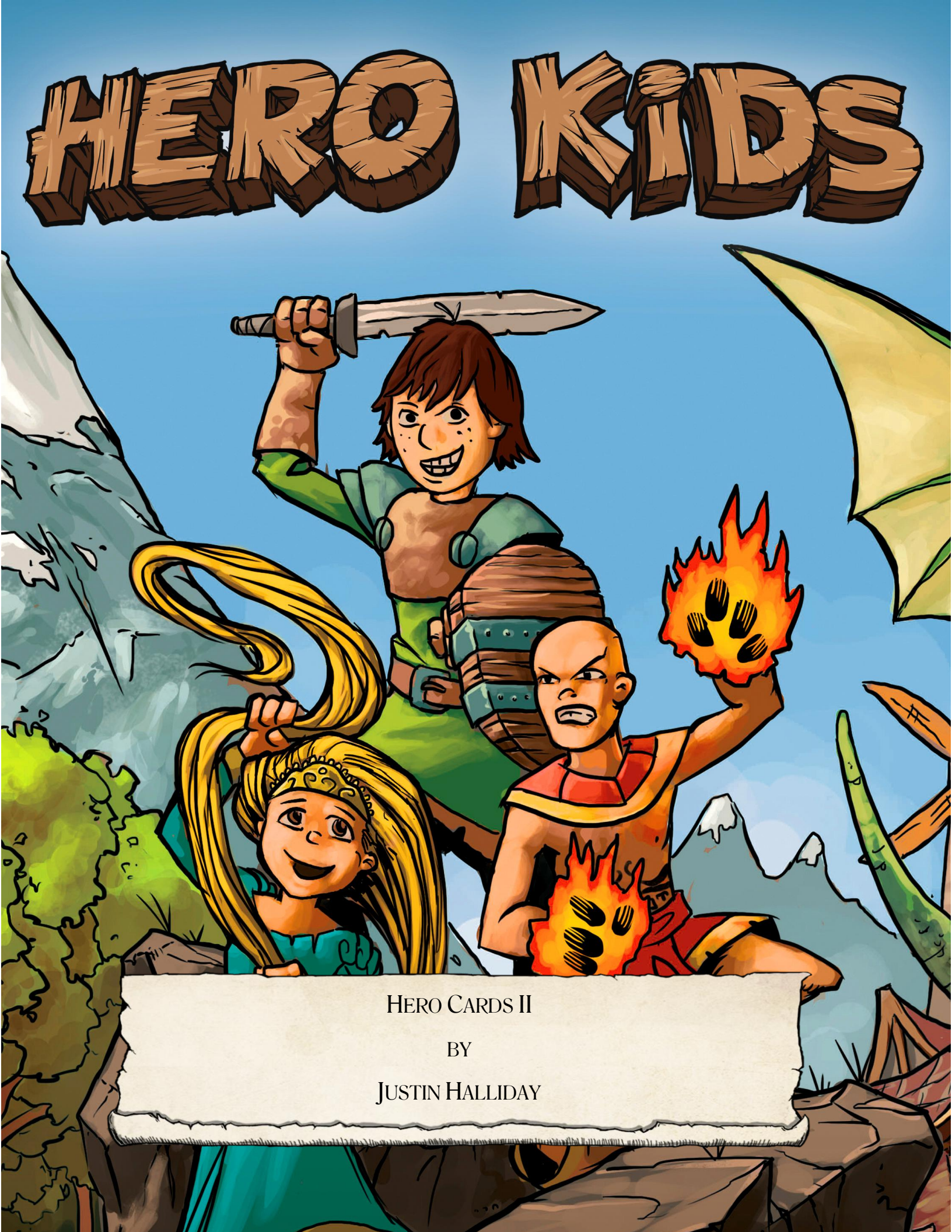


# HERO KIDS



HERO CARDS II

BY

JUSTIN HALLIDAY

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## CREDITS

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

Printing Authorization:

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Version: 1.4 (Build 10)

Changelog:

- Updated Swashbuckler hero card
- Updated layout of hero and monster cards and stand-ups.
- Updated hero cards to improve consistency.
- Updated hero card artwork to add white fill.
- Added printing authorization.

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MORE HEROES!



# HERO KIDS



Acrobat:



**Melee Attack: Piercing Strike**

Melee attack at an adjacent target.

**Special Action: Springing Attack**

Move up to 2 squares, make a melee attack at an adjacent target with 1 fewer dice, then return to your original position.

**Bonus Ability: Nimble**

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

Inventory and Skills



# HERO KIDS



Alchemist:



**Ranged Attack: Bomb!**

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

**Special Action: BA-BOOM!**

Once per encounter, you can make 1 die ranged attacks at a target or square up to 6 squares away and all adjacent targets.

**Bonus Ability: Oops!**

If you are KO'd, immediately make 1 die ranged attacks at all adjacent targets.

Inventory and Skills





# HERO KIDS



Brute:



**Melee Attack: Axe Chop**

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



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



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



KO

Hurt

Bruised



## 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 make ranged attacks at 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



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



KO

Hurt

Bruised



## 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



## Storm-Mage:



### Magic Attack: Lighting Bolt

Magic attack at a target up to 4 squares away.

### Special Action: Fork Lightning

Split your magic dice to make magic attacks at multiple targets up to 4 squares away.

### Bonus Ability: Shocking

When you're damaged by a melee attack, your attacker takes 1 damage.

### Inventory and Skills



# HERO KIDS



## Swashbuckler:



### Melee Attack: Slashing Strike

Melee attack at an adjacent target.

### Special Action: Pressing Attack

Melee attack at an adjacent target using 1 fewer dice; the target is also pushed back 1 square and you move into its square.

### Bonus Ability: Duellist

When you are attacked by more than 1 enemy, your armor pool gains 1 extra die until the start of your next turn.

### Inventory and Skills





# HERO KIDS



## Swashbuckler:



### Melee Attack: Finesse Strike

Melee attack at an adjacent target.

### Special Action: Pressing Attack

Melee attack at an adjacent target using 1 fewer dice; the target is also pushed back 1 square and you move into its square.

### Bonus Ability: Duellist

When you are attacked by more than 1 enemy, your armor pool gains 1 extra die until the start of your next turn.

### Inventory and Skills



# HERO KIDS



## Wolfchild:



### Melee Attack: Clawing Attack

Melee attack at an adjacent target.

### Special Action: Taste For Blood

If you damaged an adjacent target on your last turn, you can make a melee attack at that target with 1 extra die.

### Bonus Ability: Sure-Footed

You can ignore obstacles when moving.

### 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



