

# ***Light City: One Shot***



## ***The Super-Butler***

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While they may not be the first supporting characters you think of, super hero Butlers are not uncommon. After all many heroes are wealthy playboys and they need someone to take care of their estates and stitch them up when they get hurt. The Super-Butler is a humorous but effective class that does just that.

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

### The Super-Butler

Super-Butlers may use any archaic or modern weapons. They may add their charisma bonus to all to-hit and damage rolls in melee.

*Fisticuffs:* Super-Butlers know how to take care of themselves and are proficient in unarmed combat. Their unarmed melee attacks deal 1d3 damage.

*Stiff Upper Lip:* Once per day a Super-Butler may re-roll a failed Saving Throw.

*Well Educated:* Super-Butlers have a 1-4 chance on a 1d6 to read unfamiliar languages.

*Super Medic:* Super-Butlers learn to stitch up their heroes. Starting at 1st they can cast Cure Wounds I 1/day. They gain an additional casting of it at 3rd and 5th level. At 7th level they can cast Cure Wounds II or Cure Condition once per day.

*I've Got This Sir!:* Whether it's through gumption, grit, or experience the super-Butler is capable of fantastic feats in times of need. Once per day for a scene (as defined by the gamemaster) they can temporarily gain proficiency in any armor or weapon or regain the use of an already expended daily class ability.





## Butterworth

### Level 7 Super-Butler

**Real name:** Giles Butterworth

**First appearance:** *Fatman the Human Flying Saucer* #1 (1967)

STR 12

INT 10

DEX 10

WIS 15 (+1)

CON 11

CHA 15 (+1)

**5 HD (18 HP)**

**Saving Throw 9**

**AC 9[10]**

**Attacks:** Fisticuffs, +5 to hit, 1d3+1 damage

Giles Butterworth has faithfully served the Crawford family for decades. When the heir to the family fortune, Van, gained super powers and chose to fight crime as Fatman the Human Flying Saucer, Butterworth decided that it was his duty to keep Master Van out of trouble. Van soon realized that there was more to Butterworth than meets the eyes and his longtime servant is more skillful and resourceful than he appears.

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