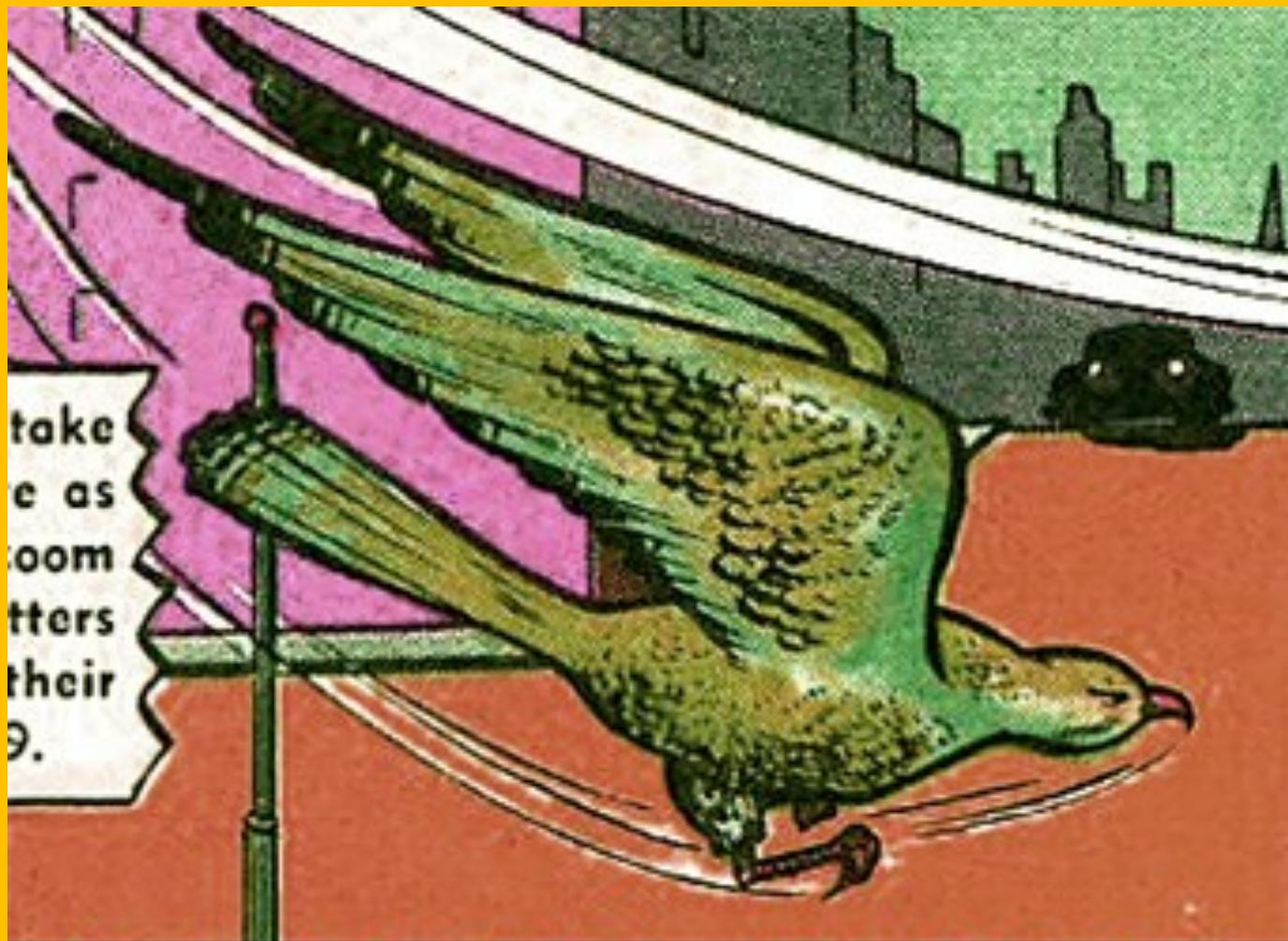


LIGHT CITY: ONE SHOT



THE SUPER-PET

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Welcome to the first Light City—One Shot. [Monstrous Matters](#) has been kind enough to open up the Swords & Wizardry Light superheroic sandbox and I am happy to contribute. My first class, the Super-Pet is an oddball that comes with some interesting roleplaying opportunities.

The Super-Pet

Whether created in a lab, imbued with mystic might, or from a far-away planet, the Super-Pet isn't just your ordinary animal. These heroic creatures fight alongside traditional super heroes and save the day with fur, fang, and claw. The Super-Pet is also an appropriate class for players that want to play small robots, like those that accompany time traveling heroes or heroic first families.

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



Super-Pets do not use any weapons or wear armor (unless chosen as a Super-Pet trick). Super-Pets have a natural attack that does 1d6 damage. Super-Pets with a 15+ Dexterity gain a -1 [+1] to their Armor Class.

Definitely Not Human: The civilized world wasn't made for Super-Pets. To use technology designed for humans that must make a successful saving throw (and have the GM's permission). In addition they cannot speak human languages unless they take the *Speech Super-Pet Trick*.

Super-Pet Tricks

Super-Pets are a diverse lot. At first level they can choose two Super-Pet Tricks. They can choose another Super-Pet Trick at every level after that. They can only choose a trick once, unless otherwise noted.

Armor: Whether natural or artificial, the Super-Pet is more resistant to damage. They gain an armor bonus of -1 [+1]. This trick can be taken up to three times.

Climb: The Super-Pet gains a climb speed equal to double their regular movement.

Extra Limb: The Super-Pet has a tentacle or prehensile tail that functions as an extra hand. This can be taken any number of times.

Flight: The Super-Pet gains a fly speed equal to twice their running speed.

Hero Support: The Super-Pet can use the Cleric spell, **Cure Wounds I**, once per day. This ability can be taken twice.

Power Attack: For its next attack the Super-Pet's damage from his natural attack increases by 1d6. This ability can be used per day.

Speech: The Super-Pet is capable of human speech.

Super Speed: Choose a movement type. It is doubled for every time this ability is selected. This ability can be selected three times.

Swim: The Super-Pet gains a swim speed equal to twice their running speed.

Too Cute: The Super-Pet can use the Magic-User spell, **Charm**, once per day.

Tool-Use: The Super-Pet gets a -2 bonus on their saving throw to use human technology (see *Definitely Not Human*).

Unerring Missile: The Super-Pet can use the Magic-User spell, **Magic Missile**, once per day.

Web: The Super-Pet can use the Magic-User spell, **Web**, once per day. A Super-Pet must be at least 3rd level to select this *Super-Pet Trick*.



Whiz

Level 7 Super-Pet

Real name: Whiz the Falcon (public)

First appearance: *Silver Streak Comics* #6, 1940

Str 11 **Int** 12

Dex 18 (+1) **Wis** 12

Con 12 **Cha** 13

AC 5 [14] Attack: Claw/Peck, +4 to hit, 1d6 damage **Super-Pet Tricks:** Flight, Speech, Power Attack, Armor 3, Hero Support, Super Speed: Flight

Given super speed, heightened intelligence, and the ability to speak when he received a blood transfusion from the Silver Streak, Whiz the Falcon fights crime with his talons of justice. The avian avenger has quite the sense of humor and has been known to use it to distract foes.

While he often fights alongside Silver Streak, Whiz has been known to fly solo and is a world traveler.

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