

# HERO KIDS



HERO CARDS IV – FOREST FRIENDS

BY

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## CREDITS

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## WEBSITE

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

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Changelog:

- New stuffs.



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# FOREST FRIENDS





# HERO KIDS



## Brute:



**Melee Attack: Hammer Smash**  
Melee attack at an adjacent target.

**Special Action: Knockdown Attack**  
Melee attack at an adjacent target using 1 fewer dice; if the attack hits the target is also knocked prone.

**Bonus Ability: Ferocious**  
When you are not at full health, your attacks gain 1 extra die.

### Inventory and Skills



# HERO KIDS



## Healer:



**Magic Attack: Acorn Attack**  
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







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Hunter:



## Ranged Attack: Arrow Shot

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

## Special Action: Hunter's 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.

## Bonus Ability: Evasive Maneuver

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

## Inventory and Skills



# HERO KIDS



Knight:



## 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: 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



Mage: \_\_\_\_\_



## Magic Attack: Striking Bolt

Magic attack at a target up to 4 squares away.

## Special Action: Smashing Bolt

Magic attack at a target up to 6 squares away; if the attack hits the target takes no damage but is pushed back 4 squares.

## Bonus Ability: Unstoppable

You can move through spaces occupied by enemies.

## Inventory and Skills



# HERO KIDS



Rogue: \_\_\_\_\_



## Ranged Attack: Swift Daggers

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

## Special Action: Sneaky Attack

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.

## Bonus Ability: Nimble

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

## Inventory and Skills







# HERO KIDS



## Spear Bearer:



### Melee Attack: Spear Thrust

Melee attack at a target up to 2 squares away (1 fewer dice against adjacent targets).

### Special Action: Double Strike

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

### Bonus Ability: Evasive Maneuver

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

### Inventory and Skills



# HERO KIDS



## Warlock:



### Magic Attack: Whipping Claw

Magic attack at a target up to 4 squares away.

### Special Action: Swirling Claws

Make 1 die magic attacks at all adjacent targets, including enemies and allies.

### Bonus Ability: Nimble

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

### Inventory and Skills







# HERO KIDS



Warrior: \_\_\_\_\_



**Melee Attack: Crushing Strike**

Melee attack at an adjacent target.

**Special Action: Whirlwind Attack**

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

**Bonus Ability: Teamwork**

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

Inventory and Skills



# HERO KIDS



Warrior: \_\_\_\_\_



**Melee Attack: Slashing Strike**

Melee attack at an adjacent target.

**Special Action: Whirlwind Attack**

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

**Bonus Ability: Teamwork**

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

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





