

SUPER KIDS

**HERO KIDS
COMPATIBLE**

**SUPERVILLAINS, HENCHMEN,
AND MINIONS**

**BY
CONRAD EVANSHIRE**



CREDITS

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

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No challenge is intended.

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.



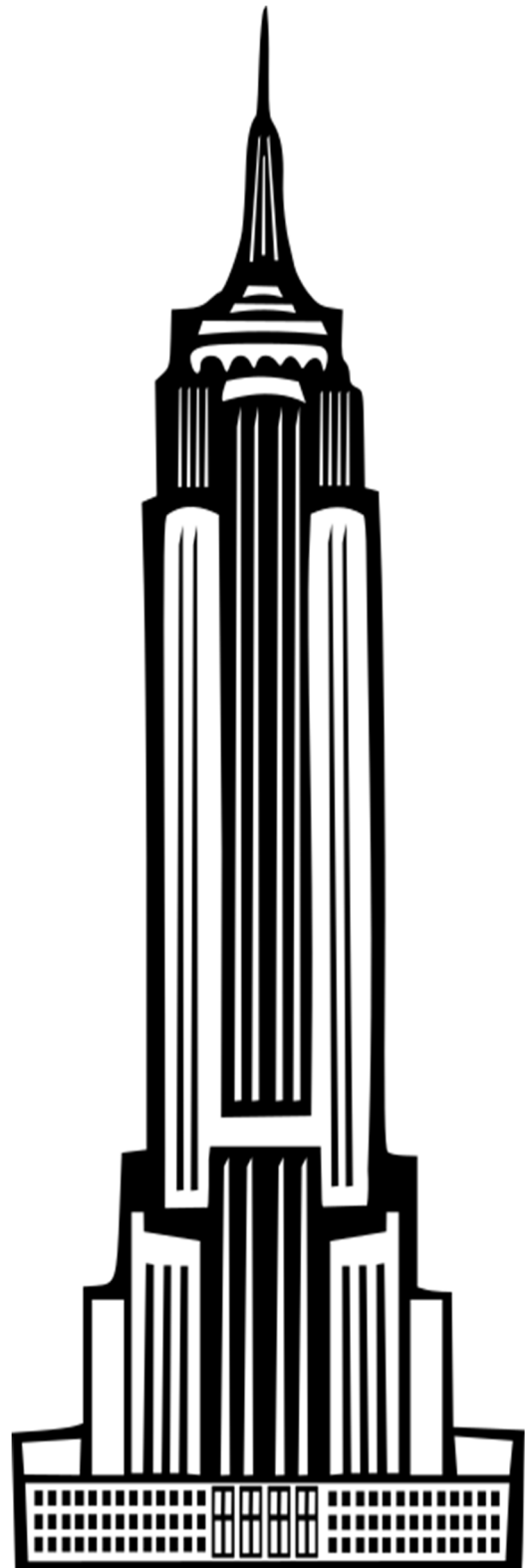
Sneaky: You get an extra die on Dexterity (Stealth) and Intelligence (Disguise) tests.



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



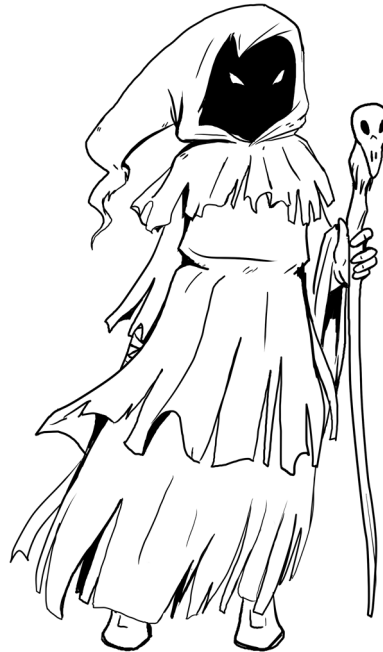
Track: You get an extra die on Intelligence (Track) tests.



