

SUPER KIDS

**HERO KIDS
COMPATIBLE**

**A SUPERHERO EXPANSION
FOR HERO KIDS**

**BY
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CREDITS

Super Kids

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SUPER KIDS ***A SUPERHERO EXPANSION*** ***FOR HERO KIDS***

VERSION 1.5

Version 1.5 introduces 182 powers:

17 Special Actions Useable by All Super Kids

31 Melee Special Actions

27 Ranged Special Actions

38 Magic Special Actions

17 Offensive Bonus Abilities

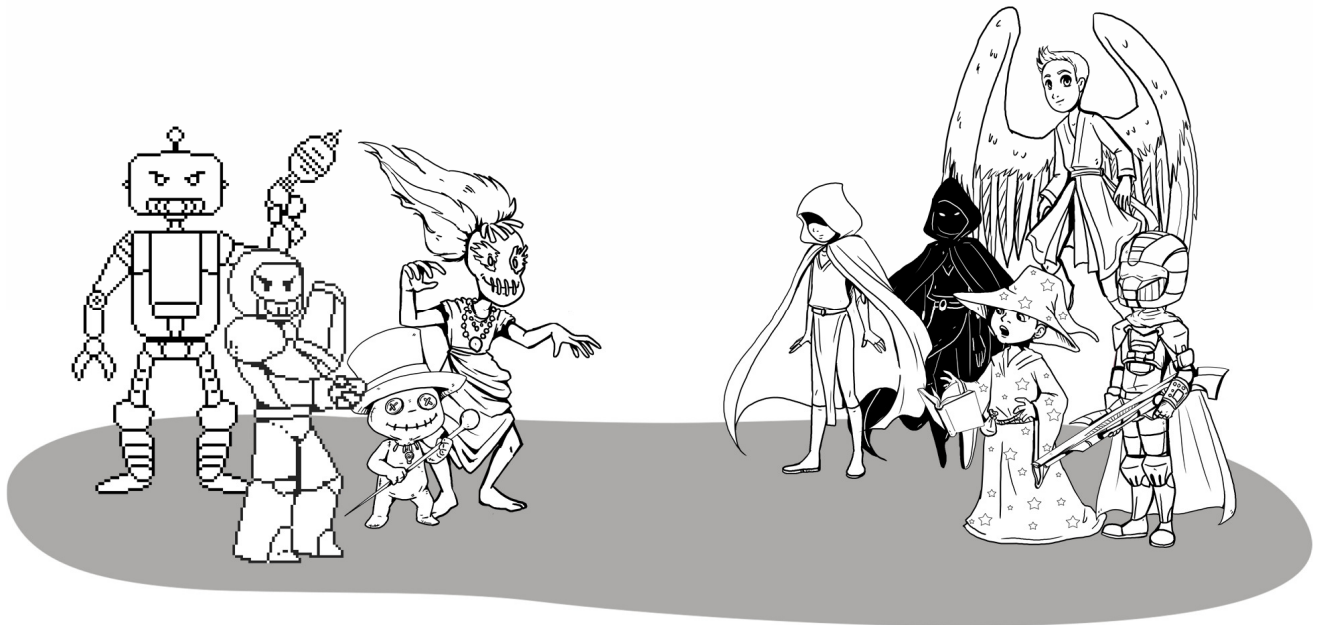
18 Defensive Bonus Abilities

34 Utility Bonus Abilities



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SUPERHERO GAMING FOR HERO KIDS

This expansion allows you to introduce your young players to superhero roleplaying games using the *Hero Kids* rule system. It provides details on inventory and skills, 182 powers (i.e., Special Actions and Bonus Abilities), and 14 ready-made *Super Kids* characters. *Super Kids* can be set in any time or place. Other *Hero Kids* material can be adapted by Game Masters to suit your *Super Kids* gaming. The [Character Advancement supplement](#) for *Hero Kids*, available at DriveThruRPG, can be used to level *Super Kids* characters. [Hero Kids RPG](#) is required to play *Super Kids*.

ENCOURAGING IMAGINATIVE PLAY

Our young gamers have amazingly imaginative minds and abundant enthusiasm. They crave outlets for their creativity and are just waiting to unleash their talents. Superhero gaming provides plenty of opportunity for inventive combat choices, roleplaying, and problem-solving. To help facilitate this at the outset of your adventures, have your players introduce their characters' by sharing their origin stories. How did the characters acquire their powers? Do they try to maintain secret identities and not reveal their powers to just anyone? Are their characters always in super kid form or do they transform into their alter egos? This is just the beginning. You will find many ways to incorporate creative play, most of which will happen spontaneously.



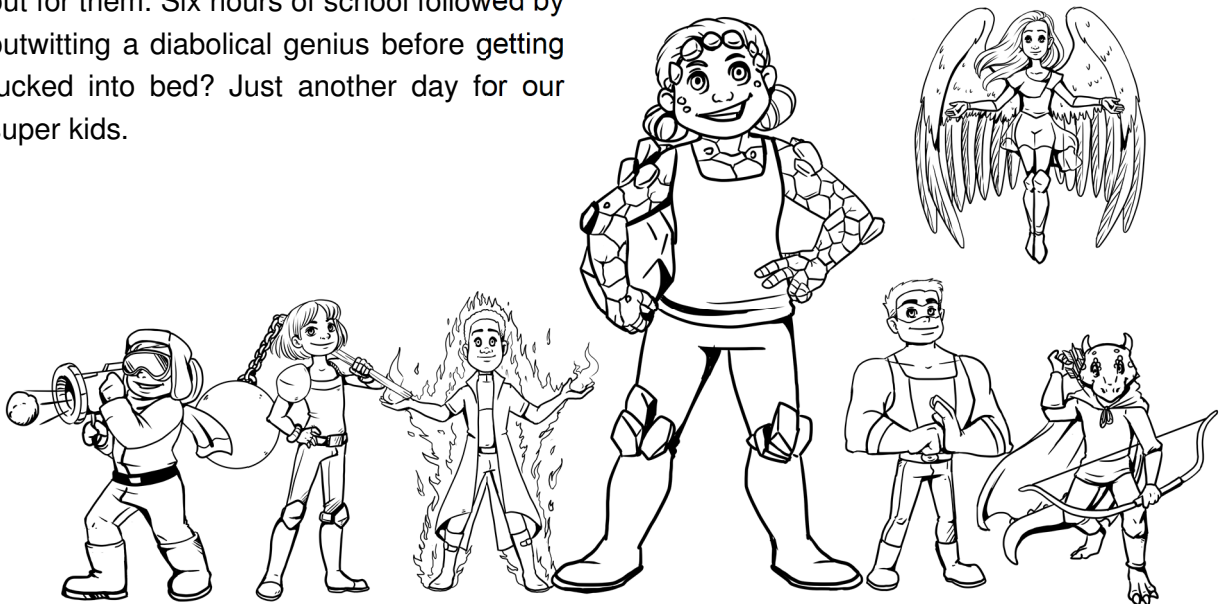
INTRODUCTION

WELCOME TO CAPITAL CITY. This sprawling metropolis has seen better days. The police often find themselves overwhelmed by criminal organizations. Making matters worse, it's not just your run-of-the-mill thugs creating problems. The city has its share of supervillains. Alien invasions, robot rampages, and monster incursions also pose constant threats. Thankfully, the police are not alone in the fight against evil. They are assisted by superheroes who help protect the citizens of Capital City. Even though some adults have powers, this is a city that can use all the help it can get. That's where the super kids come in.

