

SUPER KIDS

**HERO KIDS
COMPATIBLE**



NEW RECRUITS
A SUPER KIDS ADVENTURE
BY
CONRAD EVANSHIRE

CREDITS

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*This Adventure was written as a tribute to
one of life's greatest treasures.
I hope it will help your kids find theirs.*

NEW RECRUITS

A SUPER KIDS ADVENTURE

ENCOUNTERS: 5
DIFFICULTY: NORMAL
DURATION: 90+ MINUTES

Compatibility and Conversion. While designed for *Super Kids*—the superhero expansion for *Hero Kids*—this adventure is fully compatible with all *Hero Kids*’ products. *Hero Kids*’ characters, including those from the space expansion, can be used. Game Masters might want to make minor changes to the adventure text to capture a medieval or space setting.

SUPER KIDS ADVENTURE

For this adventure you will need:

- A copy of *Super Kids*. *Super Kids* offers general setting information, inventory, skills, powers, and *Super Kids*' character cards.
- A copy of *Hero Kids*. *Hero Kids* provides details on the core game mechanics and the monsters (skeletons) needed for Challenge #4 in this adventure.
- Six-sided dice (d6s).
- Pencils and erasers.

BACKGROUND

Capital City needs superheroes. The police are kept busy dealing with all sorts of problems. Criminals, monsters, aliens, and super villains pose constant threats. This is a city that can use all the help it can get. That's where super kids come in!

ADVENTURE OVERVIEW

This adventure takes place at the Linwood Academy for Extraordinary Children. The characters are at Linwood being tested for admission into this prestigious school. The school serves as a training ground for super kids. The principal has devised a series of challenges and a riddle to assess whether the kids are worthy of further training and missions.

ADVENTURE INTRODUCTION

The adventure begins just after the kids are dropped off to begin their testing. They have an opportunity to meet the Academy's Principal, Dr. Hailey, his assistant, Deathspell the magic duck, and each other.

It's June 2nd. Your parents have just dropped you off at a school that trains super kids. A large green and gold sign on the outside of the school reads: Linwood Academy for Extraordinary Children. You enter a classroom to see some other kids mingling there. A cheery-looking man enters the room. He is wearing black robes and carries a long wooden pointer. Waddling along close behind him is an oversized purple duck wearing a wizard's cap. In a welcoming voice the man in the robes says, "Children, please find a seat. Smaller children, please sit at the front of the room." Once everyone is settled, he continues, "My name is Dr. Crandall Hailey. I am Linwood Academy's principal. This here is," he says motioning to the duck, "my assistant, the almighty Deathspell. He is affectionately known at Linwood as Coach Quackers." Dr. Hailey grins, then continues, "Linwood opened its doors to a select group of super kids in 1986. If you are successful in today's admission challenge, you will begin your training here. Coach Quackers will oversee the challenge." As if there's nothing strange about having a purple, magical duck teaching you, Dr. Hailey continues, "You are here because you have super powers and the potential to do great things. Simply put: Capital City needs you. Today, you will get to know some of the other children and see whether you have what it takes to become a student at the Academy." Dr. Hailey asks you to introduce yourselves. He says, "Please tell us your super kid name, what powers you have and, if you like, how you got your powers."

Have the players introduce their characters. Offer guidance and encouragement as necessary. The players are free to make up whatever stories they wish. If you want to move things along, or when ready to move on with the adventure, have Dr. Hailey interrupt the introductions.

Provide the players with the Code Sheet (p. 14) and the Decryption Wheel (p. 15), then continue:

CHALLENGE #1: GHOSTBORG CHESS

A green, blob-like alien character with a large white eye, a red eye, and a black antenna with a red probe.

	1	3	5	4	2		
		H	H	H	H		

4

ENCOUNTER FEATURES

The super kids can move forwards, backwards, and side-to-side. If they attempt to move diagonally, they are teleported back to the start. Defeated ghostborgs create a gooey obstacle where they were KO'd. If a kid reaches a square at the far end of the room, they get 1 extra die to their attacks for the duration of the challenge.

ABILITY TESTS

There are no ability tests in this challenge.

MONSTERS

In this challenge, ghostborgs use ranged attacks against the super kids.

1 Super Kid: 2 ghostborg

2 Super Kids: 3 ghostborgs

3 Super Kids: 4 ghostborgs

4 Super Kids: 5 ghostborgs

Use these health boxes to track damage:

① Ghostborg	KO	② Ghostborg	KO
③ Ghostborg	KO	④ Ghostborg	KO
⑤ Ghostborg	KO	⑥ Extra Ghostborg	KO

TACTICS

Half of the ghostborgs set their laser to "damage," while the other half set theirs to "stun." If they are KO'd, their laser headpiece clinks to the ground and their body becomes a puddle of steamy, glowing goo, turning the floor at that location into an obstacle.

CONCLUDING THE CHALLENGE

As soon as all the ghostborgs are KO'd, read the following:

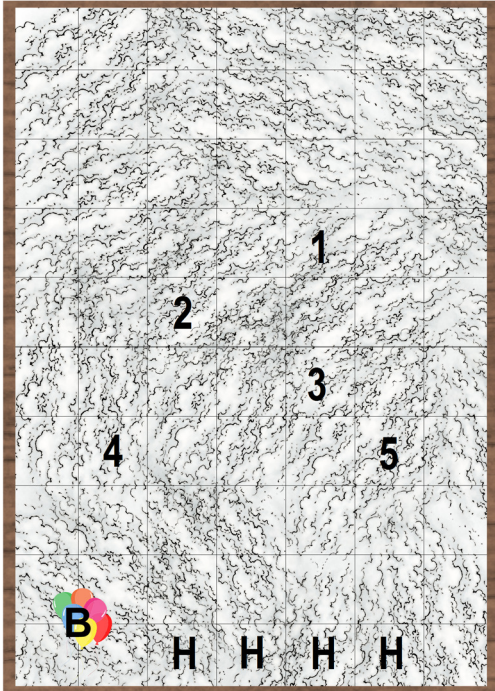
The three kids in the stands who have been cheering for you, give one last "Hurray!," hug each other, then fade away. Hovering in the middle of the room is a painting. It depicts three kids seated on couches. Two are laughing. The third grimaces while rolling his eyes. Set out before them are notebooks, red, pink, and blue dice, and a white binder with three monsters on the front of it. One is a spherical creature with eyestalks. A caption on a gold plaque at the bottom of the painting reads: "Deathstriker Inc." As soon as you touch the painting it vanishes and a locked door appears back where you started this challenge. Above the door, the following glowing green numbers appear: 6, 26, 16, 21. Coach Quackers materializes beside you and says, "Better write down those numbers."

If the players need prompting, encourage them to write down and decode the numbers as the first entry on their Code Sheet. When they do, the door opens and they can proceed to the next challenge. Coach Quackers offers to heal everyone back to full health before proceeding.

