

LIGHT CITY #2



for *SWORDS
& WIZARDRY
LIGHT*

THE ELEMENTAL

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Welcome back to a realm of superheroic action based on the excellent *Swords & Wizardry Light* ruleset! If you enjoy four-color archetypes and the simple rules of *SWL*, you've come to the right place. We present the second character class:

The Elemental

Through superscience, magic, divine right, or some other fantastic means, the Elemental has become a conduit for one of the fundamental building blocks of the universe. This may be a true classical “element” such as fire or water, a related phenomenon such as ice or lightning, or a type of energy. It can even be a rather abstract concept such as willpower. Whatever the source, the Elemental is capable of generating and controlling this element to achieve feats previously unknown to humankind.

Level	HD	BHB	Save
1	1	+0	15
2	2	+1	14
3	2+1	+1	13
4	3	+2	12
5	4	+2	11
6	4+1	+3	10
7	5	+3	9



Elementals do not use any weapons or wear armor. They do begin play with a superheroic costume. The nature of this outfit should be determined at 1st level. It is possible that the “costume” is simply a part of their aura after changing into an elemental form. If the outfit is composed of a manmade material, it is capable of withstanding the stresses of the Elemental’s powers and may even protect those around the Elemental from dangers such as radiation. However, a manmade costume does not provide protection from attacks.

Elemental aura: The energy channeled by an Elemental provides a small amount of protection to its wielder, granting a -2[+2] AC bonus. This bonus may be negated by attacks of a specific type (e.g. a water blast vs. a fire aura).

Elemental strike: At 1st level, the unarmed strike of an Elemental is imbued with power, dealing 1d6 damage on a successful attack. At 4th level, they are capable of making such an attack at a range of 60 feet, and 7th level, damage from the attack becomes 1d6+1. Note that damage is inflicted by the element that empowers the character and may deal more or less damage according to the target. For example, a fire attack may deal double damage to a plant creature while dealing just half (or maybe none at all) to a water monster.

Learning to fly: Elementals gradually learn to harness the energy they wield in such a way that enables them to move through the air. Depending upon their source of power, the Elemental may manipulate air waves, propel themselves with jets of energy, or even project an icy pathway which they are able to slide over; each hero tends to have a different means of air travel. Flying occurs at twice the Elemental’s running speed.

When taking off or landing, an Elemental must succeed at a check using 1d6, rolling less than or equal to their current level (so at 6th level, these checks are no longer necessary). A failed check when taking off wastes one round of action and results in an inability to get airborne. A failed check when landing causes 1d6 damage to the Elemental (negated by a saving throw) unless care is taken to come down somewhere safe.

Tricks of the trade: The Elemental slowly learns other creative ways to use their power source. They may use Elemental Powers a number of times per day equal to their Elemental level. One of these powers is learned at 1st level, with one more added to the repertoire at levels 3, 5, and 7. Powers selected should fit the hero's elemental theme and may be rejected by the Referee.

The following spells may be used as Elemental Powers (although they may not be magical in nature when performed by an Elemental): Cure Wounds I, Invisibility, Knock/Lock, Light I, and Magic Missile. Additional available powers (campaigns may include some not listed here) include:

Construct: An object up to 100 cubic feet is created from the Elemental's power source. This object has substance and lasts two rounds.

Elemental Shield: Elemental's AC becomes 3[16] for two rounds.

Hold: Up to 1d6 human-sized beings are held for two rounds.

Radial Blast: A force emanates outward from the Elemental to a radius of 30 feet. It may be light enough to affect air only or strong enough to push human-sized objects.

Transmute: An object up to 1 cubic foot is changed into another substance.



The Atomic Thunderbolt

Level 7 Elemental

Real name: William Burns (public)

First appearance: *The Atomic Thunderbolt* #1, 1946

STR 10 **INT** 15 (+1)

DEX 10 **WIS** 13

CON 15 (+1) **CHA** 14

5 HD (23 HP) **Saving Throw** 9 **Flight** (48 ft)

AC 7[12] (atomic aura, ineffective vs. lead)

Attack: Atomic Strike, +3 to hit, 1d6+1 atomic damage, range 60 ft.

Elemental Powers (7x/day): Atomic Missile (*a la* Magic Missile), Light I, Radial Blast, Transmute.

Suffering from memories of combat and close to giving up on life, former sailor William Burns agreed to take part in an experiment that would alter his atomic structure in the hopes of creating an indestructible human. The resulting explosion killed the experiment's designer but gave Burns fantastic atomic abilities. While not based in Light City, the Thunderbolt is well-known to most citizens there as a member of The Association, the heroic super-team that helped defend the city from an attack by enhanced humans from Earth-Beta.

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