For some, it is obvious from an early age they are destined to do great things. When you are a super kid, expectations run very high. Protecting the citizens of Capital City from ever present danger is a given. Whether it be foiling criminals, monsters, aliens, or supervillains, super kids have their work cut out for them. Six hours of school followed by outwitting a diabolical genius before getting tucked into bed? Just another day for our super kids.

Super kids acquire their powers in various ways. Many are born with innate abilities, but these might not be apparent at birth. Some have their powers awakened by a major life event. Others have access to technologies which allow them to do extraordinary things. Parents often find out the hard way just how special their little one is. Powers have become apparent in less than ideal situations. How about discovering during a family meal your son has the power to shroud himself in fire? Burnt dinner is the least of mom and dad's new concerns.

Super kids have awesome powers. They can call down lightning on their adversaries, fly over the battlefield, summon minions to do their bidding, shapeshift into powerful creatures, pick up and toss enemies, and more. Some are as tall as giants, others have wings, horns, and tails, and still others equip themselves with gadgets like water cannons and snowball bazookas.



INVENTORY AND SKILLS

INVENTORY



Cash: You get an extra die on Intelligence (Negotiation) tests to persuade someone.



Food: You get an extra die on Intelligence (Negotiation) tests to persuade someone.



Medical Kit: Returns yourself or an adjacent target to full health.



Mortar and Pestle: Outside of combat, you can replenish 1 used medical kit per day.



Rope: You get an extra die on Strength (Climb) tests and Dexterity (Rope Use) tests.

SKILLS



Acrobatics: You get an extra die on Dexterity (Acrobatics) tests.



Climb: You get an extra die on Strength (Climb) tests.



Disarm: You get an extra die on Dexterity (Trap/Device) tests.



Influence: You get an extra die on Strength (Intimidate) and Intelligence (Negotiation) tests.



Investigate: You get an extra die on Intelligence (Investigate) tests.



Knowledge: You get an extra die on Intelligence (Knowledge/Lore) tests.



Perception: You get an extra die on Intelligence (Perception) tests.



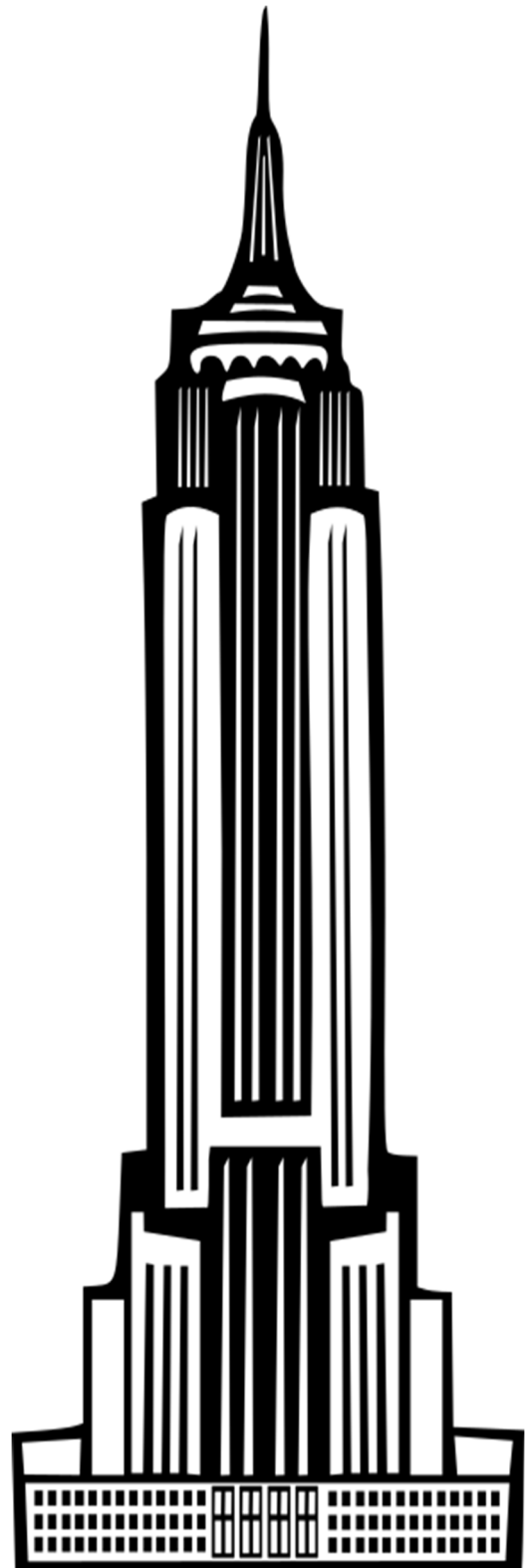
Sneaky: You get an extra die on Dexterity (Stealth) and Intelligence (Disguise) tests.



Swim: You get an extra die on Strength (Swim) tests.



Track: You get an extra die on Intelligence (Track) tests.



POWERS

From Teleporters, Speedsters, Blasters, and Flyers, to Shapeshifters, Tanks, Healers, and Time Manipulators, you can find every type of super kid, superhero, and supervillain in Capital City. Better yet, you and your players can create any type of super kid, superhero, and supervillain. To assist in the creation process, this section describes the three broad areas of powers available in *Super Kids* and presents several powers to choose from. Use the character creation rules on page 25 of the [Hero Kids RPG](#) and the powers detailed in this section to bring your supers to life.

Super kids possess three types of powers: Normal Attacks, Special Actions, and Bonus Abilities. Normal Attacks are basic attack powers. Special Actions are superhuman powers that can be activated in (and sometimes out of) combat. Bonus Abilities are mighty powers that are either always active or become activated under certain conditions.

The powers detailed in this section use generic names. Allow players to customize the name to best suit their character concepts. For example, an electricity-based character could change the name of **Fireball** to Lightning Ball. It is also fun to consider why characters have their powers (e.g., a genetic mutation, blessed by a god, cursed by a demon, advanced technology or training), and how the powers manifest themselves (e.g., a **Flyer** could have wings, a jetpack, a magical cape, or an innate flying ability).

Encourage players to develop creative uses for their powers. Here are some possibilities. Outside of combat, allow some powers to have slightly altered effects (e.g., **Teleport** allows a character to instantly travel *anywhere they have seen*, a **Sentinel** *permanently* stands guard outside a building). Grant powers special effects when used under certain circumstances (e.g., **Quake** creates a crevice in a thin floor). Some powers can be used to help overcome obstacles (e.g., a **Lightning Bolt** blows a locked door off its hinges) and enhance skills (e.g., **Super Sniffer** provides 1 bonus die when tracking).

Also consider creative uses for powers as part of your adventure plots. Here are some ideas. Introduce equipment and single-use items infused with powers, which are awarded as treasure or made available for certain missions (e.g., **X-Ray Vision** goggles on loan from Brighton Hall for a rescue mission). Alter or combine powers for greater effect (e.g., a power amplifying device increases the range of magic attacks). Corrupt powers for nefarious purposes (e.g., **Healing Word** is altered to cause damage). Imbue areas with supernatural powers (e.g., a **Reverse Gravity** chamber or **Holographic Environment** used for training).

