

## COPYRIGHT NOTICE

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## CREDITS

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### WEBSITES

herokidsrpg.blogspot.com

Printing Authorization: This PDF document may be printed for personal use.

Version: 1.3 (Build 9)

Changelog:

- 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.





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.

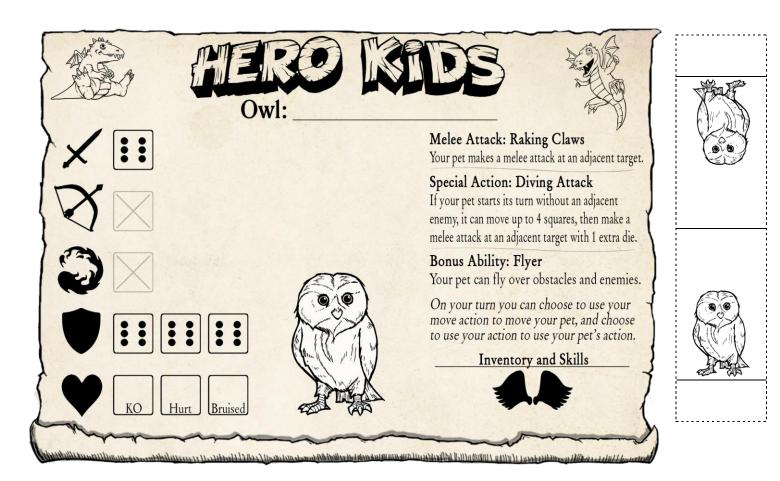
On your turn you can choose to use your move action to move your pet, and choose to use your action to use your pet's action.

Inventory and Skills





















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

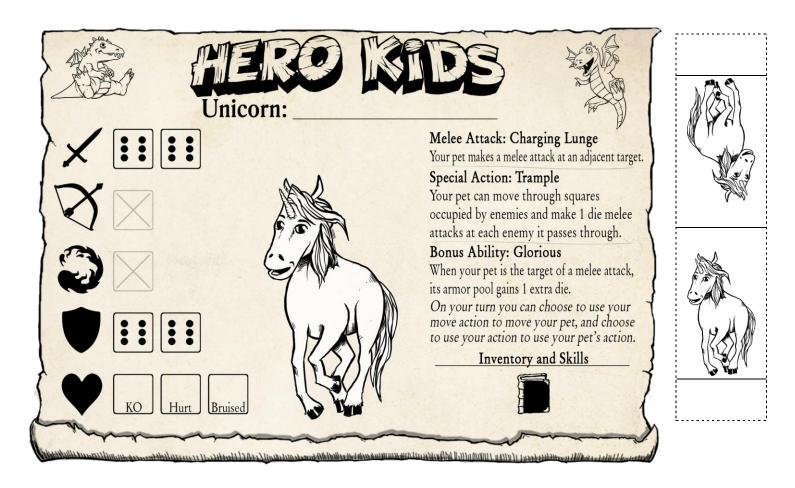


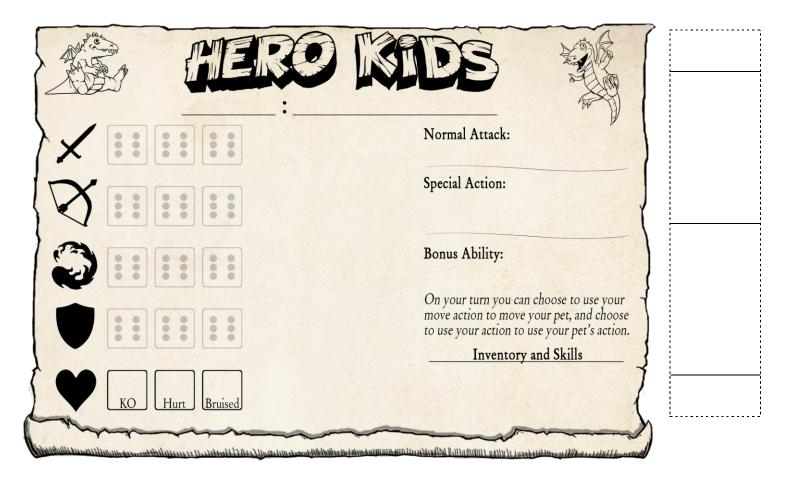
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Hurt

Bruised







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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
KO Hurt Bruised	