

# HERO KIDS



HERO CARDS - SPACE HEROES II

BY

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## Credits

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## Websites

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

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Changelog:

- Reformatted to separate hero stand-ups onto single page.
- All new!



# 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



Blade Master: \_\_\_\_\_



**Melee Attack: Whirling Slice**  
Melee attack at an adjacent target.

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

**Bonus Ability: Teamwork**  
When a target is engaged, your attacks against that target gain 1 extra die.

## Inventory and Skills



# HERO KIDS



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



**Melee Attack: Claw Claw Bite**  
Melee attack at an adjacent target.

**Special Action: Clawing Slash**  
Melee attacks at two adjacent targets that are also adjacent to each other.

**Bonus Ability: Taste For Blood**  
When you damaged an enemy last turn, your attacks against that target gain 1 extra die.

## Inventory and Skills







# HERO KIDS



Fire Binder: \_\_\_\_\_



## Magic Attack: Flaming Bolt

Magic attack at a target up to 4 squares away.

## Special Action: Flaming Sweep

Magic attack at all targets up to 2 squares away within a 45° arc with 1 fewer dice.

## Bonus Ability: Flaming Fury

When you are not at full health, your attacks gain 1 extra die.

### Inventory and Skills



# HERO KIDS



Goliath: \_\_\_\_\_



## Ranged Attack: Rock Crush

Melee attack at an adjacent target.

## Special Action: Rock Throw

Ranged attack at a target up to 4 squares away with 1 die.

## Bonus Ability: Rock Shield

When you don't make an attack on your turn, you gain 1 extra die to your armor pool until the start of your next turn.

### Inventory and Skills







# HERO KIDS



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



## Ranged Attack: Sling Shot

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

## Special Action: Stunning Shot

Ranged attack at a target up to 6 squares away with 1 fewer dice (cannot attack adjacent targets); if the attack hits the target also cannot move on its next turn.

## Bonus Ability: Scamper

When you've been attacked since your last turn, you can move 2 extra squares.

## Inventory and Skills



# HERO KIDS



Infernal Binder: \_\_\_\_\_



## Magic Attack: Nadic Fury

Magic attack at a target up to 4 squares away.

## Special Action: Nadic Gaze

Magic attack at a target up to 4 squares away; if the attack hits it deals no damage but the target immediately makes its normal attack at a target you choose.

## Bonus Ability: Nadic Weakness

When you have hit a target with an attack, your attacks against that target gain 1 extra die.

## Inventory and Skills







# HERO KIDS



Insectoid: \_\_\_\_\_



## Ranged Attack: Sonic Blast

Ranged attack at a target up to 6 squares away (cannot attack adjacent targets).

## Special Action: Piercing Shreik

The attacks of all characters within 2 squares of you use 1 fewer dice until the start of your next turn.

## Bonus Ability: Stunning Blast

When you roll a 6 on an attack die, your target cannot move during their next turn.

### Inventory and Skills



# HERO KIDS



Ionight: \_\_\_\_\_



## Ranged Attack: Ion Sweep

Melee attack at an adjacent target.

## Special Action: Ion Shield Slice

Melee attack at an adjacent target with 1 extra die, but your armor pool as 1 fewer dice until the start of your next turn.

## Bonus Ability: Ion Clash

When an adjacent character misses you with an attack, that character is pushed back 1 square.

### Inventory and Skills







# HERO KIDS



Trapper: \_\_\_\_\_



## Ranged Attack: Electro-Net

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

## Special Action: Snaring Throw

Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets); if the attack hits it deals no damage but the target cannot move on its next turn.

## Bonus Ability: Ensnares

When defending melee attacks, you gain 1 extra die to your armor pool.

## Inventory and Skills



# HERO KIDS



Wild Binder: \_\_\_\_\_



## Magic Attack: Wild Bolt

Magic attack at a target up to 4 squares away.

## Special Action: Wild Surge

Split your magic dice to make magic attacks at multiple targets up to 4 squares away.

## Bonus Ability: Wild Fury

When you are Bruised, your magic pool gains 1 extra die. When you are Hurt, your magic pool gains 2 extra dice.

## 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