Allow characters to advance in levels as they complete missions or other tasks. As they gain levels, give them access to new powers. The [Character Advancement supplement](#) available at DriveThruRPG presents a complete system for levelling *Super Kids*' characters up to level 20.

NORMAL ATTACKS

Normal Attacks are melee, ranged, or magic attack powers. These powers are anything but normal, though. (Well, perhaps to a super kid they are!) These attacks typically present the greatest chance of dealing damage to a single target. Players should give their Normal Attacks a name suitable for their character (e.g., Hammer Smash, Ion Cannon, Electric Jolt).

Melee Attack: _____

Melee attack at an adjacent target.

Ranged Attack: _____

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

Magic Attack: _____

Magic attack at a target up to 4 squares away.



SPECIAL ACTIONS

Special Actions are divided into melee, ranged, and magic powers, as well as those powers useable regardless of characters' offensive training. Players can select powers useable by all super kids or from the grouping they have a dice pool in.

Game Option: Some offensive special action powers sacrifice accuracy for the chance to do damage *and* produce a special effect (e.g., knock a target prone, cause the target to lose an armor pool die, prevent a target from moving). As an option for advanced players, allow them to either (a) carry out the special action as written (i.e., using 1 less attack die for a chance to do damage and produce a special effect) *or* (b) carry out the special action using normal attack dice, and if the attack hits, it causes the effect, but deals no damage. The player must choose how the action will be used before attacking.

SPECIAL ACTIONS USEABLE BY ALL SUPER KIDS

Camouflage: You become part of your surroundings and cannot be seen. You must be alongside a surface or inanimate object your size or larger. When you move or attack, you become visible.

Conjure Object: Instantly create any mundane, solid, immobile, inanimate object you can carry. It lasts until the end of the encounter.

Grant Bonus Ability (_____):

Grant a bonus ability to yourself or an adjacent target for the duration of the encounter. Only one target at a time can have a granted bonus ability.

Note: When you first select this power, choose a bonus ability. You are only able to grant that specific bonus ability.

Grant Special Action (_____):

Grant a special action to yourself or an adjacent target for the duration of the encounter. The target uses its highest dice pool for the special action. Only one target at a time can have a granted special action.

Note: When you first select this power, choose a special action. You are only able to grant that specific special action.

Healing Word: Choose a target up to 4 squares away. That target regains 1 health.

Invisibility: You go invisible. If an attacker locates your position with an Intelligence (Perception) test (5+), they roll their attack twice and need to hit both times to damage you. You become visible when you attack.

Mimic: You look, sound, and feel exactly like any person or mundane, solid, immobile, inanimate object your size or smaller. Your powers, health, skills, and inventory do not change. You can remain in this form indefinitely.

Phase Step: Until the end of your turn, you can move through solid objects.

Power Boost: Select yourself or an adjacent target. One dice pool of your choice is increased by 1 die until your next turn.

Self-Duplication: You create a duplicate of yourself splitting your dice pools and health. You both act independent of one another. If you or your duplicate are KO'd, you become the remaining version and regain your original dice pools. You can have only 1 duplicate at a time.

Set Trap: Place an invisible trap in an empty adjacent square. The trap can be set to either (a) stop a target from moving until its next turn, or (b) do 1 damage to a target. The trap is triggered when a target (enemy or ally) enters the square. Make a 1 die melee attack at the target. Unless triggered, the trap lasts until the end of the encounter.

Shapeshift: You transform into a creature. You lose your regular dice pools and attacks, but gain those of the creature. You can transform back into your normal form.

Notes:

1. The creature has either: (a) 2 melee dice and 2 armor dice; (b) 3 melee dice and 1 armor die; (c) 1 melee die and 3 armor dice; (d) 2 ranged dice and 1 armor die; or, (e) 2 magic dice and 1 armor die.

2. The creature has your Health, 1 Normal Attack, 1 Special Action, 1 Bonus Ability, and 1 Skill.

Summon Creature: You summon a creature. It appears in an empty adjacent square. As an action, you control the creature. You can have 1 creature at a time. You can dismiss the creature. The creature can remain with you outside of encounters.

Notes:

1. A summoned melee creature has either: (a) 2 melee dice and 2 armor dice; (b) 3 melee dice and 1 armor die; or, (c) 1 melee die and 3 armor dice.
2. A summoned ranged creature has 2 ranged dice and 1 armor die.
3. A summoned magic creature has 2 magic dice and 1 armor die.
4. All summoned creatures have 2 Health, 1 Normal Attack, 1 Special Action, 1 Bonus Ability, and 1 Inventory or Skill.

Teleport: You and one willing adjacent target can instantly travel up to 12 squares to any empty squares (side-by-side) you can see on the map.

Time Stop: You and one adjacent target can each immediately move and make a normal attack using 1 less die.

Time Warp: You go back 1 round in time. You revert to exactly how you were (e.g., location and health) at the end of your previous turn.

Wormhole: Select 2 empty squares on the map up to 8 squares away. The first square is the start and the second is the end. For the remainder of the encounter, anyone that steps on the first square is teleported to the second square. You can reverse the start and end points as an action. You can have 1 wormhole at a time.

MELEE SPECIAL ACTIONS

Bulldozer: If you move 2 squares or more, make a melee attack at an adjacent target using 1 less die. If you hit, the target is also knocked prone.

Charge: If you move 2 squares or more, make a melee attack at an adjacent target using 1 extra die. You have 1 less die in your armor pool until your next turn.

Chow Down: Melee attack at an adjacent target using 1 less die. If you hit, you stuff it in your mouth. It takes 1 damage at the end of each of your turns. The target can escape with a successful attack. It gets 1 less die to attack. If you are hit, you spit the target out, and it falls prone. Only useable against targets smaller than you, and only against 1 target at a time.

Confusion: Melee attack at an adjacent target using 1 less die. If you hit, the target also attacks a random target (enemy or ally) on its next turn.

Copy Power: Melee attack at an adjacent target. If you hit, for the remainder of the encounter you can use the target's special action or bonus ability (your choice). You can copy the power of a willing adjacent target without attacking. If the copied power relies on a dice pool, use your melee pool. You can have 1 copied power at a time.

Daze: Melee attack at an adjacent target using 1 less die. If you hit, the target also has 1 less die in its offensive dice pool until your next turn.

Defensive Stance: Melee attack an adjacent target using 1 less die. You have 1 extra die in your armor pool until your next turn.

Distracting Attack: Melee attack at an adjacent target using 1 less die. If you hit, the target also has 1 less armor pool die until your next turn.

Double Whammy: If 2 adjacent targets are side-by-side, make a melee attack at both targets using 1 less die. Each target you hit takes damage. If you hit both targets, they are also knocked prone.

Entangle: Melee attack at an adjacent target using 1 less die. If you hit, the target also cannot move until your next turn.

Frenzy: Melee attack at all adjacent targets (enemies and allies) using 1 less die.

Grapple: Melee attack at an adjacent target using 1 less die. If you hit, the target also cannot move and has 1 less die to attack. The grapple ends if you attack again, you are hit, or an adjacent attacker beats you on an opposed Strength test. You have 1 less die in your armor pool until the grapple ends.

