

# TABLE OF CONTENTS

<u>Introduction</u>	5
<u>Pint-Sized Heroes</u>	6
Big-Sized Problems	6
Heroes of Shapes and Sizes	6
<u>The Brecken Vale</u>	7
<u>Materials</u>	8
Included Stuff	8
Stuff You Need to Find	8
Awesome Stuff	8
Downloadable Extras	8
<u>Playing the Game</u>	9
Skirmish	9
Delve	9
Exploration	9
Role-Playing	9
<u>Rolling For Stuff</u>	10
Attacking and Defending	10
Special Attacks and Abilities	10
Examples, Exschamples...	10
<u>Hero Cards</u>	11
Melee Dice Pool (Strength)	11
Ranged Dice Pool (Dexterity)	11
Magic Dice Pool (Intelligence)	11
Armor Dice Pool	11
Health Boxes	11
Normal Attack	12
Special Action	12
Bonus Ability	12
Skills	13
Inventory	13
<u>Equipment and Items</u>	14
Equipment	14
Items and Boons	14

<u>Health and Damage</u>	15
Health	15
Damage	15
Knocked Out	15
<u>Healing</u>	16
Magic	16
Potions	16
Resting	16
<u>Encounter Setup</u>	17
Encounter Intro	17
Role-Playing	17
Map	17
Encounter Features	17
Ability Tests	17
Monsters	17
Tactics	17
Conclusion	17
<u>Running Encounters</u>	18
Preparation	18
Initiative	18
Rounds	18
Turns	18
Actions	18
Movement	18
Resolution	18
Rewards	18
<u>Adventuring</u>	19
Ability Tests	19
Inventory and Skills	20
Ability Test Difficulties	20
Ability Test Examples	20
<u>Exploration</u>	21
Choices	21
Secrets	21
Gates	21
Obstructions	21
Puzzles	21



Hazards	21
Traps	21
<u>Role-Playing</u>	<u>22</u>
Playing a Hero	22
Harnessing Imaginations	22
Guiding the Story	22
Coaxing Their Voice	22
<u>Advanced Combat</u>	<u>23</u>
Additional Attack Effects	23
Alternate Attack Effects	23
Attacking Engaged Targets	23
Combining Effects	23
Improvising Actions	24
Knocked Down, Prone, Get Up	24
Line of Sight and Cover	24
Moving Around	24
Ongoing Effects and Conditions	25
Pushing and Pulling	25
Splitting Attacks	25
<u>Creating Heroes</u>	<u>26</u>
What Sort of Hero?	26
Allocating Dice	26
Normal Attacks	26
Special Action	26
Bonus Ability	26
Inventory and Skills	26
<u>Considerations</u>	<u>27</u>
<u>Hints and Tips</u>	<u>28</u>
<u>Glossary</u>	<u>29</u>
<u>Heroes!</u>	<u>32</u>
<u>Monsters!</u>	<u>40</u>





# INTRODUCTION

*From their earliest years, the kids of Rivenshore are trained to survive in a wild and dangerous world.*

*While the warriors and sword-maidens of their clan are away from the Brecken Vale, protecting it from distant threats, it's up to the kids to deal with any emergencies that arise in the vale.*

*Each of the kids specializes in a different area, training and practicing, so they are prepared for the regular calamities that plague the inhabitants of the town.*

*Whether they're exploring the foreboding Darkenwold forest, rescuing lost miners from the abandoned Mines of Martek, saving a friend from the lair of giant rats, or venturing into a fearsome minotaur's maze, the kids of Rivenshore are always ready for action and first to volunteer to help a friend in trouble.*

*These are Hero Kids!*



The *Hero Kids* fantasy role-playing game contains everything you need to play a fun and interesting game with your kids, including:

- Heroes
- Monsters
- Rules
- Adventure ideas

*Hero Kids* comes bundled with an introductory adventure that is a great starting point for your kids. Further adventures and expansions are available, probably from wherever you got this core game.

