability




Bonus Ability: Tactical Leader


When you use your movement, instead of moving, you can move one or more allies a total of 4 squares.


You have an ongoing or automatic bonus ability.


Ability Cards


HERO KIDS












KO


Hurt


Bruised


Grazed


HERO KIDS












KO


Hurt


Bruised


Grazed


HERO KIDS












KO


Hurt


Bruised


Grazed


HERO KIDS











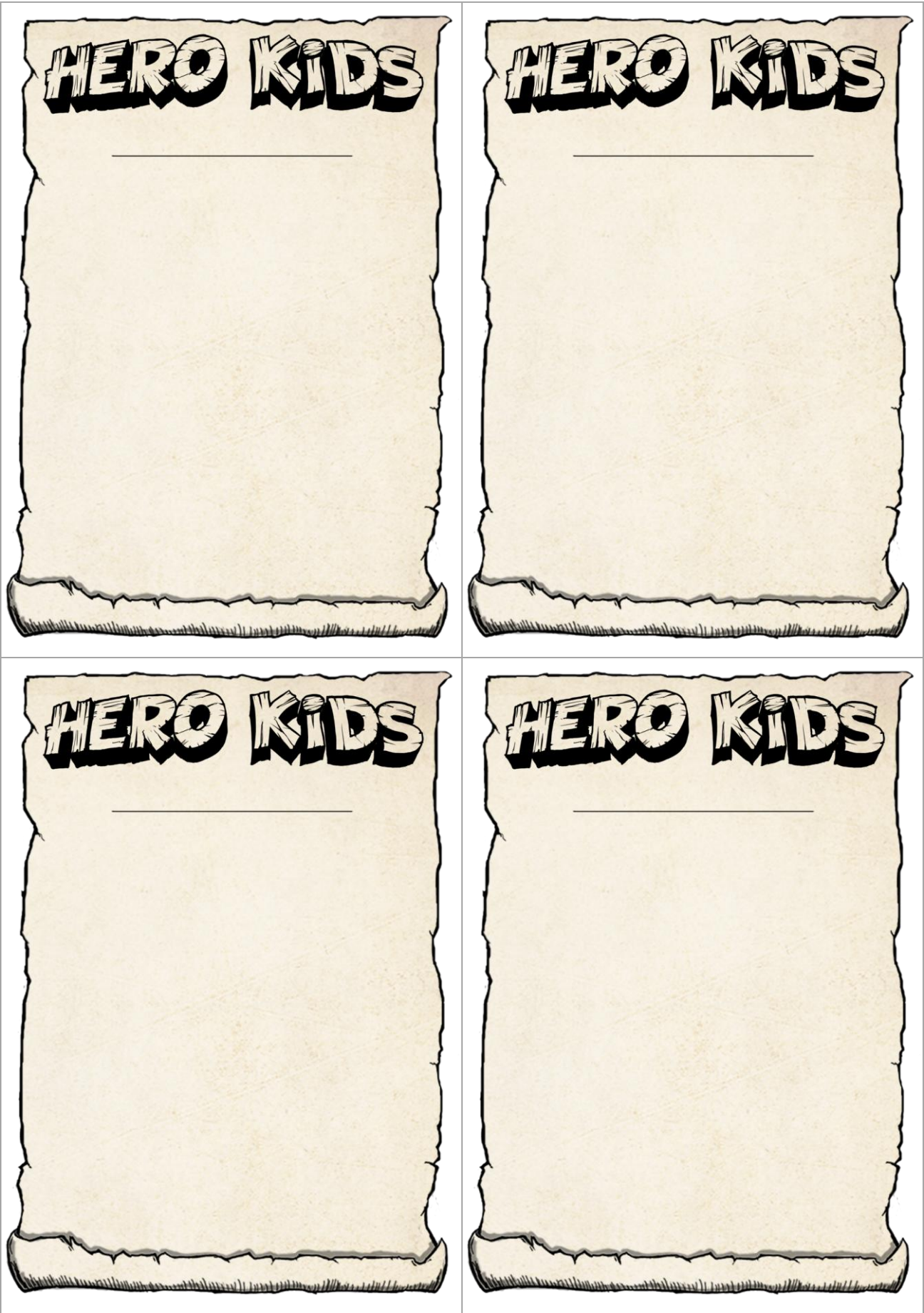
KO

Hurt

Bruised

Grazed

Hero Portrait Cards



Normal Attacks

HERO KIDS

Normal Attack



Magic Attack

Magic attack at a target up to 4 squares away.

Use this normal attack on your turn as your action.

HERO KIDS

Normal Attack



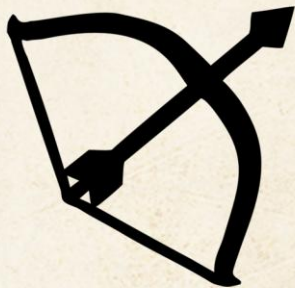
Melee Attack

Melee attack at an adjacent target.

Use this normal attack on your turn as your action.

HERO KIDS

Normal Attack



Ranged Attack

Ranged attack at a target up to 6 squares away
(1 fewer dice against adjacent targets).

Use this normal attack on your turn as your action.