Heave Ho: Melee attack at an adjacent target using 1 less die (2 less if it is larger than you). If you hit, throw it up to 3 squares. It falls prone and takes 1 damage. You have 1 less armor pool die until your next turn.

Hunter: If you damaged an adjacent target on your last turn, make a melee attack against the same target using 1 extra die.

Mark Target: Melee attack at an adjacent target. If you hit, all attacks against that target are made using 1 extra die until your next turn.

Mischief Maker: Melee attack at an adjacent target using 1 less die. If you hit, the target also loses its special action until your next turn.

Quake: Melee attack at all adjacent targets (enemies and allies) using 1 less die. If you hit, the target is knocked prone.

Rampage: Use your movement. While moving, split your melee dice to attack different adjacent targets.

Rapid Attack: Split your melee dice to attack multiple adjacent targets.

Reach Attack: Melee attack at a target up to 2 squares away using 1 less die.

Relocate Target: Melee attack at an adjacent target using 1 less die. If you hit, you can also move the target to any empty square adjacent to you. You can relocate a willing adjacent target without attacking.

Reverse Gravity Attack: Melee attack at an adjacent target using 1 less die. If you hit, the target is also lifted up to 3 squares into the air and cannot move unless it can fly. At the beginning of your next turn, the target hovers back to the ground.

Shield Bash: Armor attack at an adjacent target using 1 less die. You have 1 less die in your armor pool until your next turn.

Shield Toss: Armor attack at a target up to 4 squares away using 1 less die (cannot attack adjacent targets). You have 1 less die in your armor pool until your next turn.

Slow: Melee attack at an adjacent target using 1 less die. If you hit, the target also can only move or attack on its next turn.

Steal Power: Melee attack at an adjacent target. If you hit, you gain the target's special action or bonus ability (your choice) and can use it immediately. Use your melee pool. You can steal the power of a willing adjacent target without attacking. The target loses the stolen power and you gain it until your next turn.

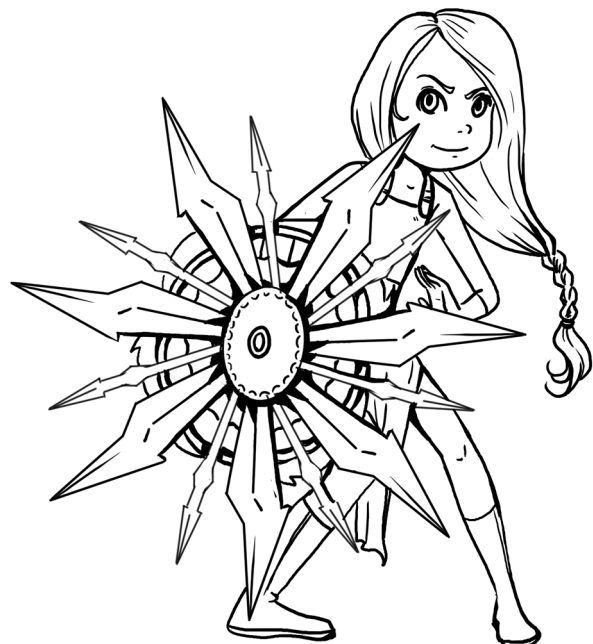
Touch of Fear: Melee attack at an adjacent target using 1 less die. If you hit, your target also immediately moves 4 squares away from you.

Trip: Melee attack at an adjacent target using 1 less die. If you hit, the target is also knocked prone.

Vault Assault: Move at least 2 squares then leap over enemies, allies, and obstacles your size and smaller for up to the remainder of your movement. You can then make a melee attack at an adjacent target using 1 less die.

Weapon Throw: Melee attack at a target up to 4 squares away using 1 less die. You have 1 less die in your melee pool until your next turn.

Wild Attack: Melee attack at an adjacent target using 1 extra die. You have 1 less die in your armor pool until your next turn.



RANGED SPECIAL ACTIONS

Confusion: Ranged attack at a target up to 6 squares away using 1 less die (cannot attack adjacent targets). If you hit, the target also attacks a random target (enemy or ally) on its next turn.

Copy Power: Ranged attack at a target up to 6 squares away (1 less die against adjacent targets). If you hit, for the remainder of the encounter you can use the target's special action or bonus ability (your choice). You can copy the power of a willing adjacent target without attacking. If the copied power relies on a dice pool, use your ranged pool. You can have 1 copied power at a time.

Daze: Ranged attack at a target up to 6 squares away using 1 less die (cannot attack adjacent targets). If you hit, the target also has 1 less die in its offensive dice pool until your next turn.

Defensive Stance: Ranged attack at a target up to 6 squares away using 1 less die (cannot attack adjacent targets). You have 1 extra die in your armor pool until your next turn.

Distracting Attack: Ranged attack at a target up to 6 squares away using 1 less die (cannot attack adjacent targets). If you hit, the target also has 1 less armor pool die until your next turn.

Entangle: Ranged attack at a target up to 6 squares away using 1 less die (cannot attack adjacent targets). If you hit, the target also cannot move until your next turn.

Explosive Ammunition: Ranged attack at a target up to 5 squares away using 1 less die (cannot attack adjacent targets). If you hit, that target and all targets adjacent to it (enemies and allies) take 1 damage.

Far Shot: Ranged attack at a target up to 9 squares away using 1 less die.

Fear Bolt: Ranged attack at a target up to 6 squares away using 1 less die (cannot attack adjacent targets). If you hit, your target also immediately moves 4 squares away from you.

Gas Cloud: Select a 2x2 square with the centre up to 5 squares away. All targets (enemies and allies) in that area have 1 less die on their attack rolls and 1 extra die on their armor rolls. The gas lasts until your next turn.

Get Over Here! Ranged attack at a target up to 6 squares away using 1 less die (cannot attack adjacent targets). If you hit, the target is also pulled up to 6 squares closer to you.

Grease Bomb: Select a 2x2 square with the centre up to 5 squares away. Anyone (enemies and allies) in or entering that area must make a Dexterity (Acrobatics) check (4+) or fall prone. The grease lasts until your next turn.

Hunter: If you damaged a target on your last turn, make a ranged attack up to 6 squares away against the same target using 1 extra die (no extra die if it is adjacent to you).

Loose Cannon: Ranged attack at all adjacent targets (enemies and allies) using 1 less die.

Make it Rain: Ranged attack using 1 less die at all targets (enemies and allies) in a 2x2 square with the centre up to 5 squares away (cannot attack adjacent targets).

Mark Target: Ranged attack at a target up to 6 squares away (1 less die against adjacent targets). If you hit, all attacks against that target are made using 1 extra die until your next turn.

Mischief Maker: Ranged attack at a target up to 6 squares away using 1 less die (cannot attack adjacent targets). If you hit, the target also loses its special action until your next turn.

Missile Barrage: Ranged attack using 1 less die at all targets (enemies and allies) in a 4-square line (cannot attack adjacent targets). The line must begin and end no more than 6 squares away.

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

Reverse Gravity Missile: Ranged attack at a target up to 6 squares away using 1 less die (cannot attack adjacent targets). If you hit, the target is also lifted up to 3 squares into the air and cannot move unless it can fly. At the beginning of your next turn, the target hovers back to the ground.

