

# HERO KIDS



HERO CARDS - SPACE HEROES

BY

JUSTIN HALLIDAY



---

## Copyright Notice

Hero Kids™ copyright 2020 Justin Halliday

## Credits

Designed and written by Justin Halliday

Hero and monster art by Eric Quigley  
[www.ericquigley.com](http://www.ericquigley.com)

## Websites

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

Printing Authorization:

This PDF document may be printed for personal use.

Version: 1.2 (Build 12)

### Changelog:

- Reformatted to separate hero stand-ups onto single page.
- Updated all hero cards for consistency.
- Updated hero card artwork to add white fill.
- Added print authorization.



# SPACE HEROES

The *Hero Kids* Space Heroes adds these items and new skills:



Health packs return the hero or an adjacent ally to full health.



Currency: Add 1 extra die when making an Intelligence (Persuasion) test.



Darkvision: Add 1 extra die when making an Intelligence (Darkvision) test.



Gunnery: Add 1 extra die when making a Dexterity (Gunnery) test.



Knowledge: Add 1 extra die when making an Intelligence test (Knowledge).



Mechanic: Add 1 extra die when making a Dexterity (Mechanic) test.



Medicine: Add 1 extra die when making an Intelligence (Medicine) test.



Navigation: Add 1 extra die when making an Intelligence (Navigation) test.



Negotiation: Add 1 extra die when making a Intelligence (Persuasion) test.



Pilot: Add 1 extra die when making a Dexterity (Pilot) test.



Technology: Add 1 extra die when making an Intelligence (Technology) test.





# HERO KIDS



Brute: \_\_\_\_\_



**Melee Attack: Cleaving Strike**  
Melee attack at an adjacent target.

**Special Action: Crushing Attack**  
Melee attack at an adjacent target with 1 fewer dice; if the attack hits it deals 2 damage.

**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



Force-Binder: \_\_\_\_\_



**Magic Attack: Nadic Punch**  
Magic attack at a target up to 4 squares away.

**Special Action: Nadic Push**  
Magic attack at a target up to 4 squares away using 1 fewer dice; if the attack hits the target is also pushed back 4 squares.

**Bonus Ability: Nadic Pulse**  
When a character hits you with a melee attack, that character is pushed back 4 squares.

## Inventory and Skills







# HERO KIDS



Merc: \_\_\_\_\_



## Melee Attack: Shock 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 that target with 1 extra die.

## Bonus Ability: Defender

When an adjacent ally is hit, you can take the damage instead of the ally.

## Inventory and Skills



# HERO KIDS



Nadic Healer: \_\_\_\_\_



## Magic Attack: Nadic Bolt

Magic attack at a target up to 4 squares away.

## Special Action: Nadic Healing

Remove 1 damage from yourself or an adjacent ally.

## Bonus Ability: Health Pack

After an encounter, you can replenish 1 health pack that you or an ally has used.

## Inventory and Skills







# HERO KIDS



Scoundrel: \_\_\_\_\_



## Ranged Attack: Snap Shot

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

## Special Action: Sneaky Attack

Ranged attack at a engaged target up to 6 squares away with 1 extra die (cannot attack adjacent targets).

## Bonus Ability: Slippery

When you are attacked by more than 1 enemy, your armor pool gains 1 extra die until the start of your next turn.

## Inventory and Skills



# HERO KIDS



Scoundrel: \_\_\_\_\_



## Ranged Attack: Snap Shot

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

## Special Action: Sneaky Attack

Ranged attack at a engaged target up to 6 squares away with 1 extra die (cannot attack adjacent targets).

## Bonus Ability: Slippery

When you are attacked by more than 1 enemy, your armor pool gains 1 extra die until the start of your next turn.

## Inventory and Skills







# HERO KIDS



Sharpshooter: \_\_\_\_\_



## Ranged Attack: Quick Shot

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

## Special Action: Long Shot

Ranged attack at a target up to 8 squares away using 1 fewer dice (cannot attack adjacent targets).

## Bonus Ability: Ricochet Shot

When there is an appropriately positioned wall or object, you can bounce your shots around corners.

## Inventory and Skills



# HERO KIDS



Trooper: \_\_\_\_\_



## Ranged Attack: Blaster Shot

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

## Special Action: Aimed Shot

If you don't move on your turn, you can make a ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets); if the attack hits it deals 2 damage.

## Bonus Ability: Tracer Shot

When you missed a target with an attack last turn, your attacks at that target gain 1 extra die.

## Inventory and Skills







# HERO KIDS



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



## Melee Attack: Ion Slice

Melee attack at an adjacent target.

## Special Action: Sweeping Strike

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: Ion Slice

Melee attack at an adjacent target.

## Special Action: Sweeping Strike

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



KO	Hurt	Bruised
----	------	---------



# HERO KIDS



\_\_\_\_\_ :



•••	•••	•••
-----	-----	-----

Normal Attack:



•••	•••	•••
-----	-----	-----

Special Action:



•••	•••	•••
-----	-----	-----

Bonus Ability:



•••	•••	•••
-----	-----	-----

Inventory and Skills



KO	Hurt	Bruised
----	------	---------





