



HERO KIDS CREATOR'S GUILD



Adestikay Swordsman:



Melee Attack: Swords

Melee attack at an adjacent target.

Special Action: Ambidexterity

Dual wield swords - can split melee dice to attack a single target twice or two targets once each.

Bonus Ability: Parry

Add one extra die to armor when defending against melee attacks. Add two dice if defending against a bladed melee weapon.

Inventory and Skills



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Adestikay Hunter:



Ranged Attack: Bow

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

Special Action: Long Shot

Ranged attack at a target up to 8 squares away (but not adjacent) with 1 fewer dice.

Bonus Ability: Quick Draw

Can perform a second attack using one less die if a 6 is rolled on the first attack.

Inventory and Skills





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Adestikay Ranger:



Ranged Attack: Boomerang

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

Special Action: Return Service

Can ranged attack at 2 targets if they are adjacent to each other. Subtract one ranged die when attempting.

Bonus Ability: See It Coming

Can dodge long ranged attacks. Add one armor die for attacks 3-4 spaces away. Add two armor dice for attacks 5-6 spaces away.

Inventory and Skills



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Adestikay Mage:



Magic Attack: Energy Blast

Magic attack at a target up to 4 squares away.

Special Action: Force Field

Can trade attack turn for one extra armor die. Cannot perform this special action two turns in a row.

Bonus Ability: Chain Reaction

Can make a second attack using a single magic die if a 6 is rolled on the first attack. If a 6 is rolled on the second attack, can make a third attack and so on.

Inventory and Skills





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Alpineland Ice Thrower:



Ranged Attack: Sling Shot

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

Special Action: Aimed Shot

If you start your turn without an adjacent enemy, you can use your entire turn to make a ranged attack at a target up to 6 squares away with 1 extra die.

Bonus Ability: Cunning

When an attack against you resolves, you can immediately move 1 square.

Inventory and Skills



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Alpineland Musher:



Melee Attack: Slick Pick

Melee attack at an adjacent target.

Special Action: Precise Attack

If an adjacent target has not moved since your last turn, you can make a melee attack with 1 extra die.

Bonus Ability: Cunning

When an attack against you resolves, you can immediately move 1 square.

Inventory and Skills





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Alpineland Ice Mage:



Magic Attack: Freezing Blast

Magic attack at a target up to 4 squares away.

Special Action: Freezing Fire

Create a persistent blue fire up to 4 squares away. Creatures standing in or moving through the square must make a Dexterity test (Athletics) at difficulty 6 or take 1 damage.

Bonus Ability: Freezing Strike

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

Inventory and Skills



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Alpineland Yeti:



Melee Attack: Crushing Blow

Melee attack at an adjacent target.

Special Action: Knockback

Melee attack at an adjacent target using 1 fewer dice; if the attack hits, the target is also pushed back 4 squares.

Bonus Ability: Defender

When an adjacent target has been hit, you can take the damage instead of the ally.

Inventory and Skills





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Greenfalls Berserker:



Melee Attack: Axe Slash

Melee attack at an adjacent target.

Special Action: Bull Rush

Melee attack with one fewer die.

Target takes no damage, is knocked back 2 spaces, and is prone.

Bonus Ability: Retaliation

When you hit a target that has damaged you since your last turn, you deal 2 damage.

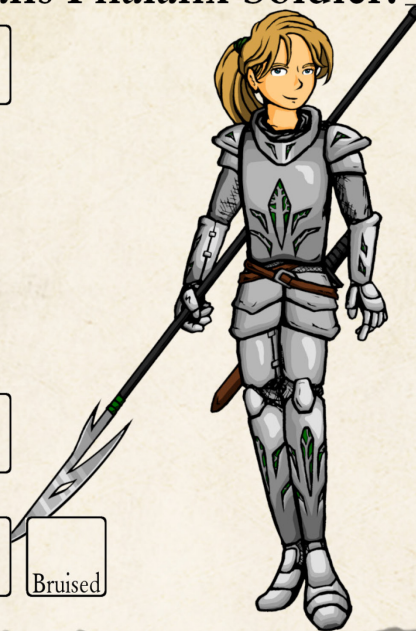
Inventory and Skills



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Greenfalls Phalanx Soldier:



Melee Attack: Spear Thrust

Melee attack at an adjacent target.

Special Action: Reaching Strike

Melee attack at a target 2 squares away with 1 fewer dice.

Bonus Ability: Shield Wall

Forgo attack to increase defense pool to 4 dice. All enemies within 3 squares must attack you until the start of your next turn.

