

LIGHT CITY #1



for *SWORDS
& WIZARDRY*
LIGHT

THE BRAWLER

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Welcome to Light City!

You've entered the capital of four-color superheroic action as governed by the excellent *Swords & Wizardry Light* ruleset! There are lots of great superhero RPGs out there, and we don't intend for Light City to overtake any of those in your gaming heart of hearts. However, if you enjoy superheroic archetypes and the supersimplicity of *SWL*, you've come to the right place. Here's the first class. We hope you enjoy your stay!

The Brawler

The Brawler is often the frontline soldier in the caped and costumed war on all that plagues Light City and the world around it. Their methods can be quite simple: See criminal, punch criminal. In fact, they really don't even need to see the criminal. The punching is where it's at.

That's not to say that all Brawlers are simply musclebound pugilists who swing away at every opportunity. Many are trained in complex fighting techniques that involve making criminals bleed using all parts of the body. The key is that when the heat is on, and the safety of the city is in their hands, they can always rely on their own strength and prowess rather than any fancy weapon or gadget.

Level	HD	BHB	#Attacks	Save
1	1	+1	1	14
2	2	+2	1	13
3	3	+3	1	12
4	4	+4	2	11
5	5	+5	2	10
6	6	+6	2	9
7	7	+7	3	8



Brawlers begin play with a crimefighting costume. They can wear light body armor (up to -2 [+2] AC bonus). Brawlers are capable of using any weapon but suffer a -3 penalty to hit when doing so in melee combat and -5 when making a ranged attack.

Brawlers may add their Strength bonus to all to-hit and damage rolls in melee. When fighting unarmed or using a signature weapon, they may make a number of attacks per round equal to their Brawler level/3, rounded up (see table).

Unarmed strike: At 1st level, Brawlers are able to turn their own bodies into weapons. Whether using fist, foot, or forehead, they deal 1d6-1 damage with a successful attack. This becomes 1d6 damage at 3rd level.

Sorry about the furniture: At 2nd level, Brawlers gain the Special Improvisation ability, becoming more adept at using their environment as a weapon. Once per day, a Brawler may use an object near them to whack a criminal. This attack is not subject to the Brawler's usual to-hit penalties, and the Brawler gains an additional +1 to attack and damage rolls. At the referee's discretion, especially creative acts may gain +2 to these rolls.

It's kinda my thing: At 6th level, Brawlers may choose one gadget or small weapon to be a signature item. Choices may include things like a baton or club, a boomerang, or smoke grenades, and the item may be wielded in multiples. If a melee weapon, this item is exempt from the Brawlers usual to-hit penalty with weapons and adds +1 to attack and damage rolls. If it is a long-ranged weapon, it is similarly exempt from to-hit penalties and deals damage equal to the Brawler's unarmed strike. Ranged weapons with a limited effective distance (e.g. a flaming aerosol spray with a 10-foot range) are exempt from penalties and add +1 to attack and damage rolls, but may only be used once per fight. Gadgets function as appropriate, at the Referee's discretion.



The Flame

Level 7 Brawler

Real name: Kip Adams (secret)

First appearance: *The Flame* #1 (strangely numbered #5), 1954

STR 18 (+1)

INT 12

DEX 11

WIS 9

CON 12

CHA 10

7 HD (25 HP) Saving Throw 8

AC 7[12] (light body armor)

Attacks: 3x Unarmed Strikes, +8 to hit, 1d6+1 damage; Flame Spray 1x/fight, +9 to hit, 1d6+2 damage, range 10 feet; Special Improvisation 1x/day.

The Flame is the longest-tenured and most well-known costumed hero in Light City. To many, he is the flagship vigilante in the city, appearing soon after the boom in costumed crimefighting began around the world. His amazing feats of strength have led some to believe that he has superhuman capabilities, but this has never been confirmed. As a pharmacist by trade, it is possible that the Flame's knowledge of chemistry and physiology has allowed him to physically enhance himself in some way.

Under the secret identity of Kip Adams, the Flame runs a small pharmacy in a Light City neighborhood. Adams and his girlfriend Susan Page are known to be aficionados of the town's most popular professional sports teams, the Loons and Grackles.



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