

# HERO KIDS



HERO CARDS V – MONSTROUS HEROES

BY

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## CREDITS

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## WEBSITE

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

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Changelog:

- New monstrous heroes.



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# MONSTROUS HEROES





# HERO KIDS



Ambusher:



**Melee Attack: Slashing Claws**

Melee attack at an adjacent target.

**Special Action: Diving Attack**

If you start your turn without an adjacent enemy, you can move up to 4 squares, and then make a melee attack at an adjacent target with 1 extra die.

**Bonus Ability: Flyer, Stoneshape**

You can fly over obstacles and enemies.

While motionless, you look like a stone statue.

**Inventory and Skills**



# HERO KIDS



Brute:



**Melee Attack: Tree Trunk Smash**

Melee attack at an adjacent target.

**Special Action: Sweeping Smash**

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.

**Bonus Ability: Blood Soaked**

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

**Inventory and Skills**







# HERO KIDS



Hunter: \_\_\_\_\_



## Ranged Attack: Tongue Splat

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

## Special Action: Sticky Splat

Ranged attack at a target up to 6 squares away (but not adjacent); if the attack hits the target takes no damage but is pulled to an empty square closer to you.

## Bonus Ability: Amphibious

You can breathe water and air, and move through water without penalty.

## Inventory and Skills



# HERO KIDS



Knight: \_\_\_\_\_



## Melee Attack: Hammer Strike

Melee attack at an adjacent target.

## Special Action: Charging Attack

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.

## Bonus Ability: Enraged

When you're Hurt, you can move 2 extra squares.

## Inventory and Skills







# HERO KIDS



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



## Magic Attack: Ankh Strike

Magic attack at a target up to 4 squares away.

## Special Action: Withering Strike

Magic attack at a target up to 4 squares away with 1 fewer dice; if the attack hits you also remove 1 wound.

## Bonus Ability: Terrifying

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

## Inventory and Skills



# HERO KIDS



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



## Melee Attack: Swift Strike

Melee attack at an adjacent target.

## Special Action: Sneaky Attack

If an adjacent target is engaged, you can make a melee 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



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



Trickster: \_\_\_\_\_



## Melee Attack: Feinting Jabs

Melee attack at an adjacent target.

## Special Action: Deceptive Attack

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 defense dice first, and you can then choose one of the targets to melee attack.

## Bonus Ability: Cunning

When an attack against you resolves, you can immediately move 1 square.

## Inventory and Skills







# HERO KIDS



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



**Melee Attack: Hacking Strike**

Melee attack at an adjacent target.

**Special Action: Reckless Attack**

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

**Bonus Ability: Bully**

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

**Inventory and Skills**



# HERO KIDS



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



**Melee Attack: Thrusting Strike**

Melee attack at an adjacent target.

**Special Action: Stance Change**

Move 1 die from your melee pool to your armor pool or from your armor pool to your melee pool until the start of your next turn, then make a melee attack at an adjacent target.

**Bonus Ability: Tail Strike**

When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.

**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





