



Sketch Heroes
card game

Name:

Scores:

Mental: Physical:

Fighting: Psychic:

Health:

Special Abilities:

+ to

+ to

+ to

+ to

+ to

Equipment:

+ to

+ to

+ to

+ to

+ to

Sketch Heroes
card game

Draw your picture above...

Description:

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FOLD

CUT OUT ALONG DOTTED LINES. FOLD BETWEEN GUIDELINES



How to play :

CREATE YOUR CARDS:

- (1) Sketch your hero in the box available. Think up a name and make up any Special Abilities (including skills and powers) and Equipment (including weapons, armour etc) used by your Sketch Hero character. Create a description of the hero.
- (2) Divide 20 points between your 5 scores: Mental, Fighting, Physical, Psychic and Health. Divide another 5 points between your Special Abilities and Equipment, each apply bonuses to one of the 5 main scores. No single score can go over 10 or be under 1. Create as many cards as you like. Each player has an equal number of cards.

PLAYING THE GAME:

- (1) Both players choose a card from their decks and show only the picture side of the card to the other player.
- (2) Both players choose pieces of Equipment and/or Special Abilities to apply bonuses to Mental, Fighting, or Health scores and inform each other of their choices.
- (3) The highest Mental score on the 2 cards decides who will go first in the fight. This is done only once in the fight. If the scores are ever tied flip a coin. The correct guess succeeds.
- (4) Whichever player goes first is the Attacker. The other player is the Defender.
- (5) The Attacker must now announce if the attack is Physical or Psychic and which Physical or Psychic Special Abilities and Equipment items are used to apply bonuses to damage.
- (6) Both players now tell each other their total Fighting scores. (a) If the Attacker's total Fighting score is equal to or lower than the Defender's total Fighting score, then the Attacker must flip a coin, if guessed right the Attacker hits (go to 7) . If guessed wrong, the Attacker misses or is dodged or blocked (go to 8). (b) If the Attacker's total Fighting score is higher than the Defender's total Fighting score then the Attacker has a second chance of hitting and flips 2 coins. If either coin is guessed right then the Attacker hits. (c) If the Attacker's total Fighting Score is double or more than the Defender's total score, then the Attacker hits automatically.
- (7) If the Attacker hits then the Defender must deduct EITHER the Attacker's Physical or Psychic score from their Health (depending on which was chosen). The chosen Physical or Psychic Special Abilities and Equipment items are now used to boost damage.
- (8) The Defender now attacks the other player as in step 2 (for a new round) and this repeats until one card goes down to 0 Health. This card then goes to the discard pile and both players can choose any new card. The winner is the player with cards left.

