

HERO KIDS



PET CARDS II

BY

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CREDITS

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Version: 1.0 (Build 2)

Changelog:

- Added pet cards and stand-ups.

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.

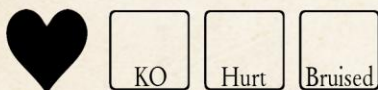




HERO KIDS



Beguiler: _____



Magic Attack: Versatile Attack

Your pet splits its magic dice to make magic attacks at multiple targets up to 4 squares away; if an attack hits, choose one of these effects:

- Target is pushed back 4 squares
- Target is knocked prone
- Target takes 1 damage

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.

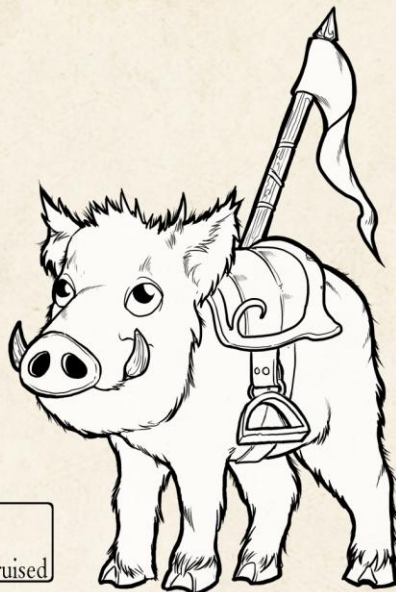
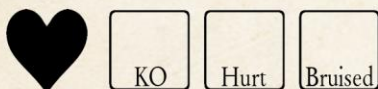
Inventory and Skills



HERO KIDS



Boar: _____



Melee Attack: Gore

Your pet makes a melee attack at an adjacent target.

Special Action: Charging Attack

If your pet starts its turn without an adjacent enemy, it can move up to 3 squares, then make a melee attack at an adjacent enemy with 1 extra die.

Bonus Ability: Mount

Your pet can carry a hero when it moves.

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



Gorilla: _____



Melee Attack: Slamming Attack

Your pet makes a melee attack at an adjacent target.

Special Action: Battering 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: Climber

When your pet is adjacent to a wall, it can climb 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



Griffon: _____



Melee Attack: Raking Claws

Your pet makes a melee attack at an adjacent target.

Special Action: Carrying Attack

Your pet makes a melee attack at an adjacent target with 1 fewer dice; if the attack hits the target your pet can also fly with the target up to 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



Hydra: _____



Special Action: Versatile Attack

Your pet makes one of these attacks:

- Melee attack at an adjacent target.
- Ranged attack at a target up to 6 squares away (cannot attack adjacent targets).
- Magic attack at a target up to 4 squares away.

Bonus Ability: Bloodied

When your pet is not on full health, their attacks gain 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



Phoenix: _____



Magic Attack: Flaming Bolt

Your pet makes a magic attack at a target up to 4 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



Salamander: _____



Magic Attack: Flaming Swipe

Your pet makes a melee attack at an adjacent target.

Special Action: Flaming Burst

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

Bonus Ability: Fire-Bound

Your pet is immune to fire attacks.

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



Wyrmling: _____



Magic Attack: Lightning Ball

Your pet makes a magic attack at a target up to 4 squares away.

Special Action: Tail Lash

Your pet makes 1 die melee 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





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Wyvern:



Melee Attack: Crushing Bite

Your pet makes a melee attack at an adjacent target.

Special Action: Buffet

All creatures adjacent to your pet are pushed back 4 squares.

Bonus Ability: Flyer, Venomous

Your pet can fly over obstacles and enemies. When your pet damages a target, it cannot move on its next turn.

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



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Yeti:



Ranged Attack: Icy Boulder

Your pet makes a ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Flurry Of Ice

Your pet splits its ranged dice to make ranged attacks at multiple targets up to 6 squares away (cannot attack adjacent targets).

Bonus Ability: Ice-Bound

Your pet is immune to cold or ice attacks.

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





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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