CHALLENGE #2: EVERYBODY FLOATS

The kids enter a room with a solid but mushy cloud floor. Mr. Clappy (a clown) and his balloon dogs float above them. Unless the kids have flying powers, they need to grab a balloon to float up to the clown to defeat him. Once floating, they can control their movement as normal.

MAP



The first thing you notice when you enter this room is that you are standing on squishy clouds which smell like cotton candy. You look up to see a crazy looking clown floating in the air about 40 feet up. He appears to be kept afloat by the giant balloon he holds onto. There are other balloons floating near you. The clown takes a slender blue balloon out of his pocket, blows it up, and with a bunch of squeaks, he twists together a balloon dog. To your surprise, the dog barks! Then it begins descending towards you. Coach Quackers says, "That's Mr. Clappy. He's made a few too many balloon animals for his own good. For this challenge, you need to defeat him and his unstable minions. He's probably not going to come to you, but his dogs might. Good luck." Quackers disappears into the cloud.

ENCOUNTER FEATURES

Mr. Clappy floats 40 feet (7 squares) off the ground. Balloon dogs are floating 10 feet (1 square) up at the start of the challenge. Super kids can use balloons in the room to float up. These balloons are marked "B" on the GM's Map. A new balloon appears if a super kid takes one. They can attach the balloon to themselves (freeing up their hands) and float in any direction at movement 4. If a super kid's balloon pops, they drift harmlessly back to the cloud. The same happens for Mr. Clappy. Balloons have 1 armor and health. GMs should use counters to keep track of height (e.g., 1, 2, 3 squares, etc.).

ABILITY TESTS

- The players can make an Intelligence (Knowledge) test at difficulty 4 to realize they can use the balloons to float up to the clown.
- The players can make an Intelligence (Knowledge) test at difficulty 4 to realize they can pop the clown's balloon (1 armor and health), to make him drift to the ground. They realize the same can be done to them.
- Using food, the players can make an Intelligence (Negotiation) test at difficulty 4 to remove a balloon dog from battle.



MONSTERS

In this challenge, Mr. Clappy the clown uses ranged attacks and his balloon dogs against the super kids. He can continue to make more balloon dogs.

- 1 Super Kid: 1 Mr. Clappy
- 2 Super Kids: 1 Mr. Clappy & 1 balloon dog
- 3 Super Kids: 1 Mr. Clappy & 2 balloon dogs
- 4 Super Kids: 1 Mr. Clappy & 3 balloon dogs

Use these health boxes to track damage:

① Mr. Clappy	KO	Hurt
② Balloon Dog	KO	③ Balloon Dog KO
④ Balloon Dog	KO	⑤ Extra Balloon Dog KO

TACTICS

When the super kids are within range, Mr. Clappy attacks. Otherwise, he laughs crazily and makes more balloon dogs to attack.

CONCLUDING THE CHALLENGE

As soon as all the enemies are KO'd, read the following:

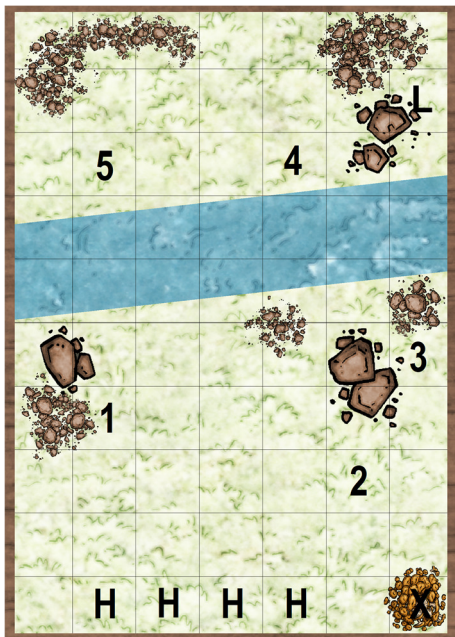
Hovering in the middle of the room is a painting. It depicts six teenagers seated at a simple wooden table. One is reading a newspaper aloud while the others listen intently. Pencils, graph paper, and bowls of popcorn litter the table. A grey box also sits on the table. Featured prominently on the box are two words in archaic, golden script. A caption on a gold plaque at the bottom of the painting reads: "Golem's Watch." As soon as you touch the painting it vanishes and a locked door appears at the end of the room where you started this challenge. Above the door, the following glowing green numbers appear: 17, 6, 13. Coach Quackers materializes beside you and says, "Better write down those numbers."

If the players need prompting, encourage them to write down and decode the numbers as the second entry on their Code Sheet. When they do, the door opens and they can proceed to the next challenge. Coach Quackers offers to heal everyone back to full health before proceeding.

CHALLENGE #3: THE LOVELY

The kids enter a room with two other groups: orcs and a golem. The kids must “out seek” and battle the orcs and, potentially, the golem in pursuit of a lost artefact: a teddy bear called, “The Lovely.” To pass the challenge, the super kids must locate “The Lovely” and get it to the mushroom mound, or help the golem get “The Lovely” to the mushroom mound before the orcs.

MAP



The room is covered in luscious grass, moss covered boulders, and rock debris. There is a mound of orange mushrooms near you. A shallow stream gurgles as it cuts across the room. You see orcs and a strange rock boy rummaging about. Every now and then, the rock boy raises his hands to the sky and bellows, “THE LOVELYYYYY!” Quackers appears beside you and says, “That poor creature is a golem. He has lost an artefact, which he calls ‘The Lovely.’ It is a teddy bear with some annoying powers. To succeed in this challenge, you must either seek out the artefact and deliver it to the mushroom mound or help the golem get it to the mound. Defeating the orcs will also do the trick. Good luck!” Quackers goes poof, and is gone.

ENCOUNTER FEATURES

“The Lovely” is tucked alongside a boulder in the far corner of the room (“L” on the GM’s Map). It can be found on an Intelligence (Perception or Investigation) roll. Whoever gets “The Lovely” to the mushroom mound first is the victor. The mushroom mound is marked “X” on the GM’s Map. If the super kids help the golem get the artefact to the mushroom mound, they are also successful. “The Lovely” wails incessantly for the golem if anyone other than the golem touches it. This draws everyone’s attention. The boulders, rock debris, mushroom mound, and stream are obstacles slowing movement.

ABILITY TESTS

- Once across the stream, the players can make an Intelligence (Perception or Investigation) test at difficulty 6 to spot “The Lovely.”
- The players can make an Intelligence (Persuasion) test at difficulty 6 to lure enemies away from “The Lovely’s” location. After “The Lovely” is found, this trick no longer works.
- Using food, the players can make an Intelligence (Negotiation) test at difficulty 6 to lure enemies away from the “The Lovely’s” location. After “The Lovely” is found, this trick no longer works.



MONSTERS

In this challenge, the golem and orcs search for “The Lovely.”

