

# HERO KIDS



PET CARDS

BY

JUSTIN HALLIDAY



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## CREDITS

Designed and written by Justin Halliday

Pet art by Daniel Wood  
[www.danielwoodart.com](http://www.danielwoodart.com)

## WEBSITES

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

Printing Authorization:

This PDF document may be printed for personal use.

Version: 1.4 (Build 10)

Changelog:

- 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.



## PETS!

The pets included in this pack are intended to be used by players in conjunction with their normal heroes. The players must split their move and normal action between their hero and their pet. When used like this, players with heroes and pets do not overshadow players without pets.

If you want, you can allow your players to run their pets independently, giving the pets their own actions separate from the normal heroes.





# HERO KIDS



Dragon: \_\_\_\_\_



## Magic Attack: Fiery Bolt

Your pet makes a magic attack at a target up to 6 squares away.

## Special Action: Flame Breath

Your pet makes magic attacks at 2 targets that are adjacent to it and also each other.

## Bonus Ability: Flyer

Your pet can fly over obstacles and enemies.

On your turn you can choose to use your move action to move your pet, and choose to use your action to use your pet's action.

## Inventory and Skills



# HERO KIDS



Hound: \_\_\_\_\_



## Melee Attack: Ferocious Bite

Your pet makes a melee attack at an adjacent target.

## Special Action: Protective Attack

If you are not on full health, your pet can make a melee attack at an adjacent target with 1 extra die.

## Bonus Ability: Sure-Footed

Your pet can ignore obstacles and enemies when moving.

On your turn you can choose to use your move action to move your pet, and choose to use your action to use your pet's action.

## Inventory and Skills



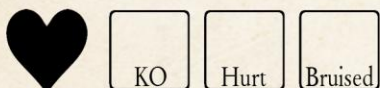
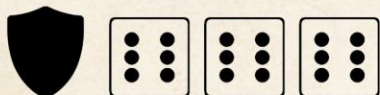
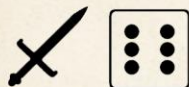




# HERO KIDS



Owl: \_\_\_\_\_



## Melee Attack: Raking Claws

Your pet makes a melee attack at an adjacent target.

## Special Action: Diving Attack

If your pet starts its turn without an adjacent enemy, it can move up to 4 squares, then make a melee attack at an adjacent target with 1 extra die.

## Bonus Ability: Flyer

Your pet can fly over obstacles and enemies.

On your turn you can choose to use your move action to move your pet, and choose to use your action to use your pet's action.

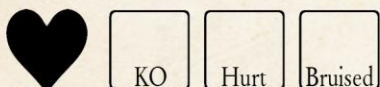
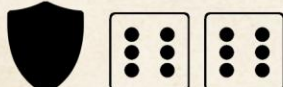
## Inventory and Skills



# HERO KIDS



Eagle: \_\_\_\_\_



## Melee Attack: Vicious Peck

Your pet makes a melee attack at an adjacent target.

## Special Action: Bird-Strike

Your pet moves up to 4 squares, makes a melee attack at an adjacent target, then moves 4 squares.

## Bonus Ability: Flyer

Your pet can fly over obstacles and enemies.

On your turn you can choose to use your move action to move your pet, and choose to use your action to use your pet's action.

## Inventory and Skills



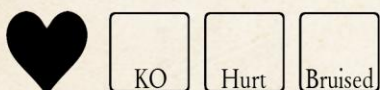
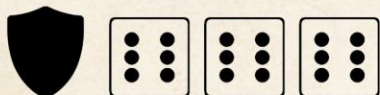
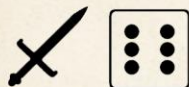




# HERO KIDS



Lynx: \_\_\_\_\_



## Melee Attack: Hissing Swipe

Your pet makes a melee attack at an adjacent target.

## Special Action: Frenzied Attack

If your pet is not at full health, it can make a melee attack at an adjacent target with 1 extra die.

## Bonus Ability: Nimble-Footed

Your pet can ignore obstacles and enemies when moving.

On your turn you can choose to use your move action to move your pet, and choose to use your action to use your pet's action.

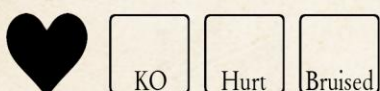
## Inventory and Skills



# HERO KIDS



Pegasus: \_\_\_\_\_



## Melee Attack: Bucking Kick

Your pet makes a melee attack at an adjacent target.

## Special Action: Toof 'n' Hoof

Your pet splits its melee dice to make melee attacks at multiple adjacent targets.

## Bonus Ability: Flyer

Your pet can fly over obstacles and enemies.

On your turn you can choose to use your move action to move your pet, and choose to use your action to use your pet's action.

## Inventory and Skills







# HERO KIDS



Bear: \_\_\_\_\_



## Melee Attack: Ravenous Bite

Your pet makes a melee attack at an adjacent target.

## Special Action: Barging Attack

Your pet makes a melee attack at an adjacent target with 1 fewer dice; the target is also pushed back 4 squares.

## Bonus Ability: Cub's Courage

When your pet is adjacent to you or an ally, its armor pool gains 1 extra die.

On your turn you can choose to use your move action to move your pet, and choose to use your action to use your pet's action.

## Inventory and Skills



# HERO KIDS



Fox: \_\_\_\_\_



## Melee Attack: Vicious Nip

Your pet makes a melee attack at an adjacent target.

## Special Action: Snapping Bite

If your pet has been attacked by an adjacent target since its last turn, it can make a melee attack at that target with 1 extra die.

## Bonus Ability: Scamper

Your pet can ignore obstacles and enemies when moving.

On your turn you can choose to use your move action to move your pet, and choose to use your action to use your pet's action.

## Inventory and Skills







# HERO KIDS



Wolf: \_\_\_\_\_



## Melee Attack: Ferocious Bite

Your pet makes a melee attack at an adjacent target.

## Special Action: Pack Attack

If a target is adjacent to you and your pet, your pet can make a melee attack at that target with 1 extra die.

## Bonus Ability: Sure-Footed

Your pet can ignore obstacles and enemies when moving.

On your turn you can choose to use your move action to move your pet, and choose to use your action to use your pet's action.

## Inventory and Skills



# HERO KIDS



Sprite: \_\_\_\_\_



## Magic Attack: Flaming Bolt

Your pet makes a magic attack at a target up to 6 squares away.

## Special Action: Flaming Burst

Your pet makes 1 die magic attacks at all adjacent targets, enemies and allies.

## Bonus Ability: Flyer

Your pet can fly over obstacles and enemies.

On your turn you can choose to use your move action to move your pet, and choose to use your action to use your pet's action.

## Inventory and Skills







# HERO KIDS



Unicorn: \_\_\_\_\_



## Melee Attack: Charging Lunge

Your pet makes a melee attack at an adjacent target.

## Special Action: Trample

Your pet can move through squares occupied by enemies and make 1 die melee attacks at each enemy it passes through.

## Bonus Ability: Glorious

When your pet is the target of a melee attack, its armor pool gains 1 extra die.

On your turn you can choose to use your move action to move your pet, and choose to use your action to use your pet's action.

## Inventory and Skills







# HERO KIDS



Normal Attack:



Special Action:



Bonus Ability:



On your turn you can choose to use your move action to move your pet, and choose to use your action to use your pet's action.

Inventory and Skills



# HERO KIDS



Normal Attack:



Special Action:



Bonus Ability:



On your turn you can choose to use your move action to move your pet, and choose to use your action to use your pet's action.

Inventory and Skills