Run and Gun: Move up to your movement. As you are moving, split your ranged dice to attack multiple targets up to 6 squares away (cannot attack adjacent targets).

Skipper: If up to 4 targets are up to 6 squares away, make a ranged attack at the first target using 1 less die (cannot attack adjacent targets). If you hit, make the same attack at the second target. If you hit, make the same attack at the third target. If you hit, make the same attack against the fourth target. Each target you hit takes 1 damage.

Slow: Ranged attack at a target up to 6 squares away using 1 less die (cannot attack adjacent targets). If you hit, the target also can only move or attack on its next turn.

Steal Power: Ranged attack at a target up to 6 squares away (1 less die against adjacent targets). If you hit, you gain the target's special action or bonus ability (your choice) and can use it immediately. Use your ranged pool. You can steal the power of a willing adjacent target without attacking. The target loses the stolen power and you gain it until your next turn.

Swap Location: Ranged attack at a target up to 6 squares away (1 less die against adjacent targets). If you hit, you switch locations.

Trip: Ranged attack at a target up to 6 squares away using 1 less die (cannot attack adjacent targets). If you hit, the target is also knocked prone.

Two-For-One. Ranged attack at 2 targets (one standing in front of the other) up to 6 squares away using 1 less die (cannot attack adjacent targets). Each target you hit takes 1 damage. If you hit both targets, their movement is halved until your next turn.

MAGIC SPECIAL ACTIONS

Animate: Select an unattended, inanimate object that is smaller than you and is up to 4 squares away. It can fly and has 1 melee die, 1 armor die, 1 health, and 4 movement. It attacks your nearest enemy or, as an action, you can command it to do something else. You can have 1 animated object at a time. It can remain with you outside of encounters.

Confusion: Magic attack at a target up to 4 squares away using 1 less die. If you hit, the target also attacks a random target (enemy or ally) on its next turn.

Copy Power: Magic attack at a target up to 4 squares away. If you hit, for the remainder of the encounter you can use the target's special action or bonus ability (your choice). You can copy the power of a willing adjacent target without attacking. If the copied power relies on a dice pool, use your magic dice pool. You can have 1 copied power at a time.

Cyclone: Magic attack using 1 less die at all targets (enemies and allies) in a 4-square line. The line begins in an adjacent square. If you hit, the target is knocked prone.

Daze: Magic attack at a target up to 4 squares away using 1 less die. If you hit, the target also has 1 less die in its offensive dice pool until your next turn.

Defensive Stance: Magic attack at a target up to 4 squares away using 1 less die. You have 1 extra die in your armor pool until your next turn.

Distracting Attack: Magic attack at a target up to 4 squares away using 1 less die. If you hit, the target also has 1 less armor pool die until your next turn.

Entangle: Magic attack at a target up to 4 squares away using 1 less die. If you hit, the target also cannot move until your next turn.

Entangling Vines: Magic attack using 1 less die at all targets (enemies and allies) in a 2x2 square with the centre up to 3 squares away. If you hit a target in or entering the area, it cannot move. The vines last until your next turn.

Fiery Burst: Magic attack at all adjacent targets (enemies and allies) using 1 less die.

Fireball: Magic attack using 1 less die at all targets (enemies and allies) in a 2x2 square with the centre up to 3 squares away.

Flame Bolts: Split your magic dice to attack multiple targets up to 4 squares away.

Fog Cloud: Select a 2x2 square with the centre up to 3 squares away. All targets (enemies and allies) in that area have 1 less die on their attack rolls and 1 extra die on their armor rolls. The fog lasts until your next turn.

Holographic Environment: Select up to a 4x4 square area with the centre up to 3 squares away. Alter the appearance, sound, smell, and feel of objects, willing targets, and terrain in that area. This effect lasts until you dismiss it or until anything initially covered by the hologram makes a noise, moves, or attacks. Any creature that was not in the area of the hologram when it was created can interact with the hologram as if it were real. The hologram cannot cause damage.

Hunter: If you damaged a target on your last turn, make a magic attack up to 4 squares away against the same target using 1 extra die.

Ice Patch: Select a 2x2 square with the centre up to 3 squares away. Anyone (enemies and allies) in or entering that area must make a Dexterity (Acrobatics) check (4+) or fall prone. The ice lasts until your next turn.

Illusory Ally: An illusion of a target (up to 4 squares away) appears in an empty square adjacent to the target. It has 1 less health and 1 less die in its highest dice pool than the target (minimum 1). All other features are the same. As an action, you control the illusion. You can have only 1 Illusory Ally at a time.

Lightning Bolt: Magic attack using 1 less die at all targets (enemies and allies) in a 4-square line. The line begins in an adjacent square.

Long Range Blast: Magic attack at a target up to 6 squares away using 1 less die.

Mark Target: Magic attack at a target up to 4 squares away. If you hit, all attacks against that target are made using 1 extra die until your next turn.

Mind Control: Magic attack at a target up to 4 squares away. If you hit, you can force the target to immediately make a normal attack against anyone within its range or move up to its movement. After that, the effect ends.

Mischief Maker: Magic attack using 1 less die at a target up to 4 squares away. If you hit, the target also loses its special action until your next turn.

Polymorph: Magic attack at a target up to 4 squares away using 1 less die. If you hit, the target turns into a squirrel, frog, or sparrow (your choice). You can polymorph 1 willing adjacent target without attacking. While polymorphed it rerolls armor rolls of 1, it can move, but it cannot attack. Its health and skills stay the same. Polymorph lasts until your next turn.

Quake: Magic attack at all adjacent targets (enemies and allies) using 1 less die. If you hit, the target is knocked prone.

Repel: Magic attack at all adjacent targets (enemies and allies) using 1 less die. If you hit, the target is pushed back 4 squares.

Reverse Gravity Field: Magic attack using 1 less die at all targets (enemies and allies) in a 2x2 square with the centre up to 3 squares away. If you hit a target in the area, it is lifted up to 3 squares into the air and cannot move unless it can fly. At the beginning of your next turn, the target hovers back to the ground.

Reverse Gravity Ray: Magic attack at a target up to 4 squares away using 1 less die. If you hit, the target is also lifted up to 3 squares into the air and cannot move unless it can fly. At the beginning of your next turn, the target hovers back to the ground.

Sentinel: Create an immobile sentinel in an empty square up to 4 squares away. Melee attack using 1 die against any enemy that moves adjacent to the sentinel. If it hits, the target also cannot move until its next turn. The sentinel lasts until your next turn.

Slow: Magic attack at a target up to 4 squares away using 1 less die. If you hit, the target also can only move or attack on its next turn.

Spook: Magic attack at a target up to 4 squares away using 1 less die. If you hit, the target also immediately moves 4 squares away from you.

Steal Power: Magic attack at a target up to 4 squares away. If you hit, you gain the target's special action or bonus ability (your choice) and can use it immediately. Use your magic dice pool. You can steal the power of a willing adjacent target without attacking. The target loses the stolen power and you gain it until your next turn.

Swap Location: Magic attack at a target up to 4 squares away. If you hit, you switch locations.

Telekinesis: Magic attack at a target up to 4 squares away using 1 less die. If you hit, you can move the target up to 4 squares in any direction. If you lift the target into the air, it falls prone taking 1 damage.

