

HERO KIDS



HERO CARDS II

BY

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CREDITS

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Changelog:

- Updated Swashbuckler hero card
- Updated layout of hero and monster cards and stand-ups.
- Updated hero cards to improve consistency.
- Updated hero card artwork to add white fill.
- Added printing authorization.

MORE HEROES!



HERO KIDS



Acrobat:



Melee Attack: Piercing Strike

Melee attack at an adjacent target.

Special Action: Springing Attack

Move up to 2 squares, make a melee attack at an adjacent target with 1 fewer dice, then return to your original position.

Bonus Ability: Nimble

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

Inventory and Skills



HERO KIDS



Alchemist:



Ranged Attack: Bomb!

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

Special Action: BA-BOOM!

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

Bonus Ability: Oops!

If you are KO'd, immediately make 1 die ranged attacks at all adjacent targets.

Inventory and Skills





HERO KIDS



Brute:



Melee Attack: Axe Chop

Melee attack at an adjacent target.

Special Action: Knockback Attack

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

Bonus Ability: Retaliation

When you hit a target that has damaged you since your last turn, you deal 2 damage.

Inventory and Skills



HERO KIDS



Healer:



Magic Attack: Searing Light

Magic attack at a target up to 4 squares away.

Special Action: Healing Touch

Remove 1 damage from yourself or an adjacent ally.

Bonus Ability: Potion Brewer

After an encounter, you can replenish 1 potion that you or an ally has used.

Inventory and Skills





HERO KIDS



Hunter: _____



KO

Hurt

Bruised



Ranged Attack: Arrow Shot

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

Special Action: Arrow-Split Shot

Split your ranged dice to make ranged attacks at multiple targets up to 6 squares away (cannot attack adjacent targets).

Bonus Ability: Evasive Maneuver

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

Inventory and Skills



HERO KIDS



Knight: _____



KO

Hurt

Bruised



Melee Attack: Parrying Strike

Melee attack at an adjacent target.

Special Action: Strikeback Attack

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

Bonus Ability: Defender

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

Inventory and Skills





HERO KIDS



Storm-Mage:



Magic Attack: Lighting Bolt

Magic attack at a target up to 4 squares away.

Special Action: Fork Lightning

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

Bonus Ability: Shocking

When you're damaged by a melee attack, your attacker takes 1 damage.

Inventory and Skills



HERO KIDS



Swashbuckler:



Melee Attack: Slashing Strike

Melee attack at an adjacent target.

Special Action: Pressing Attack

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

Bonus Ability: Duellist

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

Inventory and Skills





HERO KIDS



Swashbuckler: _____



Melee Attack: Finesse Strike

Melee attack at an adjacent target.

Special Action: Pressing Attack

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

Bonus Ability: Duellist

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

Inventory and Skills



HERO KIDS



Wolfchild: _____



Melee Attack: Clawing Attack

Melee attack at an adjacent target.

Special Action: Taste For Blood

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

Bonus Ability: Sure-Footed

You can ignore obstacles when moving.

Inventory and Skills





HERO KIDS



Normal Attack:



Special Action:



Bonus Ability:



Inventory and Skills



HERO KIDS



Normal Attack:



Special Action:



Bonus Ability:



Inventory and Skills