***SUPERVILLAINS,
HENCHMEN,
&
MINIONS***

SUPER KIDS

NECROLOSE



Magic Attack: Eerie Green Ray

Magic attack at a target up to 4 squares away.

Special Action: 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.

Bonus Ability: Health Drain

You get 1 health back if you KO a target.

Inventory and Skills



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 less 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, Maaasterrrrr!

You can only move 2 squares.

If the person who created you is injured, you gain 2 extra squares of movement.

SUPER KIDS

VOODOO



Magic Attack: Hex Bolt

Magic attack at a target up to 4 squares away.

Special Action: 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.

Bonus Ability: Bad Juju

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

Inventory and Skills



SUPER KIDS

VOODOO DOLL



Melee Attack: Poke

Melee attack at an adjacent target.

Special Action: Pin

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

Bonus Ability: Final Blessing

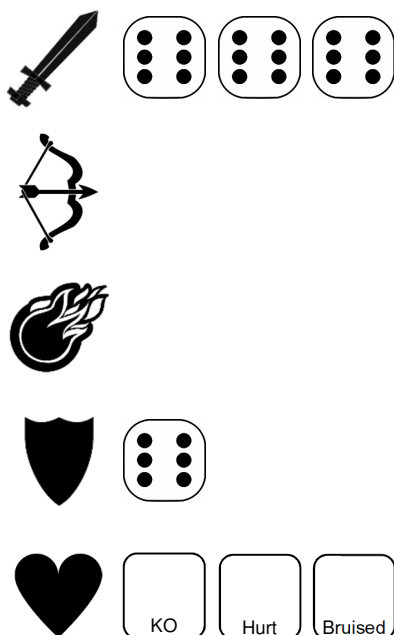
If you are KO'd, your master gets 1 extra die on its next attack.

Inventory and Skills



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BEHEMOTH



Melee Attack: Bonk

Melee attack at an adjacent target.

Special Action: 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.

Bonus Ability: Giant

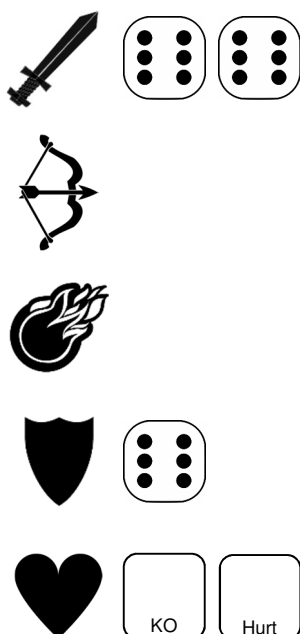
You are over 12 feet tall and you occupy a 2x2 square. If you roll a 1 on a melee attack or strength test, reroll the die.

Inventory and Skills



SUPER KIDS

GREMLIN



Melee Attack: Scratch

Melee attack at an adjacent target.

Special Action: 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.

Bonus Ability: Super Speed

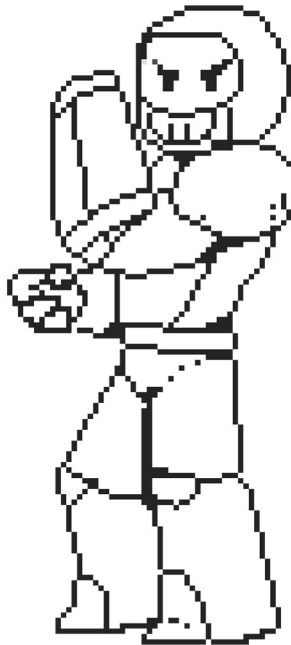
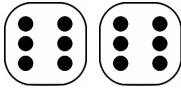
You can move up to 8 squares on your turn.

Inventory and Skills



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RETROMAN



Ranged Attack: Ion Cannon

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

Special Action: Downgrade

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.