1 Super Kid: 1 Golem & 1 Orc

2 Super Kids: 1 Golem & 2 Orcs

3 Super Kids: 1 Golem & 3 Orcs

4 Super Kids: 1 Golem & 4 Orcs

Use these health boxes to track damage:

① The Golem	KO	② Orc	KO
③ Orc	KO	④ Orc	KO
⑤ Orc	KO	⑥ Extra Orc	KO

TACTICS

The golem and orcs make perception checks each round to find “The Lovely.” The orcs only attack their adversaries if they are attacked first or if someone else possesses “The Lovely.” The golem attacks anyone that finds “The Lovely.”

CONCLUDING THE CHALLENGE

As soon as all the enemies are KO’d, the characters get “The Lovely” to the mushroom mound, or they help the golem get “The Lovely” to the mushroom mound, read the following:

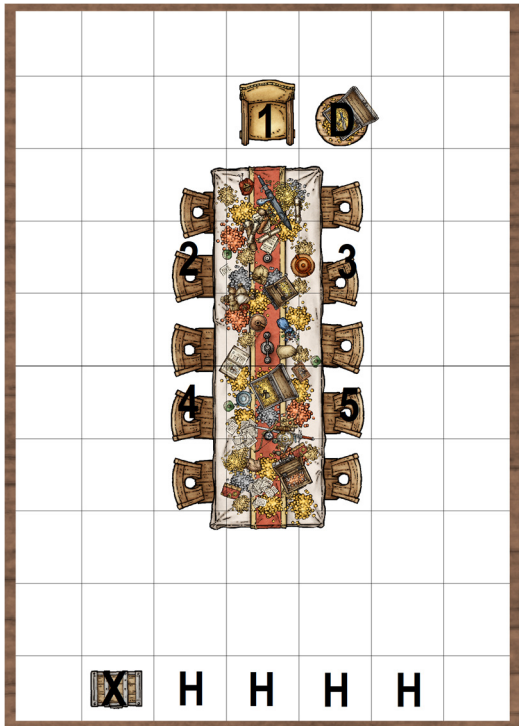
Hovering in the middle of the room is a painting. It depicts six teenagers seated at a simple wooden table. One person writes, “Is the fire hot?” in a yellow notebook. The rest are laughing uncontrollably. Spread out on the table is a poster sized laminated sheet of paper with a blue grid. Beside it sits a book with a black, leatherbound cover. Embossed on the cover is a sword bisecting an open tome. Above these items are two words written in fancy letters. A caption on a gold plaque at the bottom of the painting reads: “No Allies.” As soon as you touch the painting it vanishes and a locked door appears at the end of the room where you started this challenge. Above the door, the following glowing green numbers appear: 12, 7, 8. Coach Quackers materializes beside you and says, “Better write down those numbers.”

If the players need prompting, encourage them to write down and decode the numbers as the third entry on their Code Sheet. When they do, the door opens and they can proceed to the next challenge. Coach Quackers offers to heal everyone back to full health before proceeding.

CHALLENGE #4: ONE-EYED JILLY

The kids enter a room filled with pirate treasure. One-eyed Jilly, the owner of the booty, does not take kindly to intruders, especially those who try to take her treasure. The super kids must retrieve Jilly's prized dagger, which sits on the table beside her. If the super kids disturb any other treasure, they will awaken the pirate crew and must defeat them before leaving.

MAP



You enter a room filled with treasure. An assortment of sparkling coins, glittering gems, powerful looking weapons, and old books clutter the table in front of you. Sleeping in chairs around the table are the skeletons of a pirate crew and the infamous pirate captain, One-eyed Jilly. You hear seagulls squawking and waves crashing in the distance. The room tilts gently side-to-side. Quackers whispers, "Shhhhh... Your goal in this challenge is to retrieve One-eyed Jilly's prized dagger from the small table beside her, and deposit it back here in this treasure chest. Good luck." And with that, Quackers quietly disappears.

The chest where the super kids are to deposit Jilly's dagger, cannot be moved.

If a super kid is too loud, touches a pirate, the table or chairs, or any of the treasure, including Jilly's dagger without first disarming the trap, read this:

The room begins to shake. The table trembles, spilling pirate treasure onto the floor. One-eyed Jilly's skull squeaks as she turns to look directly at you. At the same time, the sound of rusty metal on metal screeches as Jilly and her pirate crew all draw their cutlasses.

ENCOUNTER FEATURES

The room, which is the dining area of a pirate ship, is filled with treasure. If any super kid makes contact with the treasure, they are in for a fight with One-eyed Jilly and her crew. Any super kid that attempts to make their way across the room and get the dagger needs to be quiet or else they wake the pirates. Anything louder than a whisper will do it. The room sways side-to-side. The super kids do not have their sea legs, so they need to try to keep their balance each turn. If they cannot, they shift 1 square left or right unless they are against a solid surface or creature. If they touch the chairs, table, treasure, or pirates, the pirates attack. The super kids must retrieve Jilly's dagger and put it in the chest marked "X" on the GM's Map. The dagger is rigged with a trap, which will shake the room vigorously and awaken the pirates. If the pirates are awakened, the super kids must defeat them AND put the dagger in the chest to finish the challenge.



ABILITY TESTS

- At the start of each round, the players can make a Dexterity (Acrobatics) test at difficulty 4 to avoid sliding. If they fail, they slide 1 square to the left or right (alternate each round) unless they hit a surface or creature.
- The players can make a Dexterity (Stealth) test at difficulty 4 for each movement to get the dagger and bring it back to the chest.
- When beside Jilly's table and dagger, the players can make a Dexterity (Perception) or Intelligence (Investigation) test at difficulty 5, to know that they will set off a trap if they take Jilly's dagger.
- The players can make a Dexterity (Disarm) test at difficulty 5 to disarm the dagger trap. They can then take the dagger without waking Jilly or the pirate crew. That is unless they touch anything else or are too loud.

MONSTERS

If the pirates wake up, they use melee attacks to thwart the super kid intruders.

1 Super Kid: 1 One-eyed Jilly

2 Super Kids: 1 Jilly & 1 Skeleton Pirate

3 Super Kids: 1 Jilly & 2 Skeleton Pirates

4 Super Kids: 1 Jilly & 3 Skeleton Pirates

Use these health boxes to track damage:

① Jilly (Skeleton Warrior)	KO	Hurt
② Pirate (Skeleton Swordsman)	KO	Hurt
③ Pirate (Skeleton Swordsman)	KO	Hurt
④ Pirate (Skeleton Swordsman)	KO	Hurt
⑤ Extra Pirate (S. Swordsman)	KO	Hurt

TACTICS

One-eyed Jilly and the other pirates attack the closest super kid using melee attacks. Jilly will seek out anyone that has her dagger. The pirates have their sea legs, so they are not affected by the tilting of the room.