Role-playing games are a unique and fun way of teaching our kids a huge number of skills, such as:

- Counting
- Math
- Probabilities
- Teamwork
- Problem solving
- Imagination
- Acting
- History

Younger kids can start with counting and as they grow up they can work their way through the more complicated skills that RPGs develop.

And while the kids are doing all this learning, you can spend time together playing a fun game that offers endless opportunities for excitement and adventure.



# PINT-SIZED HEROES

*Hero Kids* isn't your average role-playing game. In fact, it's about two feet shorter than your average role-playing game because in this game, the kids are the heroes.

## Big-Sized Problems

*Hero Kids* is set in the sort of world where grown-ups are constantly getting themselves into trouble, and where the kids are the ones who sort it out.

- When several greedy miners get lost in the old mine, it's the kids who rescue them.
- When a horde of goblins raid the village festival and steal the prize pig, the kids are there to fight them off.
- When rustlers steal their favorite horses and ponies, the kids set out to get them back.
- When the tavern basement is overrun by unusually large and ferocious rats (again!), the kids drive them back out.
- When a rare unicorn is seen in the woods, the kids save it from mean goblins.
- When an urgent message must be sent to a reclusive mage, the kids set out to deliver it.
- When ghost pirates attack the village and capture everyone, the kids have to rescue themselves!

## Heroes of Shapes and Sizes

The hero kids include these scamps (and more):

*Warrior*



- Double melee attack
- Animal tracking

*Hunter*



- Split shot attack
- Versatile equipment

*Healer*



- Searing magic attack
- Healing abilities

*Warlock*



- Flame burst attack
- History and lore expert



# THE BRECKEN VALE

*Hero Kids* adventures take place in the Brecken Vale, an isolated valley that lies in the cold north of an ancient and dangerous medieval world.

*You live in a small village, **Rivenshore**, which is nestled in a tight valley beneath a range of towering mountains.*

*Rivenshore would be a beautiful place to live, if it weren't beset by an endless series of calamities.*

*The village is on the eastern shore of the **Camarva River**. The river runs fast and crooked from the mountains, down through the valley, the **Brecken Vale**, and out into a small bay. To the east of the village are the dark and wild **Darkenwold Woods**, which have claimed many foolish travelers.*

*The Brecken Vale is bounded by the **Druinhowe Mountains**, their snow-covered peaks cloaked in cloud.*

*The vale should be a haven for its civilized inhabitants, but instead it keeps them in close proximity to no end of threats that offer boundless opportunities for adventure.*





# MATERIALS

*Hero Kids* requires some materials to play; most are included, some you'll need to find, and there's some extras you can add to make the game awesome.

## Included Stuff

- **Heroes:** Warriors, hunters, and more are included here. There's a hero card for the player and a stand-up mini for the map. Cut and fold them.
- **Monsters:** Monster cards and stand-up minis are included in this pack. Cut out these minis too.
- **Adventure:** The included adventure – Basement O Rats - has instructions for play.
- **Maps:** Grid maps are used for combat; these are included with all *Hero Kids* adventures.

## Stuff You Need to Find

- **GM:** If you're reading this, then we can assume that you are the game master (GM).
- **Players:** You'll need one or more of these.
- **Printer:** To print the cards, maps and stand-ups.
- **Dice:** You'll need at least one six-sided die (d6).
- **Pencils:** To mark off damage and healing potions.
- **Erasers:** You'll also need to remove the damage and recover used healing potions.
- **Scissors:** For cutting out the hero cards and stand-up minis, of course. Watch out for little fingers!

## Awesome Stuff

- **More Maps:** Apart from the included maps, you can use dungeon tiles, or poster maps from *D&D* and *Pathfinder Beginner Box*. For the more adventurous, you can even use *Duplo* blocks or *Lego Heroica* sets.
- **More Dice:** Three d6s is good, but six or more is better for the opposed rolls. Go raid your *Yahtzee* set for a bunch of them, ideally in different colors.
- **Candy:** A fun way of tracking the hero and monster health is to use candy to fill the damage boxes. When a hero damages a monster, that hero's player can eat the candy. But when a monster damages a hero, the GM gets the treat!

