

LIGHT CITY #3



for *SWORDS
& WIZARDRY
LIGHT*

THE AMAZON

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Welcome back to four-color fun based on the excellent *Swords & Wizardry Light* ruleset! If you like superheroes and the simple rules of *SWL*, we think you'll find something worthwhile here in Light City. Here's the next character class for the setting...bumped to the front of the line thanks to a certain feature film that's entertaining moviegoers around the world at the moment (that would be June 2017 for all of you time-travelers...!):

The Amazon

Amazons are a race of women immortalized in myth and literature. They have remained largely isolated from the rest of the planet for thousands of years, leading to wildly divergent speculation on the nature of their society. Only a few details are known with certainty...that they are resistant to outside influence, that they excel in many of greatest pursuits of humankind (from art to medicine to philosophy), and that their excellence is most visible to the world at large in the actions of Amazon warriors.

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



Amazons may use any archaic weapons or armor. They do not use firearms, energy weapons, or equipment incorporating modern or advanced technologies or materials (unless such items are Amazon in origin).



Amazons may add their Strength bonus to all to-hit and damage rolls in melee. When armed with a shield, gauntlets, or armored bracelets, they may add twice their Dexterity bonus to AC vs. ranged attacks.

Blessing of the goddess: At 1st level, the Amazon gets an additional 1d6 added to her Strength. Whenever a level is gained, roll 1d20; if the result is greater than her current Strength value, she gets an additional +1. If her Strength reaches 20 or higher, her Strength bonus becomes +2.

Amazon martial arts: At 3rd level, Amazons have gained enough skill in their native fighting techniques to deal significant damage even when disarmed. Their unarmed strike deals 1d6-1 damage; this becomes 1d6 damage at 5th level.

Gift of the ancients: At 4th level, the Amazon is given a weapon from her society's magical armory, imbued with powers beyond simple damage-dealing.

A successful hit with the given weapon deals damage and, upon a failed save by the target, entangles for 1d6 rounds. While entangled, the target is affected according to the weapon's special power. At the end of each entanglement phase, the target must save or become trapped for another 1d6 rounds.

The Amazon's gift is determined by rolling 1d6 on the following tables:

- 1) Bolas... (range 30 ft, d6-1 damage)
- 2) Chain... (melee weapon, d6+1 damage)
- 3) Lasso... (range 20 ft, d6 damage)
- 4) Net... (range 20 ft, 0 damage, no save to prevent entanglement)
- 5) Whip... (range 10 ft, d6+1 damage)
- 6) No gift this level (roll again when a new level is gained...)

- 1) ...of Cowardice (target becomes fearful and will attempt to flee)
- 2) ...of Deception (target can be convinced of falsehoods)
- 3) ...of Destiny (target gets a glimpse of their own future demise)
- 4) ...of Devotion (target becomes hopelessly committed to the Amazon's service)
- 5) ...of Forgetting (target will forget facts of the Amazon's choice)
- 6) ...of Truth (target must obey the Amazon and speak only the truth)



Hippolyta

Level 7 Amazon

First appearance: *Boy Comics* #9, 1943 (as Hippolyte)

STR 20 (+2)	INT 16 (+1)
DEX 15 (+1)	WIS 12
CON 13	CHA 14
6 HD (21 HP)	Saving Throw 9

With typical combat gear:

AC 5[14] (light armor, shield, DEX bonus; 4[15] vs. ranged attacks)

Attacks: Spear, +7 to hit in melee, 1d6+2 damage (+6 to hit when thrown, 1d6 damage, range 20 feet); *Chain of Deception*, +7 to hit, 1d6+3 damage, hit target must save or become susceptible to believing lies.

Daughter of Ares, Hippolyta is the legendary queen of the Amazons. Myths abound regarding her history, most of which have only a faint grounding in the truth, and many of which are outright fiction. (The most egregious of these involves her death at the hands of Heracles!)

Hippolyta's persistence as the Amazonian queen was revealed to the world soon after the existence of superhumans became widely known, when she finally abandoned many centuries of seclusion to aid in the battle against newly appearing threats to humanity. She would eventually join other heroes in a formal partnership, becoming a founding member of the super-team known as The Association. While often regarded as a role model for Earth's women and girls, Hippolyta strives to be a symbol of courage and power for all of humanity.

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