CONCLUDING THE CHALLENGE

As soon as the dagger is returned to the chest and all the enemies are KO'd, read the following:

Hovering in the middle of the room is an ornate painting. It depicts six young adults seated at a simple wooden table. They are laughing and rolling different coloured dice. The table is covered in books, sheets of paper, pencils, erasers, pop cans, and bowls of popcorn. A book on the table is open to a page depicting an awe-inspiring metallic dragon. It has whiskers around its mouth and twin frills running along its neck. A caption on a gold plaque at the bottom of the painting reads: "Prophets of Virtue." As soon as you touch the painting it vanishes and a locked door appears at the end of the room where you started this challenge. Above the door, the following glowing green numbers appear: 23, 26, 15, 21. Coach Quackers materializes beside you and says, "Better write down those numbers."

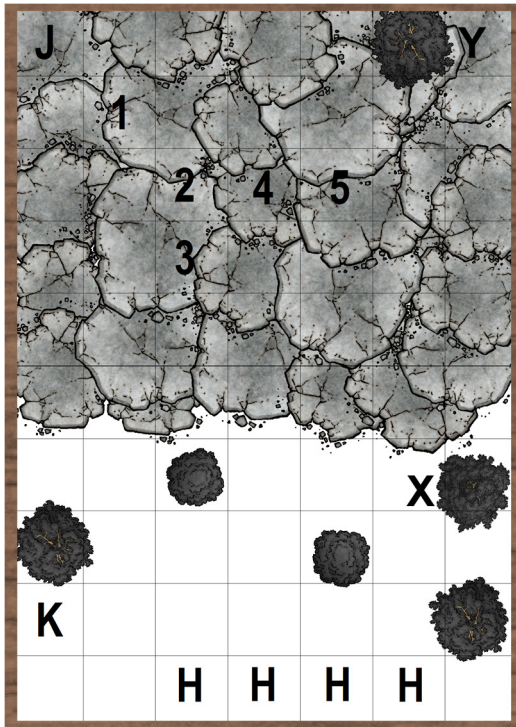
If the players need prompting, encourage them to write down and decode the numbers as the fourth entry on their Code Sheet. When they do, the door opens and they can proceed to the next challenge. Coach Quackers offers to heal everyone back to full health before proceeding.



CHALLENGE #5: ALTERNATE DIMENSION

The super kids are given an opportunity to befriend another super kid, Kay, who has just been bullied. If they show her any kind of compassion or sympathy—e.g., asking her if she’s okay or if she would like to join them—she becomes an ally for this challenge. The kids must rescue Kay’s twin, Jay, from a Fuzzby and his Spludge minions. To do so, they must find a way up a cliff and win the battle against the Fuzzby and Spludges.

MAP



When the super kids enter room #4, read this:

The room is dim. There is soot drifting through the air like snow. There are trees in this room, but they are all black and dead. In the centre of the room is a steep cliff that stretches 20 feet into the air...

...At the foot of a nearby tree, you see two older boys standing threateningly in front of a small girl wearing a red dress. The girl is sitting with her knees up and together, and her arms wrapped around her shins. One of the boys crouches down to her and says in a gruff voice, “You don’t belong here, weirdo.” The bullies laugh, look over their shoulders at you, then slowly fade away. The girl is now crying.

If the super kids talk to the girl, she is at first standoffish, but then warms up to them. Read this:

The girl introduces herself as Kay. She says, “I wasn’t scared. I’m sad because a monster has taken my brother, Jay, captive at the top of the cliff. Will you help me rescue him?”

If the super kids agree to help, she accompanies them, and they gain a powerful ally for the challenge. If not, Kay slowly fades away.

You briefly hear a guttural clicking noise that rises to a higher pitch like a horse’s whiny. It is coming from the top of the cliff.

ENCOUNTER FEATURES

If someone touches the tree marked “X” on the GM’s Map, they are teleported to the tree at the back of the rock plateau (“Y” on the GM’s Map). Kay is “K” and Jay, who is unconscious (KO’d), is “J” on the GM’s Map.

ABILITY TESTS

- The players notice something strange about the trees. If they make an Intelligence (Knowledge) test at difficulty 5, they know tree “X” will teleport them to a different location on the map.
- The players can make a Strength (Climb) test at difficulty 4 to scale the cliff.

MONSTERS

In this challenge, the Fuzzby and Spludges use melee attacks against the super kids. Kay counts as an additional super kid for determining the number of opponents.

1 Super Kid: 1 Fuzzby

2 Super Kids: 1 Fuzzby and 1 Spludge

3 Super Kids: 1 Fuzzby and 2 Spludges

4 Super Kids: 1 Fuzzby and 3 Spludges

5 Super Kids: 1 Fuzzby and 4 Spludges

Use these health boxes to track damage:

① Fuzzby	KO	Hurt	Bruised
② Spludge	KO	③ Spludge	KO
④ Spludge	KO	⑤ Spludge	KO

TACTICS

The Spludges attempt to gore the super kids. The Fuzzby attempts to stuff a super kid in its mouth, then uses normal attacks.

CONCLUDING THE CHALLENGE AND ADVENTURE

When all the enemies are KO'd, the kids might heal Jay. Then, read the following:

The following numbers 18, 6, 26, 13, 2, 4, 24 appear on the wall. They are glowing green.

If the players need prompting, encourage them to write down and decode the numbers as the fifth entry on their Code Sheet. When they do, read the following:

A chalkboard materializes. There is chalk and a chalk brush at its base. Gold embossed words at the top of the board state: Prosper you that teaches it forwards then back. Below this, a series of long dashes are written permanently on the board.

This is an opportunity for the kids to write the decoded text on the board. When they do, read:

As you finish writing the last letter on the board, the letters glow green. Starting at the beginning each word pulsates in turn. After the last word pulses, it repeats, but in reverse.

If the kids read the sentence forwards then backwards, read the following:

Hovering in the middle of the room is an ornate painting. In it, five adults sit on couches and easy chairs. They are looking up at a map that is being projected onto the wall. The map shows a long coast. A sixth person sits at a simple wooden table. On the table are pizza boxes and a magazine. The cover of the magazine captures an epic battle between a group of adventurers and two massive green worms. Written on the cover is the name of an adventure. A caption on a gold plaque at the bottom of the painting reads: "The KDDC." As you touch the painting, you are suddenly teleported to a new room.... You are now seated at a simple wooden table with Coach Quackers. The painting you just saw is being hung by Dr. Hailey on the wall. He finishes, then turns to you, clapping slowly, and saying, "Bravo, children. You have impressive powers, and you put them to good use today." Gesturing to the artwork hung around the room, he says, "And thank you for returning my paintings. They mean the world to me." He gives a sly, knowing look to Quackers, the almighty, purple magical duck, saying, "Deathspell, please stop hiding my treasures." Looking back at you, a smile lighting up his face, he says, "You have proven yourself worthy to take a seat at Linwood Academy's table of super kids. You have learned much today. And you will find lots of chances to put these lessons and your powers to good use in Capital City. It's 11 o'clock, and your parents will come to pick you up soon. So, for now, rest up and prepare for your first mission."

