

HERO KIDS



HERO CARDS - SPACE HEROES

BY

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Credits

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herokidsrpg.blogspot.com
heroforgegames.com

Printing Authorization:

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Version: 1.3 (Build 13)

Changelog:

- Added color hero cards.
- Reformatted to separate hero stand-ups onto single page.
- Updated all hero cards for consistency.
- Updated hero card artwork to add white fill.
- Added print authorization.

SPACE HEROES

The *Hero Kids* Space Heroes adds these items and new skills:



Health packs return the hero or an adjacent ally to full health.



Currency: Add 1 extra die when making an Intelligence (Persuasion) test.



Darkvision: Add 1 extra die when making an Intelligence (Darkvision) test.



Gunnery: Add 1 extra die when making a Dexterity (Gunnery) test.



Knowledge: Add 1 extra die when making an Intelligence test (Knowledge).



Mechanic: Add 1 extra die when making a Dexterity (Mechanic) test.



Medicine: Add 1 extra die when making an Intelligence (Medicine) test.



Navigation: Add 1 extra die when making an Intelligence (Navigation) test.



Negotiation: Add 1 extra die when making a Intelligence (Persuasion) test.



Pilot: Add 1 extra die when making a Dexterity (Pilot) test.



Technology: Add 1 extra die when making an Intelligence (Technology) test.



HERO KIDS



Brute: _____



Melee Attack: Cleaving Strike
Melee attack at an adjacent target.

Special Action: Crushing Attack
Melee attack at an adjacent target with 1 fewer dice; if the attack hits it deals 2 damage.

Bonus Ability: Hard To Kill
When you take damage that would KO you, you can still act on your next turn. If you're still KO'd at the end of your next turn, you are knocked out.

Inventory and Skills



HERO KIDS



Force-Binder: _____



Magic Attack: Nadic Punch
Magic attack at a target up to 4 squares away.

Special Action: Nadic Push
Magic attack at a target up to 4 squares away using 1 fewer dice; if the attack hits the target is also pushed back 4 squares.

Bonus Ability: Nadic Pulse
When a character hits you with a melee attack, that character is pushed back 4 squares.

Inventory and Skills





HERO KIDS



Merc: _____



Melee Attack: Shock 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 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



Nadic Healer: _____



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

Special Action: Nadic Healing
Remove 1 damage from yourself or an adjacent ally.

Bonus Ability: Health Pack
After an encounter, you can replenish 1 health pack that you or an ally has used.

Inventory and Skills





HERO KIDS



Scoundrel: _____



Ranged Attack: Snap Shot

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

Special Action: Sneaky Attack

Ranged attack at a engaged target up to 6 squares away with 1 extra die (cannot attack adjacent targets).

Bonus Ability: Slippery

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



Scoundrel: _____



Ranged Attack: Snap Shot

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

Special Action: Sneaky Attack

Ranged attack at a engaged target up to 6 squares away with 1 extra die (cannot attack adjacent targets).

Bonus Ability: Slippery

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



Sharpshooter: _____



Ranged Attack: Quick Shot

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 using 1 fewer dice (cannot attack adjacent targets).

Bonus Ability: Ricochet Shot

When there is an appropriately positioned wall or object, you can bounce your shots around corners.

Inventory and Skills



HERO KIDS



Trooper: _____



Ranged Attack: Blaster Shot

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

Special Action: Aimed Shot

If you don't move on your turn, you can make a ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets); if the attack hits it deals 2 damage.

Bonus Ability: Tracer Shot

When you missed a target with an attack last turn, your attacks at that target gain 1 extra die.

Inventory and Skills





HERO KIDS



Warrior: _____



Melee Attack: Ion Slice

Melee attack at an adjacent target.

Special Action: Sweeping Strike

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: Ion Slice

Melee attack at an adjacent target.

Special Action: Sweeping Strike

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



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Normal Attack:



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Special Action:



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Bonus Ability:



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Inventory and Skills



KO	Hurt	Bruised
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HERO KIDS



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Normal Attack:



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Special Action:



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Bonus Ability:



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Inventory and Skills



KO	Hurt	Bruised
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