Trip: Magic attack at a target up to 4 squares away using 1 less die. If you hit, the target is also knocked prone.

Wall of Fire: Create a wall of fire for each die in your magic dice pool in empty squares up to 4 squares away. Moving through the wall causes 1 damage. The wall lasts until your next turn.

Wall of Force: Create an impenetrable, invisible force field for each die in your magic dice pool in empty squares up to 4 squares away. The wall lasts until your next turn.

Wall of Wind: Create a wall of wind for each die in your magic dice pool in empty squares up to 4 squares away. The squares become obstacles. Targets of attacks originating in or going through the wall gain 1 extra armor die. The wall lasts until your next turn.


Zombify: Create a zombie thrall from a KO'd creature up to 4 squares away. It remains in this state until: it is healed, you are KO'd, or the end of the encounter. Then it returns to the KO'd state. The zombie thrall attacks your nearest enemy. You have no direct control over it.

SUPER KIDS

ZOMBIE THRALL







Melee Attack: Slam
Melee attack at an adjacent target.

Special Action: Latch On
Melee attack at an adjacent target using 1 fewer die. If you hit, the target also has its movement halved until you are detached. You become detached if you attack again, you are hit, or an adjacent attacker beats you on an opposed Strength test.

Bonus Ability: Slow, Maaasterrrrrr!
You can only move 2 squares.
If the person who created you is injured, you gain 2 extra squares of movement.





BONUS ABILITIES

Bonus Abilities are divided into Offensive, Defensive, and Utility powers. Offensive powers provide enhancements to attacks. Defensive powers enhance characters' ability to protect themselves and others. Utility powers typically enhance characters' bodily features, senses, and movement, and are useful in a variety of situations. Players can select from any of the powers regardless of whether their characters are melee-, ranged-, or magic-based super kids.

OFFENSIVE BONUS ABILITIES

Ambush: You gain 1 extra die on your attacks against targets that cannot see you.

Bounce Back Attack: If an attacker misses you, and you make an armor roll of 6, you reflect their attack back at them, hitting.

Extra Arms: You gain an extra 1 die melee attack.

Gang Up: When your target is engaged, your attacks against it gain 1 extra die.

Health Drain: You get 1 health back when you KO a target.

Immobilize: If you roll a 6 to hit, the target cannot move until your next turn.

Jinx: If you roll a 6 to hit, the target gets 1 less die on its next attack.

Knockback: If you roll a 6 to hit, the target is pushed back up to 4 squares.

Not On My Watch!: If an ally is damaged by an enemy, on your next turn you get 1 extra die to attack that enemy.

On A Roll: If you KO a target, make an attack using 1 less die against another target that is within range.

Payback: If you are KO'd, your closest ally gets 2 extra movement and 1 extra die on its next attack. If your ally hits the target that KO'd you, your ally does 2 damage.

Rage: If you take damage, you get 1 extra die on your next attack.

Reactive Strike: If an enemy in an adjacent square attempts to move away from you, you can immediately make an attack against it using 1 less die.

Riposte: If a target misses an attack against you and rolls a 1, make an attack against it using 1 less die. You need to be in range of the target to attack it.

Sneak Attack: If you hit a target that cannot see you, you do 2 damage.

Supernova: If you are KO'd, make a 1 die attack at all adjacent targets (enemies and allies).

Takedown: If you roll a 6 to hit, the target is knocked prone.

DEFENSIVE BONUS ABILITIES

Befuddle: If you are hit, your attacker cannot target you on its next attack.

Bulletproof: You get 1 extra armor pool die against ranged attacks.

Curse: If you are hit, your attacker gets 1 less die to attack on its next attack.

Electrified: If you are damaged by a melee attack, your attacker takes 1 damage.

EMP: If you are hit by a melee attack, make an armor attack with 1 less die at all adjacent targets (enemies and allies). If you hit, the target is knocked prone.

Energy Absorption: If you are hit by an energy attack (acid, cold, electricity, fire, laser, or sonic), you take no damage and you store the energy. The next time you: (a) hit, you do 1 extra damage; or, (b) are hit by a melee attack, you do 1 damage to your attacker. This uses your stored energy. If you are hit by another energy attack before using your stored energy, you take damage as normal.

Force Field: When you are not at full health, you gain 1 die to your armor pool.

Health Link: If a target up to 4 squares away takes damage, you can choose to take the damage instead.

Intimidating: If you are hit, all enemies that can see you get 1 less die to attack you on their next turn.

Iron Body: You get 1 extra armor pool die against melee attacks.

Magic Resistant: You get 1 extra armor pool die against magic attacks.

Mirror Image: If you are hit, an image of you appears in your square. It has 1 health and no dice pools or ability to attack. If you are hit again, there is a 50% chance the attack hits your image instead. You can only have 1 image at a time.

Perplexing Presence: Anyone (enemies and allies) standing adjacent to you gets 1 less die to attack.

Psionic Pulse: If you are hit by a melee attack, your attacker is knocked prone.

Relentless: If you are KO'd, no matter how much damage you take, you remain in combat until the end of your next turn. Unless you are healed, you are KO'd after your turn.

Repulsion: If you are hit by a melee attack, your attacker is pushed back up to 4 squares.

Shadow Step: If you take damage, you can immediately teleport up to 4 squares away.

Warden: Once per round, if an ally within 4 squares of you is damaged, you can immediately move to their square and place your injured ally in an empty adjacent square.

UTILITY BONUS ABILITIES

Amphibious: You can move and breathe normally under water and on land.

Burrower: You can burrow through the ground up to your movement.

Danger Sense: You can sense dangerous situations before they happen, sometimes gaining a glimpse of things to come. You cannot be surprised by hostile creatures.

Extra Legs: Your movement increases to 6 squares and you cannot be knocked prone.

Flyer: You can fly up to your movement.

Giant: You are over 12 feet tall and you occupy a 2x2 square. If you roll a 1 on a melee attack or strength test, reroll the die.

Giant Leap: By using your movement, you can jump 3 squares straight up or 6 squares forward.

Glimpse the Past: By touching the ground or an object in an area, you gain a glimpse of events that have happened at that location. You can channel your thoughts to focus on the type of event you are interested in learning about.

Jelly Body: You can squeeze through openings as narrow as a crack.

Luck: Once per encounter, you can reroll an attack, ability test, or armor roll.

Medic: Add a mortar and pestle and 1 extra medical kit to your inventory. Increase the range of your healing powers (if you have any) by 2 squares.

Mind Reader: By being within 6 squares of a target, you know exactly what they are thinking. This power is blocked by metal barriers.

Mini: You are under 1 foot tall. If you roll a 1 on an armor roll, reroll the die.

Night Sight: You can see normally in darkness.

Perfect Memory: You remember everything you have ever experienced.

Plant and Animal Whisperer: You can communicate with plants and animals.

Regeneration: You regain 1 health at the start of your turn. This does not apply to damage that was done by fire or a roll of 6.

Rubber Body: You can reach up to 4 squares away. If you have dice in your melee pool, you can make melee attacks against targets up to 4 squares away using 1 less die.

Short Circuit: All adjacent targets (enemies and allies) cannot use their bonus abilities while they are beside you.

