

SUPER KIDS

**HERO KIDS
COMPATIBLE**



SUPER KIDS CARDS II

BY

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CREDITS

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<http://cevanshire.blogspot.ca/>

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Hero Kids and other supplements can be purchased at

www.drivethrurpg.com.

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.



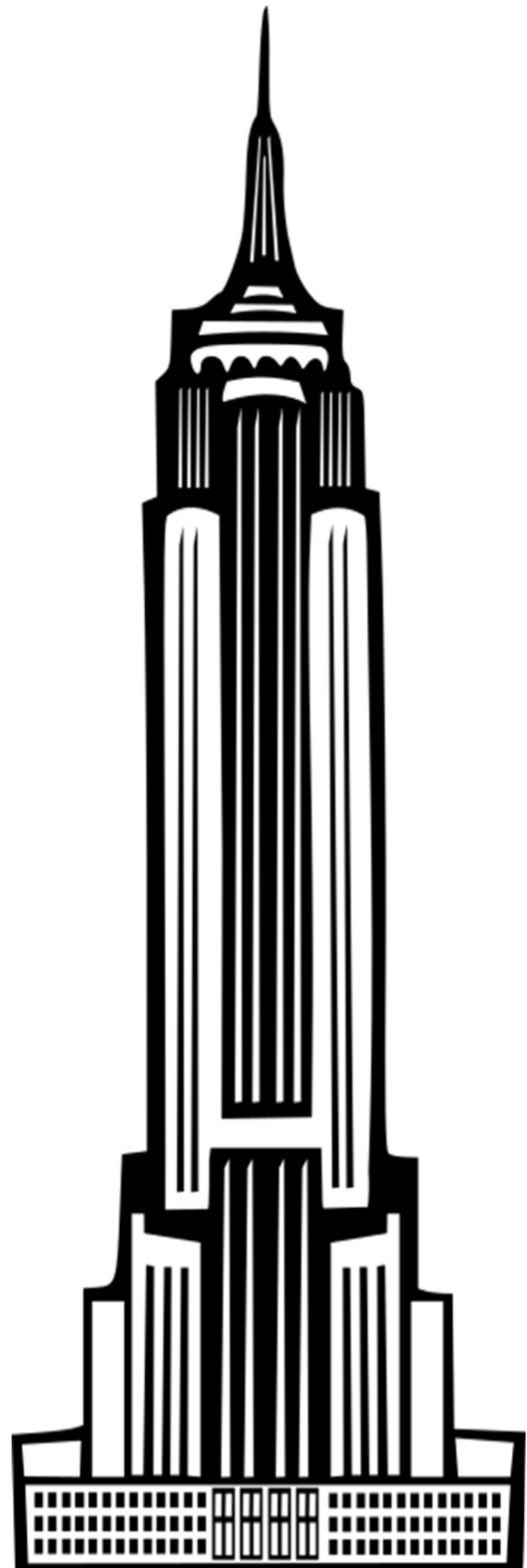
Sneaky: You get an extra die on Dexterity (Stealth) and Intelligence (Disguise) tests.



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



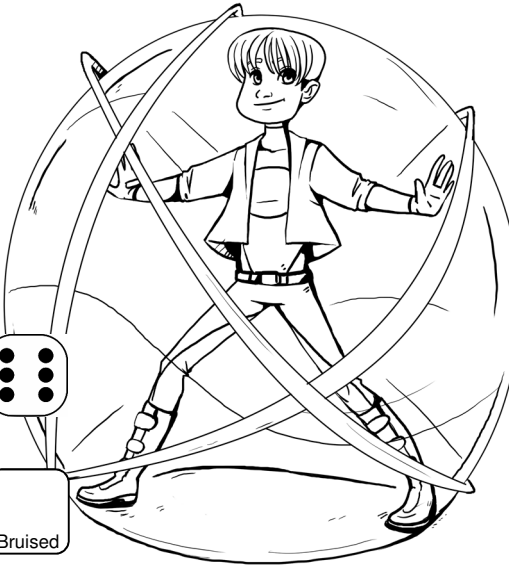
Track: You get an extra die on Intelligence (Track) tests.



SUPER KIDS

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PHENOM



Melee Attack: Power Punch

Melee attack at an adjacent target.

Special Action: Energy Strike

Melee attack with 1 or 2 extra dice at an adjacent target. Based on how many extra dice you used for your attack, you have that many fewer dice in your armor pool until your next turn.

