

LIGHT CITY: ONE SHOT



**FOR
SWORDS & WIZARDRY
LIGHT**

THE SIDEKICK

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Welcome back to Light City—One Shots. Every super hero can benefit from a companion. Last time we discussed the pet variety. This time we present the good old fashioned, sidekick.

The Sidekick

While their names may not be in the headlines, a sidekick knows their job is a vital one. Being a hero isn't easy. All Sidekicks know this. It is for this reason they provide the support every champion of justice needs. Whether it is through simple words of encouragement or a need to be protected, Sidekicks inspire their partners to fight harder. While they might get overlooked, one should never underestimate them.

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



Sidekicks begin play with a crimefighting costume. They can wear light body armor (up to -2 [$+2$] AC bonus). Sidekicks are capable of using any weapon, though they tend to use weapons that match their partner's theme.

Sidekicks add their Dexterity bonus to their AC.

Bolster Hero: At 1st level, The Sidekick's partner receives a $+1$ to hit when fighting alongside or for the sidekick.

Hero Support I: At 2nd level, the Sidekick can cast **Cure Wounds I** once per day.

Hero's Gimmick: At 3rd level the Sidekick gains the 1st level abilities of their partner's class.

Old Chum: At 4th level the Sidekick's Bolster Hero also adds a $+1$ bonus to their partner's damage.

Hero Support II: At 5th level, the Sidekick can cast **Cure Wounds I** an additional time per day.

Mascot: At 6th level, the Sidekick's Bolster Hero ability affects their entire team (or heroes their partner is currently teaming-up with).

Heroes Never Die: Once per day when a character (other than the Sidekick) would be reduced to zero hit points, that character is instead reduced to 1 hit point and knocked unconscious.



Rainbow Boy

Level 7 Sidekick

Real name: Jack Walton (secret)

First appearance: *Reg'lar Fellers Heroic Comics #14 1942*

STR 10 **INT** 13

DEX 16 (+1) **WIS** 10

CON 11 **CHA** 13

4+1 HD (18) Saving Throw 9

Flight (48 ft)

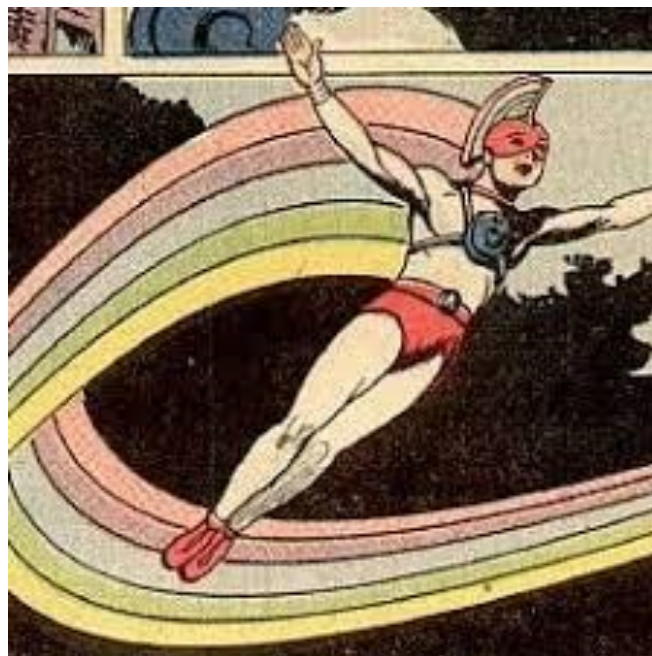
AC 6[13] (crimefighting costume, rainbow aura, ineffective without light)

Attack: Rainbow Strike +3 to hit, 1d6 radiant damage.

Hero's Gimmick (Elemental Powers 1/day) Light I

Teen genius, Jack Walton, works for Light City's most popular radio stations. When not working with other whiz kids for the radio, he fights espionage and crime as the colorful crusader, Rainbow Boy. While he started as a solo hero, he quickly became Hydroman's partner.

Rainbow Boy's greatest folly was his encounter with the alien conqueror, General Gruno. Rainbow Boy took the general on a tour of the battlefields of WWII. In the end the general repented of his conquering ways and offered to help the Allies. In his youthful ignorance Rainbow Boy told the general that the United Nations could take care of it. This encounter, known only to Hydroman and Rainbow Boy, is a source of great shame for the hero.



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