Skill Monkey: You are trained in all skills.

Sonar: Unless obstructed, you can see all objects and creatures within 6 squares of you regardless of concealment such as fog, invisibility, and darkness.

Super Agile: If you roll a 1 on a ranged attack or dexterity test, reroll the die.

Super Endurance: You never run out of stamina, and are never hungry, thirsty, or tired.

Super Hearing: You can hear conversations and other sounds with great precision up to 20 squares away. This ability works up to 10 squares away if there are obstructions between you and the sound.

Super Smart: If you roll a 1 on a magic attack or intelligence test, reroll the die.

Super Sniffer: You can smell creatures and objects up to 8 squares away and know exactly what they are. This ability works up to 4 squares away if there are obstructions between you and the creatures or objects.

Super Speed: You can move up to 8 squares on your turn.

Super Strong: If you roll a 1 on a melee attack or strength test, reroll the die.

Super Swimmer: You can swim perfectly and move 8 squares while in water.

Super Tough: If you roll a 1 on an armor roll, reroll the die.

Telepathy: You can communicate through your mind with anyone within 8 squares of you. They need to be able to speak your language. You do not need to see them.

Tremor Sense: If you are touching the ground, you know the precise location of anything that is on the ground and making the slightest movement within 8 squares of you.

Wall Crawler: You can move across solid vertical surfaces and ceilings at your normal movement.

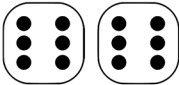
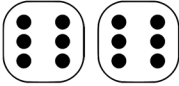
X-Ray Vision: You can see through all non-metallic barriers under 1 foot thick.



SUPER KIDS

SUPER KIDS

RUMBLE



Melee Attack: Pound

Melee attack at an adjacent target.

Special Action: Quake

Melee attack at all adjacent targets (enemies and allies) using 1 less die. If you hit, the target is knocked prone.

Bonus Ability: Hammer Time

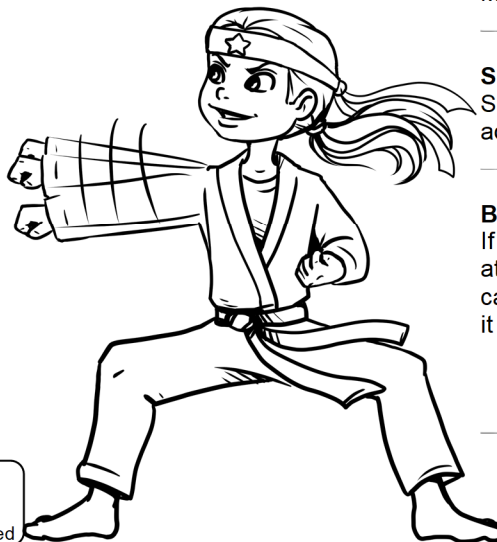
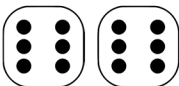
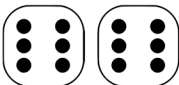
If you roll a 6 to hit with any attack, the target is pushed back up to 4 squares.

Inventory and Skills



SUPER KIDS

KYA



Melee Attack: Jab

Melee attack at an adjacent target.

Special Action: Flurry of Fists

Split your melee dice to attack multiple adjacent targets.

Bonus Ability: Reactive Strike

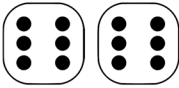
If an enemy in an adjacent square attempts to move away from you, you can immediately make an attack against it using 1 less die.

Inventory and Skills



SUPER KIDS

FLURRY



Ranged Attack: Snowball

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

Special Action: Snowball Swarm

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

Bonus Ability: Cold Fury

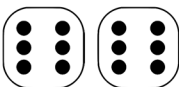
If you take damage, you get 1 extra die on your next attack.

Inventory and Skills



SUPER KIDS

SPLASH



Ranged Attack: Squirt

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

Special Action: Waterworks

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

Bonus Ability: Gusher

If you roll a 6 to hit, the target is knocked prone.

Inventory and Skills



SUPER KIDS

BEAST



Melee Attack: Claw

Melee attack at an adjacent target.

Special Action: Beast Mode

Use your movement. While moving, split your melee dice to attack different adjacent targets.

Bonus Ability: Rage

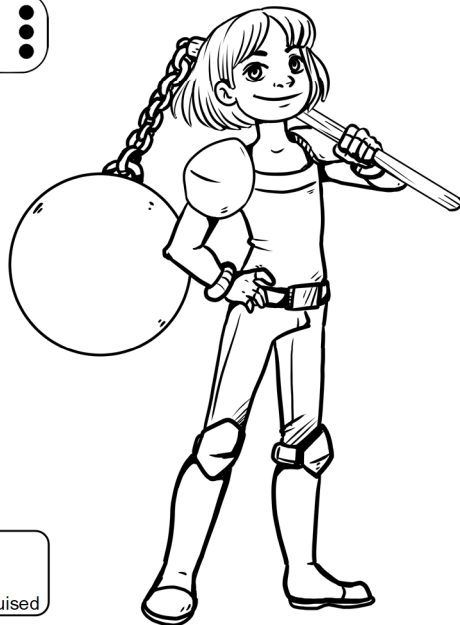
If you take damage, you get 1 extra die on your next attack.

Inventory and Skills



SUPER KIDS

NIKITA



Melee Attack: Smash

Melee attack at an adjacent target.

Special Action: Wrecking Ball

Melee attack at all adjacent targets (enemies and allies) using 1 less die.

Bonus Ability: Fore!

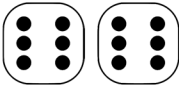
If you roll a 6 to hit with any attack, the target is pushed back up to 4 squares.

Inventory and Skills



SUPER KIDS

DRAKOR



Ranged Attack: Arrow

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

Special Action: Shapeshift

You can transform into a fire drake. You lose your regular dice pools and attacks, but gain those of the fire drake.

Bonus Ability: Roar

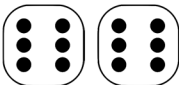
If you are hit, all enemies that can hear you get 1 less die to attack you on their next turn.

Inventory and Skills



SUPER KIDS

DRAKOR, FIRE DRAKE FORM



Melee Attack: Chomp

Melee attack at an adjacent target.

Special Action: Fiery Breath, Shapeshift

Make a 1 die magic attack at all targets (enemies and allies) in a 4-square line. The line begins in an adjacent square.

You transform into your human form.

Bonus Ability: Flyer

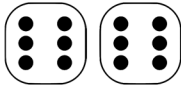
You can fly up to your movement.

Inventory and Skills



SUPER KIDS

ACCALIA



Ranged Attack: Bolt

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

Special Action: Shapeshift

You transform into a frost wolf. You lose your regular dice pools and attacks, but gain those of the frost wolf.

