After saving LIGHT CITY from the attack of a giant, telepathic, alien sea urchin, the super-team known as The Association is definitely the toast of the town. But now, there's a new group looking to make a name for itself...a little grittier and a little more grounded, but every bit as heroic. Best of all, you've just been recruited. Welcome to...

THE ASSEMBLY!

RULES OF THE CITY

Playing in Light City is a little different from the fantasy games you're used to with *Swords & Wizardry Light*. Here are some house rules referees might wish to adopt:

· Any character may attempt to use any weapon. If they lack "proficiency" (they are not described as able to use it), they take a -5 penalty on the attack roll after other adjustments are applied.

· Any character with at least one level in a class can deal 1 damage with a successful unarmed or improvised attack. Characters are proficient with these attacks.

· For character creation, first roll 3d6 and assign the result to an attribute, then repeat five times so that all stats are filled. After class adjustments are made, attribute scores of 20+ have a +2 bonus, 25+ have a +3 bonus, and 30+ (yeah, it could happen) have a +4 bonus.

· All characters start with a crimefighting costume and a reasonable set of modern devicesbasically what you might find in a smartphone these days. This should be adjusted according to the period in which your game is set.

· While learning the ropes of being a superhero can be simulated by starting at 1st level, you may choose to start at 3rd level to make everyone a little more "super."

CLASSES

Any class may be used as in standard *Swords & Wizardry Light*. Instead of the armor and weapons listed, **Fighters** may start with medium body armor (AC -4[+4]) and two standard weapons OR a suit of power armor.

The Brick
A tough scrapper with amazing strength.

Hit Dice: 2HD at 1st level, 3HD at 2nd, and 4HD at 3rd
Saving Throw: 16 at 1st level, 15 at 2nd, 14 at 3rd
Basic Hit Bonus: +1 at 2nd and 3rd level

Bricks get +2d6 added to Strength at 1st level. The nature of their superhuman abilities should also be decided when play begins. Is the Brick permanently in super-strong form, or do they transform? Is their skin made of a special material? Are they regarded as a "normal" human or a monster?

Bricks may use any melee weapon but do not wear armor. They deal 1d6 damage with an unarmed strike and may add their strength bonus to unarmed damage rolls. They have natural armor of AC 6[13]. They can leap the length of their movement rate and may perform a feat of strength by rolling their Strength bonus or less on a d6. (These feats are at the discretion of the referee and may include throwing cars, busting walls, etc.)

The Marksman
An expert in the use of a ranged weapon.

Hit Dice: 1HD at 1st level, 2HD at 2nd, and 3HD at 3rd
Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd
Basic Hit Bonus: +1 at 1st level, +2 at 2nd, and +3 at 3rd

Marksmen may use any ranged weapons and wear light body armor (AC -2[+2]). They start with light body armor and one ranged weapon (other than an energy weapon) chosen as their specialty (or roll 1d6: *1-Boomerang, 2-Bow, 3-Firearms, 4-Javelin, 5-Shuriken, 6-Sling/slingshot*).

Marksmen get an additional +1 to all ranged attack and damage rolls with their specialty weapon. The specialty weapon may also be used in melee (as usual or as an improvised melee weapon) with no penalty; while improvising, the weapon deals 1d6-1 damage.

Marksmen can make use of *trick missiles*. At each level (starting at 1st), they add one to their arsenal:

Acid - Deals +1 damage; can dissolve solid surfaces.
Camera - Transmits and records video.
Flash - All in vicinity must save or lose next two actions.
Grappling hook - Has up to 50 feet of line attached.
Smoke - All in vicinity must take actions as if in darkness for three rounds.
Stun - Target takes no damage but loses two actions on a successful hit. (This missile may resemble a boxing glove.)
Tear gas - All in vicinity not wearing gas masks must save before taking an action for three rounds.
Web - Target takes no damage but cannot act until a successful saving throw is made (1/round).

The Supersoldier
A warrior engineered to the peak of human capabilities.

Hit Dice: 1HD at 1st level, 2HD at 2nd, and 3HD at 3rd
Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd
Basic Hit Bonus: +1 at 2nd level and +2 at 3rd

Supersoldiers get +1d6 added to Strength, Dexterity, and Constitution at 1st level (maximum 19).