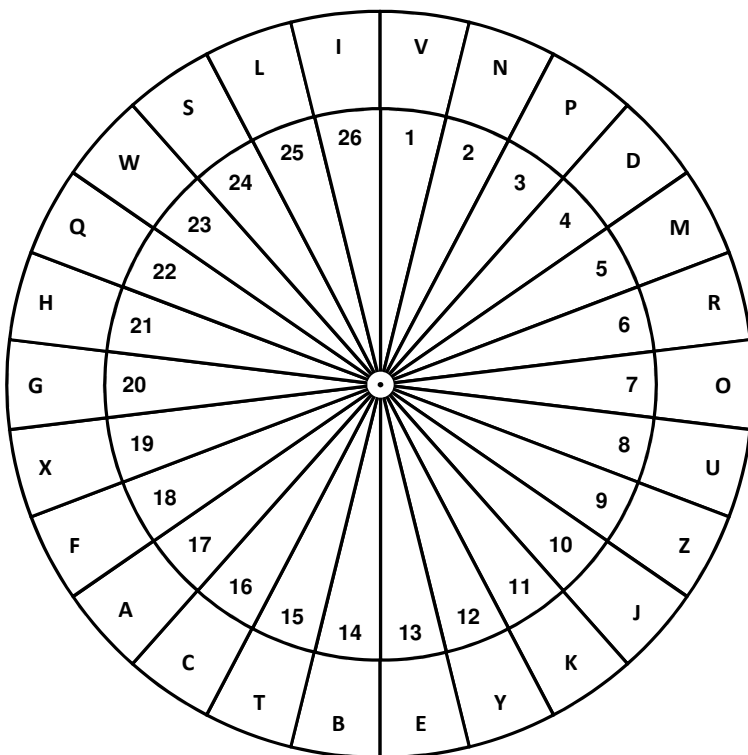
CODE SHEET

Prosper you that teaches it forwards then back.

DECRYPTION WHEEL

Assembly Instructions:

1. Cut out the two wheels;
2. Place the smaller wheel on top of the larger one, with the centres directly overlapping one another;
3. Attach the two wheels together through the middle using a brad fastener (or a thumb tack with an eraser behind).



Deciphered Code:

