

HERO KIDS



HERO CARDS III

BY

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CREDITS

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WEBSITES

herokidsrpg.blogspot.com

Printing Authorization:

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Version: 1.1 (Build 5)

Changelog:

- Updated hero cards to improve consistency.
- Updated hero card artwork to add white fill.
- Added printing authorization.

MORE HEROES!



HERO KIDS



Arbalest:



Ranged Attack: Crossbot Shot

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

Special Action: Cover Shot

Move 1 square, make a ranged attack at a target up to 6 squares away with 1 fewer dice (cannot attack adjacent targets), then return to your original position.

Bonus Ability: Powerful Shot

When the target of your ranged attack overlaps another target that is within range, you can make a 1 die ranged attack at the second target.

Inventory and Skills



HERO KIDS



Blade Dancer:



Melee Attack: Scything Blades

Melee attack at an adjacent target.

Special Action: Dual Strikes

Split your melee dice to attack multiple adjacent targets (at least 1 die each).

Bonus Ability: Aggravated

When you miss an enemy with an attack, your next attack gains 1 extra die if it is against that enemy.

Inventory and Skills





HERO KIDS



Blade Dancer:



Melee Attack: Double-Strike

Melee attack at an adjacent target.

Special Action: Dual Strikes

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

Bonus Ability: Momentum

When you damage an enemy, your next attack gains 1 extra die if it is against that enemy.

Inventory and Skills



HERO KIDS



Brute:



Melee Attack: Brutal Swing

Melee attack at an adjacent target.

Special Action: All-Out Attack

Melee attack at an adjacent target using 1 extra die, but until the start of your next turn your armor pool has no dice.

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.

Inventory and Skills





HERO KIDS



Druid: _____



Magic Attack: Nature's Wrath

Magic attack at a target up to 4 squares away.

Special Action: Tangling Roots

Magic attack at a target up to 4 squares away with 1 fewer dice; if the attack hits the target also cannot move on its next turn.

Bonus Ability: Barkskin

When you are not at full health, your armor pool gains 1 extra die.

Inventory and Skills



HERO KIDS



Knight: _____



Melee Attack: Hammer Strike

Melee attack at an adjacent target.

Special Action: Iron Wall

Your armor pool gains 1 extra die until the start of your next turn.

Bonus Ability: Shieldless

At the start of your turn you can drop your shield. Until the end of the encounter, your armor pool has 1 fewer dice and your melee pool gains 1 extra die.

Inventory and Skills





HERO KIDS



Mancer: _____



KO

Hurt

Bruised



Magic Attack: Force Bolt

Magic attack at a target up to 4 squares away.

Special Action: Wave Of Force

Magic attack at a target up to 4 squares away with 1 extra die; if the attack hits it deals no damage but you can push or pull the target up to 4 squares.

Bonus Ability: Power Push

When you roll a 6 on an attack die, you can push the target up to 4 squares.

Inventory and Skills



HERO KIDS



Rogue: _____



KO

Hurt

Bruised



Ranged Attack: Swift Daggers

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

Special Action: Deceptive Attack

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.

Bonus Ability: Nimble

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

Inventory and Skills





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Stonemaster: _____



Magic Attack: Avalanche Strike

Magic attack at a target up to 4 squares away.

Special Action: Wall Of Stone

Create an obstacle or impassable wall for each die in your magic pool on empty squares up to 4 squares away.

Bonus Ability: Strength Of Stone

When you are not at full health, your armor pool gains 1 extra die.

Inventory and Skills



HERO KIDS



Woodswalker: _____



Ranged Attack: Arrow Shot

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

Special Action: Long Shot

Ranged attack at a target up to 8 squares away using 1 fewer dice (cannot attack adjacent targets).

Bonus Ability: Ricochet Shot

When there is an appropriately positioned wall or object, you can bounce your shots around corners.

Inventory and Skills





HERO KIDS



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Normal Attack:



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Special Action:



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Bonus Ability:



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Inventory and Skills



KO	Hurt	Bruised
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HERO KIDS



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Normal Attack:



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Special Action:



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Bonus Ability:



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Inventory and Skills



KO	Hurt	Bruised
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