Supersoldiers have no weapon or armor restrictions. They may add their strength bonus to melee attack rolls and damage and start with medium body armor (AC -4[+4]) and one standard weapon OR light body armor and a throwing shield.
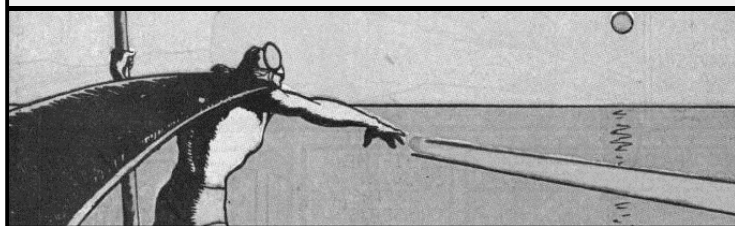
WEAPONS

Standard weapons include those found in *Swords & Wizardry Light* and the following list which includes some modern weapons. The referee should feel free to allow or disallow whatever makes sense as "standard" for your campaign.

> **Boomerang** (ld6 damage, medium range; returns to thrower, catch made on successful saving throw)
>
> **Javelin** (ld6+1 damage, medium range)
>
> **Shuriken** (ld6-1 damage, short range; one extra can be thrown when using an action to attack)
>
> **Sling/slingshot** (ld6 damage, medium range)
>
> **Handgun** (ld6 damage, medium range)
>
> **Rifle** (ld6+1 damage, long range)
>
> **Energy weapon** (raygun, blaster, etc. - ld6-2d6 damage, medium to long range)

Exotic weapons may also be encountered by heroes:

> **Power armor** - Provides -3[+3] armor bonus, emits long range energy blasts (ld6 damage), and allows wearer to fly (must roll less than or equal to character level on ld6 to take off).
>
> **Throwing shield** - Nearly indestructible, it provides a -2[+2] armor bonus and can be used as a weapon (ld6 damage). It can be thrown (medium range) and will ricochet and return to the thrower (catch made on successful saving throw).
>
> **Thunder Weapon** - Usually a hammer or other implement of destruction, the Thunder Weapon may only be wielded by those deemed worthy. It may be swung or thrown for 2d6 damage and will return to its owner. Its wielder may control storms and even fly if especially adept.

ADVERSARIES

Assassin   AC: 8[11] HD: 2+1 Attacks: rifle (ld6+1, long range) or weapon (ld6) Move: l2 Special: *Backstab*, 3 in 6 chance to *Hide in Shadows/Move Silently*

Mysterious and lethal, these dark souls will take on any target for the right price.

Invader   AC: 6[13] HD: 3+1 Attacks: energy pistol (ld6+2, medium range) Move: l2

Alien conquerors from beyond the stars!

Mook   AC: 9[10] HD: l Attacks: pistol (ld6, medium range) or knife (ld6-1) Move: l2

Mooks are good for two things: intimidating citizens and taking punches.

Psionic Ape   AC: 6[13] HD: 4 Attacks: 2 limbs (ld6) or laser (ld6+1, medium range) Move: l2 Special: Can exert Mind Control rather than attack; save each round or Ape controls actions.

No monkey jokes, okay?

Robot, Giant   AC: 4[15] HD: 8 Attacks: slam (2d6) or laser vision (ld6, medium range) Move: l2   Special: Ignores 2 points of damage from every attack.

Crush!!! Kill!!! Destroy!!!

Soldier   AC: 7[12] HD: 2+2 Attacks: rifle (ld6+1, long range) or combat knife (ld6-1) Move: l2

These highly trained men and women may be patriots serving their country or cold-hearted mercenaries.

Swamp monster   AC: 7[12] HD: 5 Attacks: 2 limbs (ld6+1) Move: l2 Special: Immune to critical hits, sleep effects, and attacks targeting the mind. Can control plant life within 100 feet.

It ain't easy beingan embodiment of nature's vengeance.

Velociraptor   AC: 7[12] HD: 4+2 Attacks: bite (ld6) and 2 talons (ld6+1) Move: 15 Special: 2 in 6 chance to *Hide in Shadows/Move Silently*

Whether it's a survivor from a lost world or a clone created by some mad genius, this predator out of time is a deadly hunter.

THE LIGHT CITY Multiverse