Bonus Ability: EMP

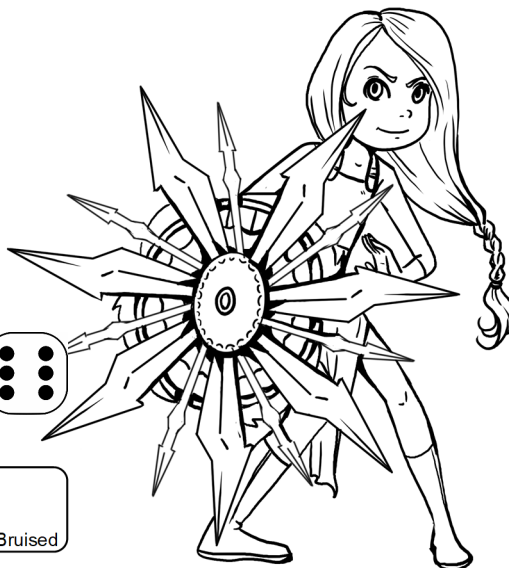
If you are hit by a melee attack, make an armor attack with 1 less die at all adjacent targets (enemies and allies). If you hit, the target is knocked prone.

Inventory and Skills



SUPER KIDS

AEGIS



Melee Attack: Shield Slash

Melee attack at an adjacent target.

Special Action: 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.

Bonus Ability: 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.

Inventory and Skills



SUPER KIDS

WIZ KID



Magic Attack: Frazzle

Magic attack at a target up to 4 squares away.

Special Action: 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.

Bonus Ability: Befuddle

If you are hit, your attacker cannot target you on its next turn.

Inventory and Skills



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CHARMAZING



Magic Attack: Dazzle

Magic attack at a target up to 4 squares away.

Special Action: Charm

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.

Bonus Ability: Friends

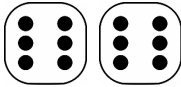
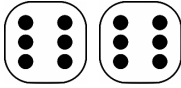
If you are hit, your attacker cannot target you on its next turn.

Inventory and Skills



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K-RUSH



Melee Attack: Uppercut

Melee attack at an adjacent target.

Special Action: Rush Attack

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.

Bonus Ability: Super Speed

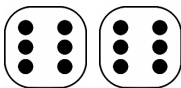
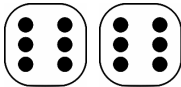
You can move up to 8 squares on your turn.

Inventory and Skills



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KENALI SWIFT



Melee Attack: Chop

Melee attack at an adjacent target.

Special Action: 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.

Bonus Ability: Super Speed

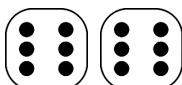
You can move up to 8 squares on your turn.

Inventory and Skills



SUPER KIDS

TWILIGHT



Magic Attack: Shadow Bolt

Magic attack at a target up to 4 squares away.

Special Action: Shadow Self

You create a shadow version of yourself. It appears in an empty adjacent square. As an action, you control the shadow. You can have 1 shadow at a time. You can dismiss your shadow. Your shadow can remain with you outside of encounters.

Bonus Ability: Shadow Step

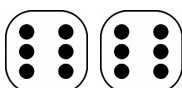
If you take damage, you can teleport up to 4 squares away.

Inventory and Skills



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TWILIGHT'S SHADOW



Melee Attack: Swipe

Melee attack at an adjacent target.

Special Action: Touch of Fear

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

Bonus Ability: Umbra

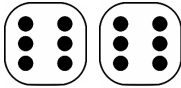
Anyone (enemies and allies) standing adjacent to you gets 1 less die to attack.

Inventory and Skills



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GHOST



Ranged Attack: Laser

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

Special Action: Cloak

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.

Bonus Ability: Sniper

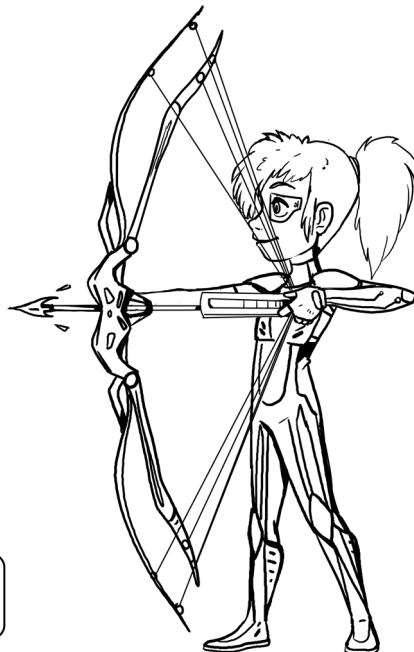
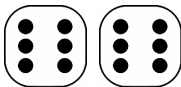
If you hit a target that cannot see you, you do 2 damage.

Inventory and Skills



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MIRAGE



Ranged Attack: Arrow

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

Special Action: 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.

Bonus Ability: Take Aim

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

Inventory and Skills



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CAEL



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



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Normal Attack:

Special Action:

Bonus Ability:

Inventory and Skills