Inventory and Skills





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Greenfalls Spellbinder:



Magic Attack: Blast of Force

Magic attack at a target up to 4 squares away.

Special Action: Call to the Earth

Cause vines to shoot up from the earth to grasp foes. All foes roll a die. On a 1-2, opponent is knocked prone. On a 2-4, enemy is slowed by one square on their next turn. On a 5 or 6, no negative effects.

Bonus Ability: Regenerating

When you take damage, you can't take anymore damage until your next turn.

Inventory and Skills



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Greenfalls Skirmisher:



Ranged Attack: Javelin Hurl

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

Special Action: Percise Shot

You can forgo your defense die and move one less square until your next turn to aim at an enemy's weak spot. If you hit, target takes 2 damage. If you miss, you still lose your defense die and movement square for the turn.

Bonus Ability: Marathon Runner

Your speed is 4 squares, but you can ignore obstacles, enemies and allies when moving.

Inventory and Skills





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Hollocia Knight:



Melee Attack: Scary Sword

Melee attack at an adjacent target.

Special Action: Knockdown Strike

Melee attack at an adjacent target using 1 fewer dice; if the attack hits, the target is also knocked down.

Bonus Ability: Block Breaker

Add one extra die to attack if the defender has 2 or more armor dice. Add two dice if defender is armed with a bladed melee weapon.

Inventory and Skills



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Hollocia Fire Mage:



Magic Attack: Fire Blast

Magic attack at a target up to 4 squares away.

Special Action: Blaze of Glory

Magic attack at all targets within a 2 square radius (including allies); you take 1 damage.

Bonus Ability: Campfire

Gets 1 extra armor die when defending against opponents using wooden weapons (melee and ranged).

Inventory and Skills





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Hollocia Life Mage:



Magic Attack: Energy Blast

Magic attack at a target up to 4 squares away.

Special Action: Resurrection

Can use action turn to revive a knocked out ally once per encounter.

Bonus Ability: Clerical

Gets 1 extra magic dice when attacking undead creatures (ghosts, skeletons, zombies).

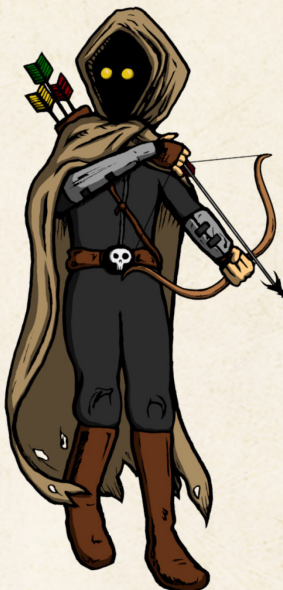
Inventory and Skills



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Hollocia Ranger:



Ranged Attack: Composite Bow

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

Special Action: Gun & Run

Can attack using 1 less ranged dice then move 2 additional squares after attacking.

Bonus Ability: Nimble

You can move up to 5 squares on your turn, ignoring obstacles, enemies and allies.

Inventory and Skills





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Willowsdell Water Mage:



Magic Attack: Water Blast

Magic attack at a target up to 4 squares away.

Special Action: Deluge

Once per encounter, you can flood your immediate surroundings by performing a magic ability test at difficulty 5. If successful all adjacent monsters and heroes will lose their turn for the round.

Bonus Ability: Extinguish

Gets 1 extra armor die when defending against fire attacks. Does double damage to Fire Elementals/Flaming Skulls.

Inventory and Skills



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Willowsdell Shaman:



Magic Attack: Primal Whip

Magic attack at a target up to 4 squares away.

Special Action: Primal Shackles

Magic attack at a target with 1 fewer die; if the attack hits, the target also can't move on their next turn.

Bonus Ability: Cane Reaction

When you are hit with a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.

Inventory and Skills





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Willowsdell Ranger:



Ranged Attack: Crossbow

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

Special Action: Fast Reload

Can split ranged dice to make 2 attacks at a single target up to 6 squares away (but not adjacent).

Bonus Ability: Tail Strike

When you are hit with a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.

Inventory and Skills



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Willowsdell Pugilist:



Melee Attack: Fists

Melee attack at an adjacent target.

Special Action: Flying Kick

Can melee attack at a target up to 2 squares away using one less melee die.

Bonus Ability: Combination

Can make a second attack using a single melee die if a 6 is rolled on the first attack. If a 6 is rolled on the second attack, can make a third attack and so on.

Inventory and Skills



