

HERO KIDS



HERO CARDS – CORE HEROES

BY

JUSTIN HALLIDAY

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CREDITS

Designed and written by Justin Halliday

Hero and monster art by Eric Quigley
www.ericquigley.com

WEBSITES

herokidsrpg.blogspot.com
heroforgegames.com

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Changelog:

- Created B&W version of the Core Heroes cards

CORE HEROES!





HERO KIDS



Warrior: _____



Melee Attack: Slashing Strike

Melee attack at an adjacent target.

Special Action: Whirlwind Attack

Split your melee dice to make melee attacks at multiple adjacent targets.

Bonus Ability: Teamwork

When a target is engaged, your attacks against that target gain 1 extra die.

Inventory and Skills



HERO KIDS



Warrior: _____



Melee Attack: Crushing Strike

Melee attack at an adjacent target.

Special Action: Whirlwind Attack

Split your melee dice to make melee attacks at multiple adjacent targets.

Bonus Ability: Teamwork

When a target is engaged, your attacks against that target gain 1 extra die.

Inventory and Skills





HERO KIDS



Hunter: _____



Ranged Attack: Hairwhip Strike

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

Special Action: Lasso Hair

Ranged attack at a target up to 6 squares away (but not adjacent); if the attack hits the target takes no damage but is pulled to an empty square closer to you.

Bonus Ability: Tangled

When defending melee attacks, you gain 1 extra die to your armor pool.

Inventory and Skills



HERO KIDS



Hunter: _____



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 attack 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





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Warlock: _____



Magic Attack: Flaming Bolt
Magic attack at a target up to 4 squares away.

Special Action: Flame Burst
Make 1 die magic attacks at all adjacent targets, including enemies and allies.

Bonus Ability: Power Surge
When you are not at full health, your magic attacks gain 1 extra die.

Inventory and Skills



HERO KIDS



Warlock: _____



Magic Attack: Water Whip
Magic attack at a target up to 4 squares away.

Special Action: Waterwhip Strikes
Split your magic dice to make magic attacks at multiple targets up to 4 squares away.

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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Brute: _____



Melee Attack: Hammer Smash
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



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Rogue: _____



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

Special Action: Sneaky Attack
If a target up to 6 squares away (but not adjacent) is engaged, you can make a ranged attack at that target with 1 extra die.

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

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



Knight: _____



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





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Normal Attack:



Special Action:



Bonus Ability:



Inventory and Skills



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Normal Attack:



Special Action:



Bonus Ability:



Inventory and Skills