6, 26, 16, 21

17, 6, 13

12, 7, 8

23, 26, 15, 21

18, 6, 26, 13, 2, 4, 24

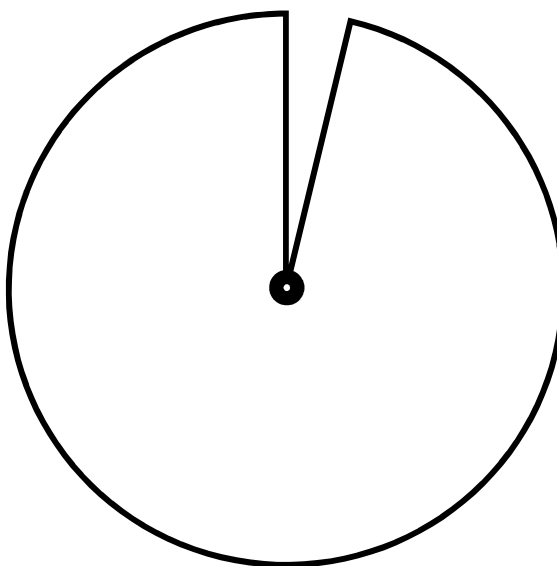
RICH

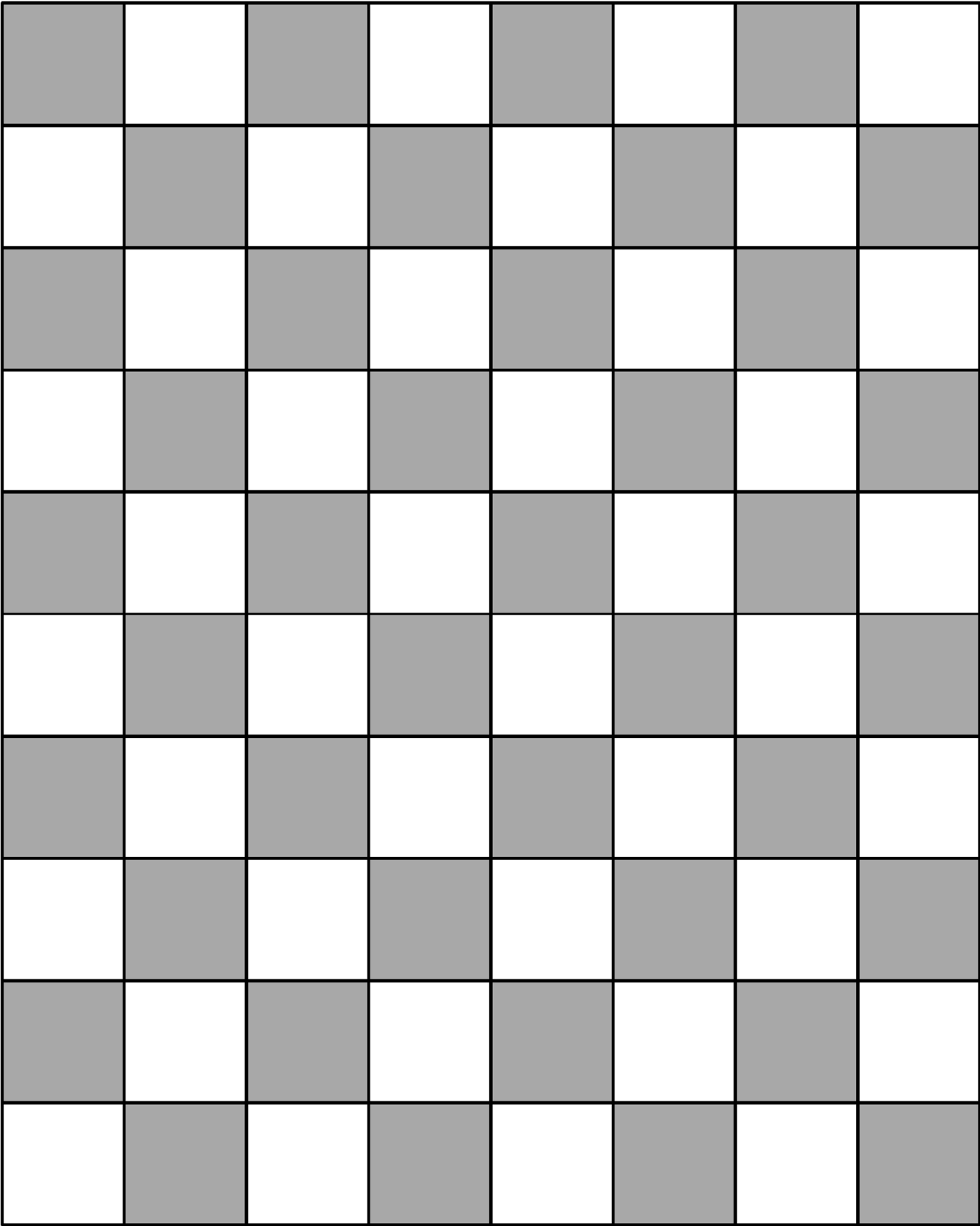
ARE

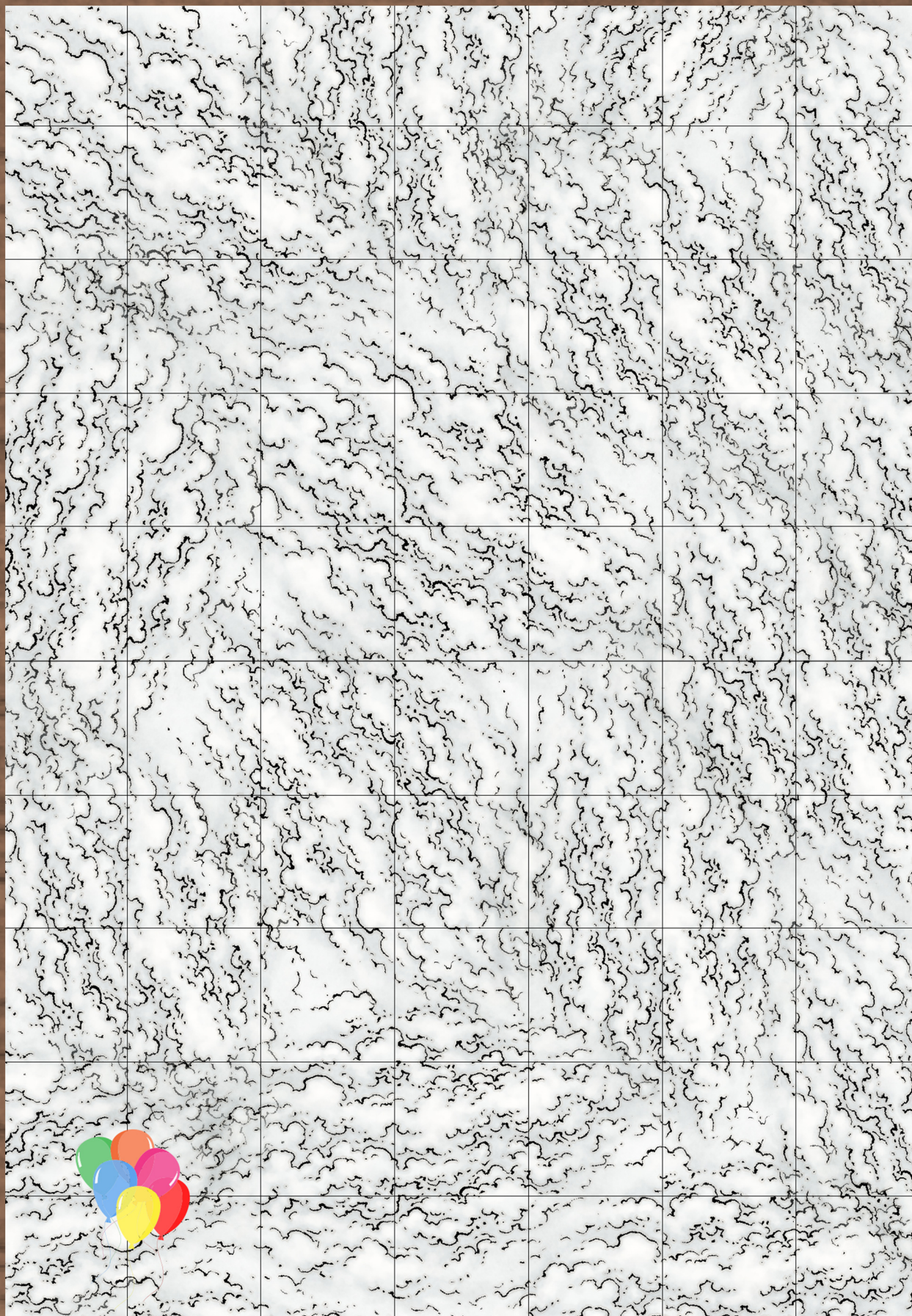
YOU

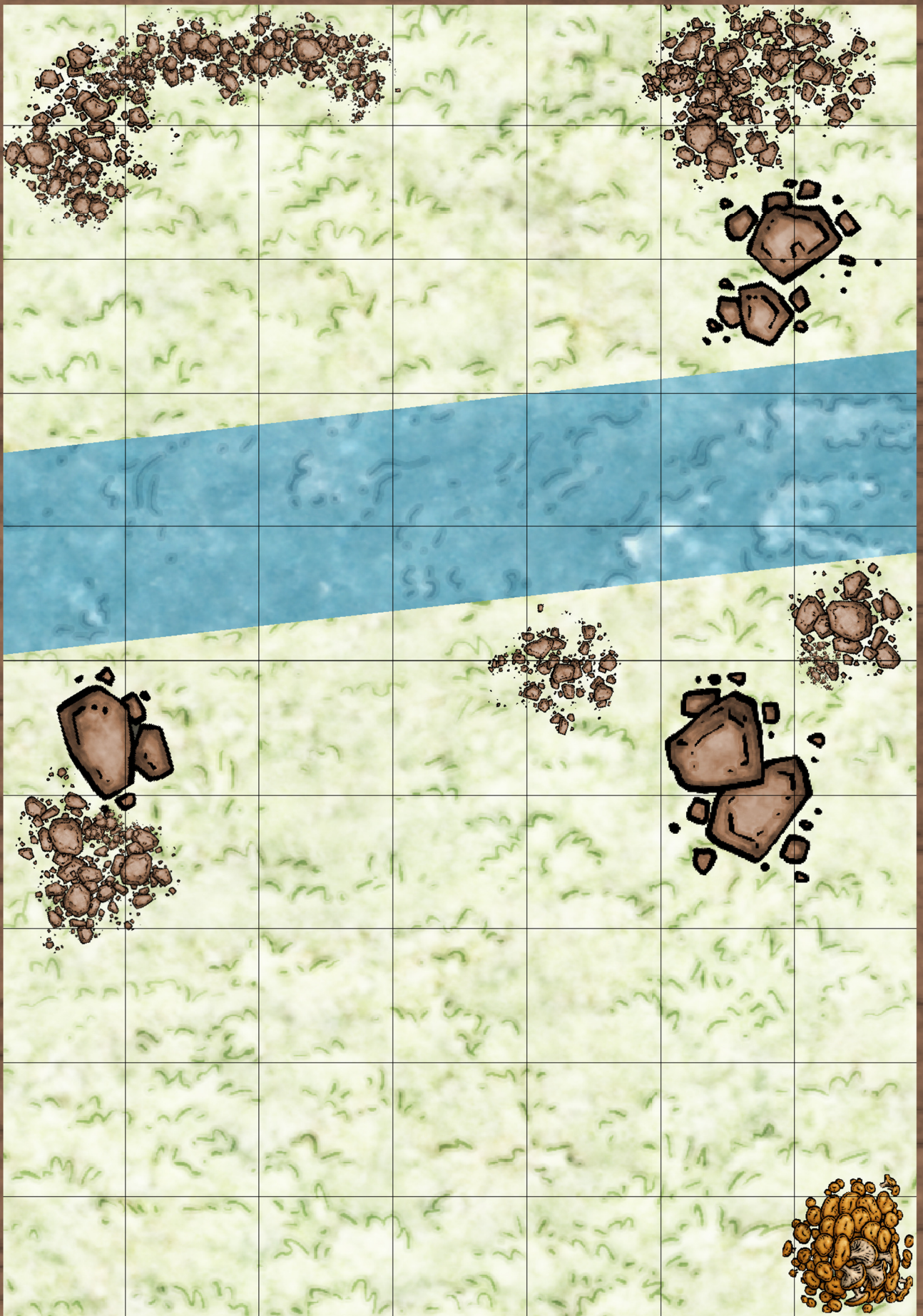
WITH

FRIENDS

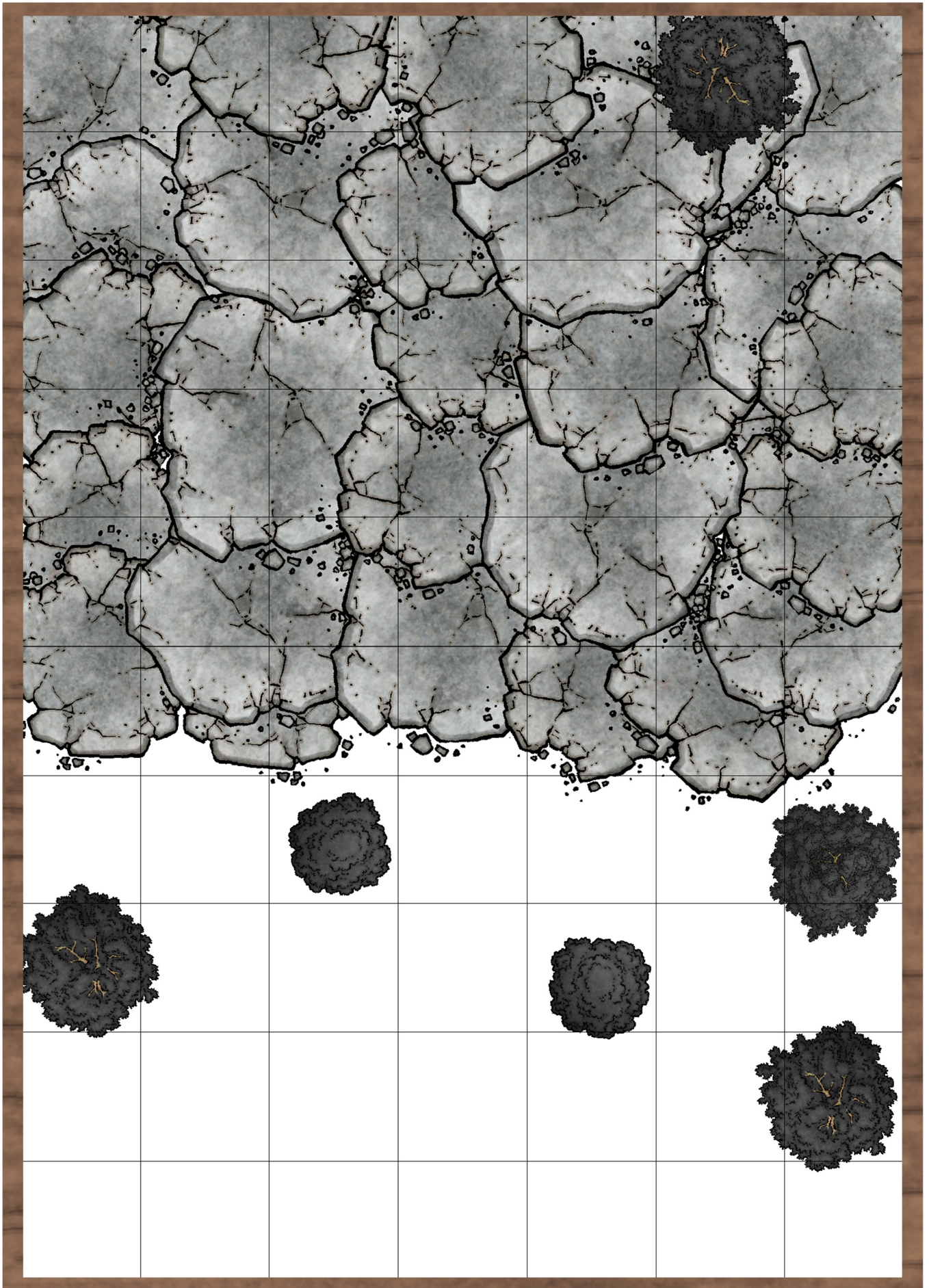






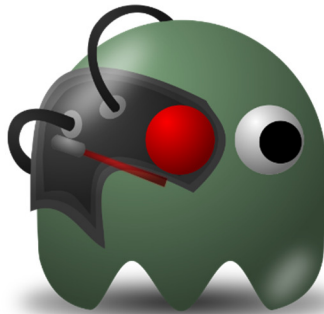






SUPER KIDS

GHOSTBORG



Normal Attack: Laser

Ranged attack at a target up to 6 squares away (cannot attack adjacent targets).

Special Action: Stun

Ranged attack at a target up to 6 squares away (cannot attack adjacent targets). If you hit, the target takes no damage, but it cannot move on its next turn.

Bonus Ability: Laser Jam