## Downloadable Extras

- **Extras:** You can expand your *Hero Kids* experience with additional adventures, pets, heroes, equipment, and expansions from DriveThruRPG:

<http://www.drivethrurpg.com/>





# PLAYING THE GAME

*Hero Kids* can be played as a quick and simple single-encounter skirmish game, a multi-encounter delve, an adventure with combat, exploration, and role-playing or even as a proper campaign with persistent heroes, a plot, and a wider world to explore.

## Skirmish

The simplest way to play *Hero Kids* is as a single-encounter skirmish, where a handful of heroes tackle a group of monsters in a pure tactical challenge. These skirmishes can be quick battles against minions, or more challenging battles against tougher monsters that require good teamwork, strategy, and resource management to overcome.

## Delve

Delves are short combat-oriented adventures that string together a handful of encounters as a quick adventure. Delves are often structured like this:

- Adventure hook
- Introductory encounter
- Middle encounter
- Boss encounter

There's infinite variation in any format or style of adventure, so this structure is not carved in stone and the GM is empowered to color outside the lines.

## Exploration

When the players are ready to branch out beyond just combat encounters, you can progressively introduce the following exploration elements to the game:

- Choices
- Secrets
- Gates
- Obstructions
- Puzzles
- Hazards
- Traps

The players need to use their brains and their heroes' capabilities, skills, and possessions to overcome these challenges.

You can find more details about these exploration elements in the Exploration section on page 21.

## Role-Playing

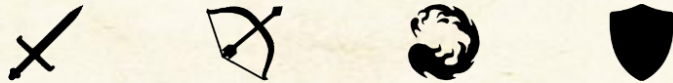
The final ingredient for the complete experience of role-playing games is actual role-playing. The incorporation of role-playing into *Hero Kids* can take a number of forms:

- Players using their heroes' appearance and characteristics to determine how they act or speak.
- A simple conversation between our heroes and the quest-giver at the start of an adventure to tease out important information.
- A climactic conversation with the adventure's baddie before, during, or after the final battle!











# ROLLING FOR STUFF

The main thing you'll roll dice for in *Hero Kids* is combat. When in combat, there are three types of attacks (melee, ranged, and magic) and armor:



Heroes (and monsters) can only use an attack in which they have at least one die in their pool.

Each hero and monster's strengths and weaknesses are represented by the 'pool' of six-sided dice they have in each area, such as these examples:

		Awesome
		Good
		None
		Mediocre

The example hero card on page 11 shows how all this looks for a real character.

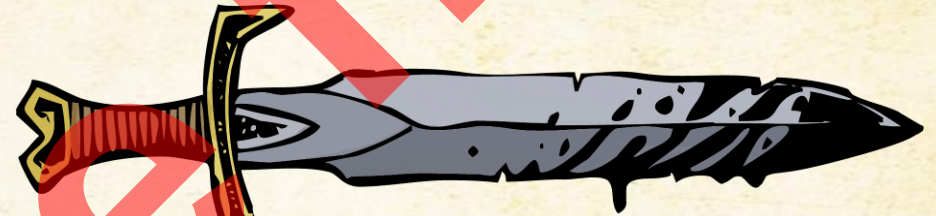
## Attacking and Defending

When attacking, the attacker rolls the dice pool for their chosen attack (melee, ranged, or magic) and the defender rolls their armor dice pool.

If the attacker's highest die equals or exceeds the defender's highest die then the attack hits.


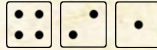






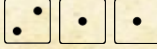

## Special Attacks and Abilities

The number of dice rolled by the attacker and the defender can be modified by their special actions or bonus abilities, such as warriors who gain extra dice to attack an enemy that an ally has recently attacked.



## Examples, Exschamples...

Let's check out some examples of attack rolls:

Attacker	Defender	
	vs. 	Attack hits!
	vs. 	Attack hits!
	vs. 	Attack misses!
	vs. 	Attack hits!
	vs. 	Attack misses!