

Light City: One Shot



Size Shifter

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When it comes to fighting crime, sometimes size matters. Whether they shrink down to the size of an ant or grow to gigantic proportions, size shifters are versatile heroes and a vital part of the hero community.



Level	HD	BHB	Save
1	1	+1	16
2	2	+1	15
3	3	+2	14
4	3+1	+2	13
5	4	+3	12
6	5	+3	11
7	6	+4	10

Size Shifter

Size shifters can use 4 weapons of their choice and wear light body armor $-2[+2]$. At first level they choose shrinking or growing and gain the benefits below of that choice. Their unarmed attacks deal 1d3 damage and they add their strength bonus to attack and damage rolls while fighting unarmed.

Shrinking

Starting at first level the size shifter can shrink down to become only a few inches tall. However, they retain their normal movement, strength, and mass (for the purposes of lifting and combat). They gain a $-3 [+3]$ bonus to their AC.

At 3rd level they gain the ability to shrink objects once per day. They can make an object up to 100 cubic feet shrink down to pocket size.

At 4th level they gain the ability to temporarily shrink others with them. Those shrunk temporarily gain the abilities of a first level size shifter with the shrinking ability. However, if they do any strenuous activity, such as combat, they must make a saving throw each round or grow to their regular size.

At 5th level they gain the ability to increase the size of small objects. Once per day they can increase the size of a small object by 10 times. This effect is permanent. The size changer can shrink the item back down with his power.

At 6th level they gain the ability to go subatomic. They can move in between atoms. This ability lasts for 5 rounds. At the five rounds the shrinker must make a successful save or be stuck at this level for 24 hours. After this time is up they may make another save to return.

At 7th level they gain the ability to become giant sized for a limited amount of time. They gain the first level abilities as if they'd chosen growing. For every round after the first in which they are giant sized they must make a successful save to stay that way.



Growing

Starting at first level the size shifter can grow to immense heights (15 feet per level). Like the Brick, they can perform a feat of strength (such as busting walls, throwing cars) by rolling their strength bonus or less on a d6. Their unarmed attacks deal 1d6 damage. While in giant form, they gain a +2 bonus to their strength. This bonus increases by +2 every level. At 3rd, 5th, and 7th level their movement is increased by 10.

At 7th level they gain the ability to shrink for a limited amount of time. They gain the first level abilities as if they'd chosen shrinking. For every round after the first in which they are shrunk they must make a successful save to stay that way.

Green Giant

Level 7 Size Shifter

Real name: Scott Brentwood

First appearance: *Green Giant #1 (1940)*

STR 16 (+1)/30 (+4) INT 12

DEX 13 WIS 11

CON 15 (+1) CHA 10

6 HD (30 HP) Saving Throw 10

AC 9[10]

Normal Unarmed, +5 to hit, 2 damage/ Giant Unarmed +8 to hit, 1d6+4 damage

Primary Size Shifting: Growing



Scott Brentwood seems like a regular financial advisor for a brokerage firm in Light City, but he's secretly the Green Giant. Scott's father Ray was a brilliant scientist and left Scott the culmination of his life's work, a belt that allowed its wearer to grow to gigantic proportions. Scott isn't the most active hero in the community but if you need a giant robot to be smashed or someone to go toe to toe with a prehistoric monstrosity, he's your man.

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