Bonus Ability: Force Field

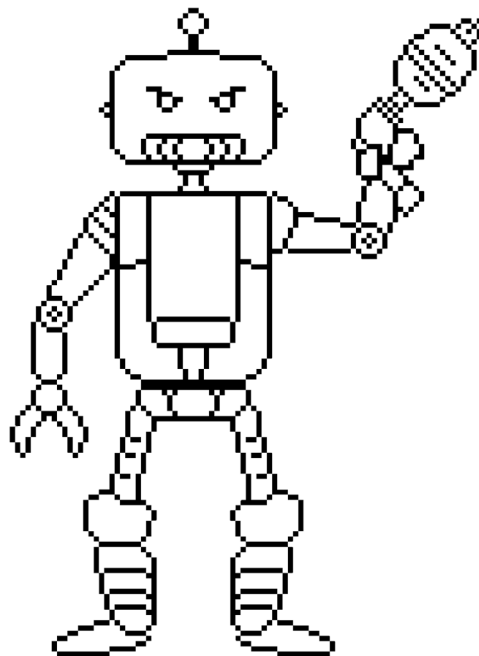
When you are not at full health, you gain 1 die to your armor pool.

Inventory and Skills



SUPER KIDS

8-BIT 2D-ZERO



Melee Attack: Claw Crush

Melee attack at an adjacent target.

Ranged Attack: Pew Pew!

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

Special Action: Tractor Beam

Ranged attack at a target up to 6 squares away. If you hit, the target is pulled up to 6 squares closer to you.

Bonus Ability: Short Circuit

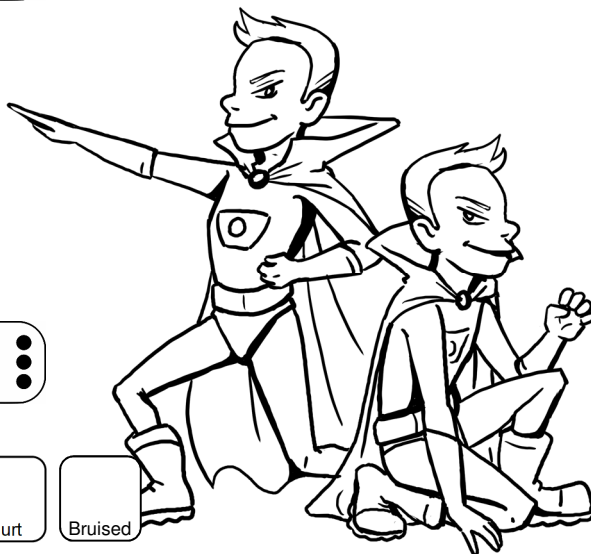
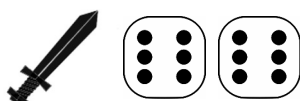
All adjacent targets (enemies and allies) cannot use their bonus ability while they are beside you.

Inventory and Skills



SUPER KIDS

DOUBLE TROUBLE



Melee Attack: Bop and Pop
Melee attack at an adjacent target.

Special Action: 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.

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

Inventory and Skills



SUPER KIDS

TROUBLE



Melee Attack: Pop
Melee attack at an adjacent target.

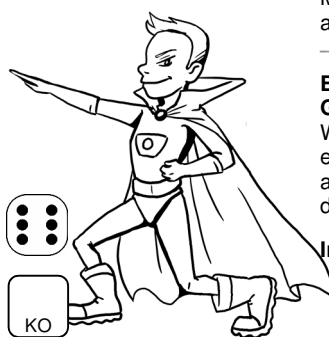
Bonus Ability: Gang Up
When your target is engaged, your attacks against it gain 1 extra die.

Inventory and Skills



SUPER KIDS

DOUBLE



Melee Attack: Bop
Melee attack at an adjacent target.

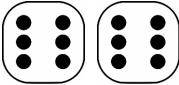
Bonus Ability: Gang Up
When your target is engaged, your attacks against it gain 1 extra die.

Inventory and Skills



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HALLUCIA



Magic Attack: Frizzle Frazzle

Magic attack at a target up to 4 squares away.

Special Action: 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 only have 1 Illusory Ally at a time.

Bonus Ability: 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.

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