If you roll a 1 on an attack, you automatically miss and cannot attack on your next turn.

SUPER KIDS

MR. CLAPPY



Normal Attack: Squirt Gun

Ranged attack at a target up to 6 squares away.

Special Action: Balloon Dog Magic

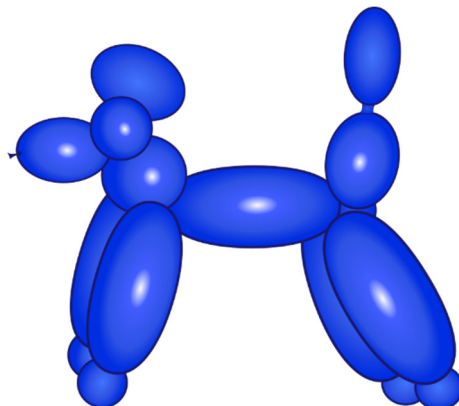
You create a balloon dog. It appears in an empty adjacent square. It attacks your nearest enemy.

Special Action: Buffer

If you are hit by a melee attack, your attacker is pushed back up to 4 squares.

SUPER KIDS

BALLOON DOG



Normal Attack: Nip

Melee attack at an adjacent target.

Special Action: Self-Destruct

You KO yourself, activating your bonus ability.

Bonus Ability: Pop!

If you are KO'd, make a 1 die attack at all adjacent targets (enemies and allies).