Bonus Ability: Howl

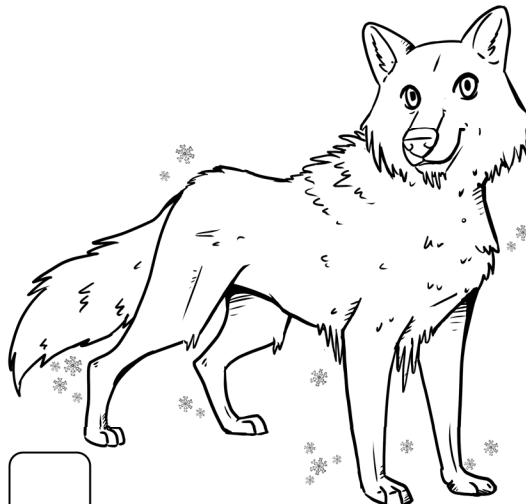
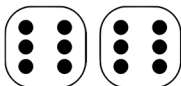
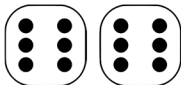
If you are hit, all enemies that can hear you get 1 less die to attack you on their next turn.

Inventory and Skills



SUPER KIDS

ACCALIA, FROST WOLF FORM



Melee Attack: Bite

Melee attack at an adjacent target.

Special Action: Trip, Shapeshift

Melee attack at an adjacent target using 1 less die. If you hit, the target is also knocked prone.

You transform into your human form.

Bonus Ability: Frost Bite,

If you roll a 6 to hit, the target cannot move until your next turn.

Inventory and Skills



SUPER KIDS

BLAZE



Magic Attack: Flameball

Magic attack at a target up to 4 squares away.

Special Action: Scorching Blast

Magic attack using 1 less die at all targets (enemies and allies) in a 4-square line. The line begins in an adjacent square.

Bonus Ability: Sizzling

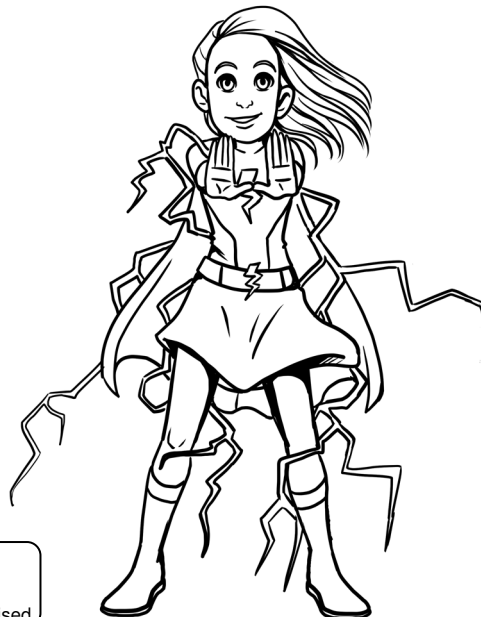
If you are damaged by a melee attack, your attacker takes 1 damage.

Inventory and Skills



SUPER KIDS

SPARKS



Magic Attack: Jolt

Magic attack at a target up to 4 squares away.

Special Action: Lightning Bolt

Magic attack using 1 less die at all targets (enemies and allies) in a 4-square line. The line begins in an adjacent square.

Bonus Ability: Shocking

If you are damaged by a melee attack, your attacker takes 1 damage.

Inventory and Skills



SUPER KIDS

MAGNUS



Melee Attack: Crush

Melee attack at an adjacent target.

Special Action: Heave Ho

Melee attack at an adjacent target using 1 less die (2 less if it is larger than you). If you hit, throw it up to 3 squares. It falls prone and takes 1 damage. You have 1 less armor pool die until your next turn.

Bonus Ability: Giant

You are over 12 feet tall and you occupy a 2x2 square. If you roll a 1 on a melee attack or strength test, reroll the die.

Inventory and Skills



SUPER KIDS

TITANESS



Melee Attack: Slam

Melee attack at an adjacent target.

Special Action: Towering Toss

Melee attack at an adjacent target using 1 less die (2 less if it is larger than you). If you hit, throw it up to 3 squares. It falls prone and takes 1 damage. You have 1 less armor pool die until your next turn.

Bonus Ability: Giant

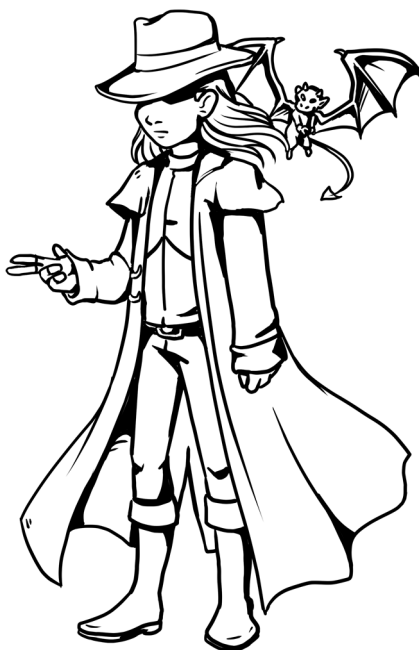
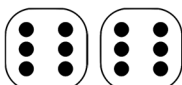
You are over 12 feet tall and you occupy a 2x2 square. If you roll a 1 on a melee attack or strength test, reroll the die.

Inventory and Skills



SUPER KIDS

SHADOW



Magic Attack: Shadow Bolt

Magic attack at a target up to 4 squares away.

Special Action: Summon Imp

You summon a flying imp. It appears in an empty adjacent square. As an action, you control the imp. You can have 1 imp at a time. You can dismiss your imp. You can have your imp with you outside of encounters.

Bonus Ability: Shadow Armor

When you are not at full health, you gain 1 die to your armor pool.

Inventory and Skills



SUPER KIDS

SHADOW'S IMP



Melee Attack: Bite

Melee attack at an adjacent target.

Special Action: Distracting Attack

Melee attack at an adjacent target using 1 less die. If you hit, the target also has 1 less armor pool die until your next turn.

Bonus Ability: Night Sight, Flyer

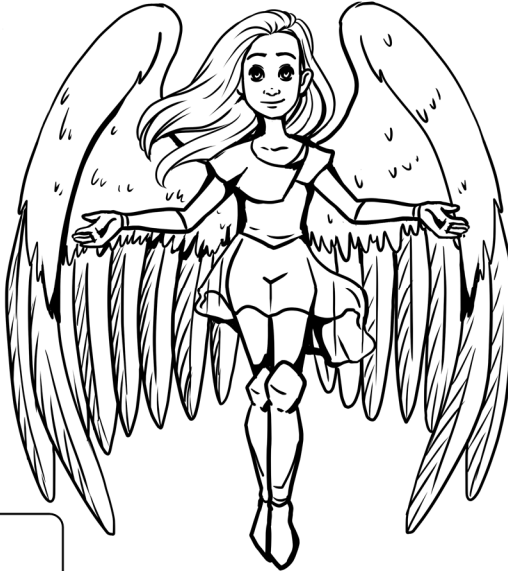
You can see normally in darkness. You can fly up to your movement.

Inventory and Skills



SUPER KIDS

ANGEL



Magic Attack: Ray

Magic attack at a target up to 4 squares away.

Special Action: Healing Word

Choose a target up to 4 squares away. That target regains 1 health.

Bonus Ability: Flyer

You can fly up to your movement.

Inventory and Skills



SUPER KIDS



Normal Attack:

Special Action:

Bonus Ability:

Inventory and Skills



SUPER KIDS



Normal Attack:



Special Action:



Bonus Ability:



Inventory and Skills



SUPER KIDS



Normal Attack:



Special Action:



Bonus Ability:



Inventory and Skills



