

# HERO KIDS



HERO CARDS – CORE HEROES

BY

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## CREDITS

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## WEBSITES

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

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Changelog:

- Created B&W version of the Core Heroes cards



# CORE HEROES!







# HERO KIDS



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



**Melee Attack: Slashing Strike**

Melee attack at an adjacent target.

**Special Action: Whirlwind Attack**

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: Crushing Strike**

Melee attack at an adjacent target.

**Special Action: Whirlwind Attack**

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



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



## Ranged Attack: Hairwhip Strike

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

## Special Action: Lasso Hair

Ranged attack at a target up to 6 squares away (but not adjacent); if the attack hits the target takes no damage but is pulled to an empty square closer to you.

## Bonus Ability: Tangled

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

## Inventory and Skills



# HERO KIDS



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



## Ranged Attack: Arrow Shot

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

## Special Action: Arrow-Split Shot

Split your ranged dice to attack multiple targets up to 6 squares away (cannot attack adjacent targets).

## Bonus Ability: Evasive Maneuver

When you're damaged by an attack, you can immediately move 1 square.

## Inventory and Skills







# HERO KIDS



Warlock: \_\_\_\_\_



**Magic Attack: Flaming Bolt**  
Magic attack at a target up to 4 squares away.

**Special Action: Flame Burst**  
Make 1 die magic attacks at all adjacent targets, including enemies and allies.

**Bonus Ability: Power Surge**  
When you are not at full health, your magic attacks gain 1 extra die.

## Inventory and Skills



# HERO KIDS



Warlock: \_\_\_\_\_



**Magic Attack: Water Whip**  
Magic attack at a target up to 4 squares away.

**Special Action: Waterwhip Strikes**  
Split your magic dice to make magic attacks at multiple targets up to 4 squares away.

**Bonus Ability: Freezing Strike**  
When you roll a 6 on an attack die, your target cannot move during their next turn.

## Inventory and Skills







# HERO KIDS



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

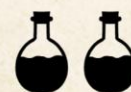


**Melee Attack: Hammer Smash**  
Melee attack at an adjacent target.

**Special Action: Knockback Attack**  
Melee attack at an adjacent target using 1 fewer dice; if the attack hits the target is also pushed back 4 squares.

**Bonus Ability: Retaliation**  
When you hit a target that has damaged you since your last turn, you deal 2 damage.

## Inventory and Skills



# HERO KIDS



Rogue: \_\_\_\_\_



**Ranged Attack: Swift Daggers**  
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

**Special Action: Sneaky Attack**  
If a target up to 6 squares away (but not adjacent) is engaged, you can make a ranged attack at that target with 1 extra die.

**Bonus Ability: Nimble**  
You can move up to 5 squares on your turn, ignoring obstacles, enemies, and allies.

## Inventory and Skills







# HERO KIDS



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



**Magic Attack: Searing Light**

Magic attack at a target up to 4 squares away.

**Special Action: Healing Touch**

Remove 1 damage from yourself or an adjacent ally.

**Bonus Ability: Potion Brewer**

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

Inventory and Skills



# HERO KIDS



Knight: \_\_\_\_\_



**Melee Attack: Parrying 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 at 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



Normal Attack:



Special Action:



Bonus Ability:



Inventory and Skills



# HERO KIDS



Normal Attack:



Special Action:



Bonus Ability:



Inventory and Skills