SUPER KIDS

ORC



Normal Attack: Chop

Melee attack at an adjacent target.

Special Action: Wild Cleave

Melee attack at all adjacent targets (enemies and allies).

Bonus Ability: Relentless

If you are KO'd, no matter how much damage you take, you remain in combat until the end of your next turn. Unless you are healed, you are KO'd after your turn.

SUPER KIDS

GOLEM



Normal Attack: Punch

Melee attack at an adjacent target.

Special Action: Fanatic

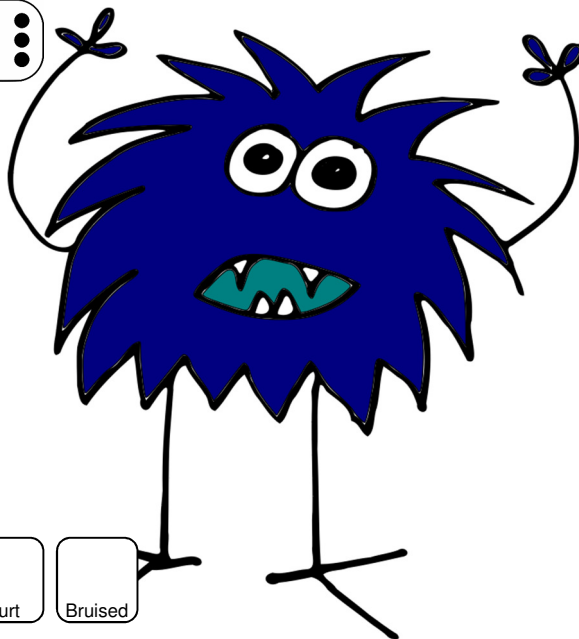
Melee attack at an adjacent target using 1 extra die. You have 1 less die in your armor pool until your next turn.

Bonus Ability: Focused

You will not attack anyone, unless they possess what you seek: your pet teddy bear, The Lovely.

SUPER KIDS

FUZZBY



Normal Attack: Chomp

Melee attack at an adjacent target.

Special Action: Chow Down

Melee attack at an adjacent target using 1 less die. If you hit, you stuff it in your mouth. It takes 1 damage at the end of each of your turns. The target can escape with a successful attack. It gets 1 less die to attack. If you are hit, you spit the target out, and it falls prone. Only useable against targets smaller than you, and only against 1 target at a time.

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.

SUPER KIDS

SPLUDGE



Normal Attack: Munch

Melee attack at an adjacent target.

Special Action: Gore

If you move more than 1 square, make a melee attack at an adjacent target using 1 extra die.

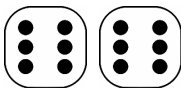
Bonus Ability: Sticky, Slug

If you are hit with a melee attack, your attacker gets 1 less die on its next attack. (You taste like toffee.)

You can only move 3 squares, but can crawl along vertical surfaces and ceilings.

SUPER KIDS

KAY



Normal Attack: Mind Blast

Magic attack at a target up to 4 squares away.

Special Action: Telekinesis

Magic attack at a target up to 4 squares away using 1 less die. If you hit, you can move the target up to 4 squares in any direction. If you lift the target into the air, it falls prone taking 1 damage.

Bonus Ability: Psionic Pulse

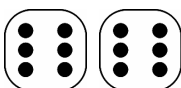
If you are hit by a melee attack, your attacker is knocked prone.

Inventory and Skills



SUPER KIDS

JAY



Normal Attack: Mind Blast

Magic attack at a target up to 4 squares away.

Special Action: Telekinesis

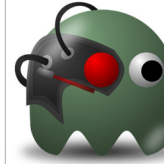
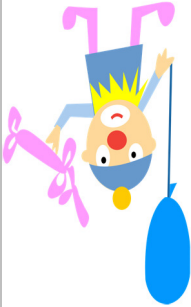
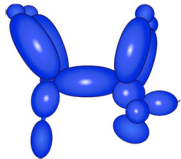
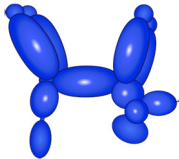
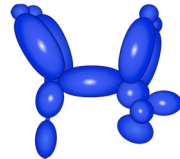
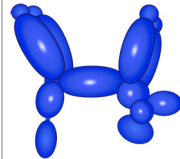
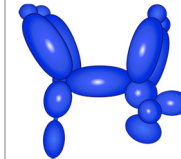
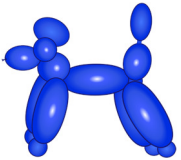
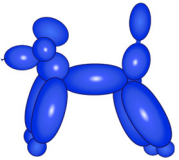
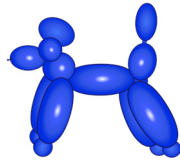
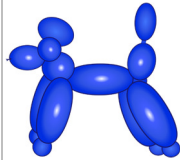
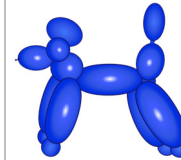
Magic attack at a target up to 4 squares away using 1 less die. If you hit, you can move the target up to 4 squares in any direction. If you lift the target into the air, it falls prone taking 1 damage.

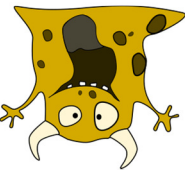
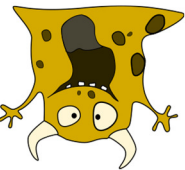
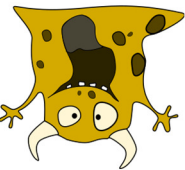
Bonus Ability: Psionic Pulse

If you are hit by a melee attack, your attacker is knocked prone.

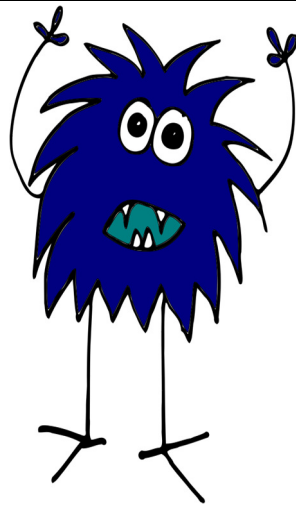
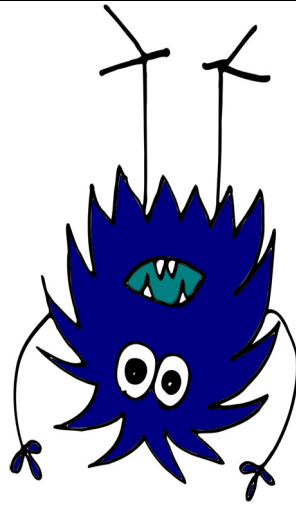
Inventory and Skills



1	2	3	4	5	6
					
					
1	2	3	4	5	6
1	2	3	4	5	6
					
					
1	2	3	4	5	6

1	2	3	4	5	6
					
					
1	2	3	4	5	6
K	J	2	3	4	5
					
					
K	J	2	3	4	5

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