

# HERO

# KIDS

## Initiative

Roll 1d6 for the heroes and 1d6 for the monsters. Highest roll wins. If there is a tie the Heroes win.

## Actions

On your turn you can:

- Perform a normal attack.
- Perform a special action.
- Use an item.

## Attacking

Compare highest die of attacker to highest die of defender. The highest roll on a single die wins. If there is a tie then the Attacker wins.

## Normal Attacks

- **Melee** – Adjacent foe. 1 damage.
- **Ranged** – Up to 6 squares. -1d6 if adjacent. 1 damage.
- **Magic** – Up to 4 squares. 1 damage.

## Ability Test

Roll 1d6 + Characteristic + Inventory/Skill.

Go for a target number.

	Difficulty
Easy	4
Normal	5
Hard	6