

The Lightbearer



Instinct

(Mark experience at the end of the expedition if you followed your instinct, or struggled with it.)

- Charity:** To go without so that others are better off.
- Hope:** To inspire others in the face of adversity.
- Mercy:** To bring relief or comfort, to give second chances.
- Praise:** To spread the glory and worship of the Light.
- Righteousness:** To refuse to suffer injustice or evil.



MOTIVATION

(Choose one to explain why you have come to the Westernmost Isle.)

Soul Aflame

You have always known that you were fated for something greater than a mundane life on the Grasslands. Perhaps you were born during an eclipse, or you bear a sun-shaped birthmark? Whatever the sign, your connection to the Light was clear since your birth.

Your destiny is to bring the Light to the darkest places – and what place is darker than the Westernmost Isle?

- ◆ At the start of each expedition and whenever you Make Camp, if you don't already hold a protection token, take one (in addition to the usual effects).
- ◆ When you would mark a debility for any reason, instead you may spend your protection token to suffer no ill effects.

Burned

There may be a hundred Survivor settlements back on the Grasslands, but somehow you never seemed to fit into any of them. Maybe it was your odd way of speaking, your strangely intense demeanour, or your intimidating abilities... but whatever it was, you never quite clicked with the people around you. After a while, you could feel their confused stares on your back and hear their frightened whispers as you walked away.

Time to find a new life, one where people don't ask so many questions – or at least don't judge you so much for your answers.

- ◆ Once per expedition, when your strange ways confuse or alienate someone, mark experience.

Mystery

Back home, they thought of you as an eccentric wanderer, a vacant kook who comes through now and again, speaking in riddles and playing with the light. Sure, they know there's something holy about you, but it's not like you're a priest or anything. Priests talk sense.

So why do you find yourself here? Who knows? Maybe not even you.

- ◆ When you start an expedition away from the others, or go off on your own to do something mysterious, you can sit out for a while. At any time, you or the GM can have you appear out of the blue, with or without explanation, even if it would normally be impossible – for all things are possible for one who walks in the Light.

Armour

Hit points

Max 18

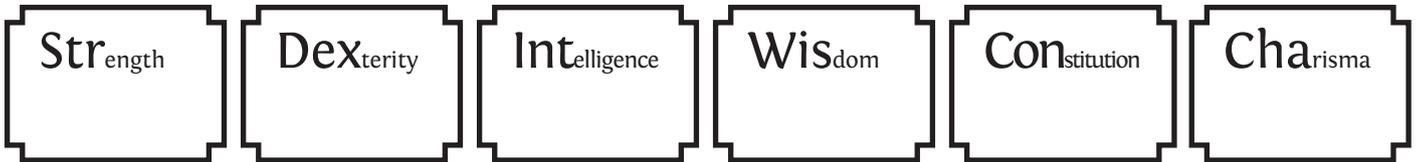
Level

Experience

(Deduct your armour from each damage roll against you. If you ever have 0 hit points, you are at The Last Door.)

(Level Up when you have experience equal to 6 + twice your current level. Add a new Invocation when you reach an even-numbered level. Spend 2 surplus experience to Boost a roll by +1.)

(Assign +2, +2, +1, 0, 0, -1.)



Weakened (-1 Str & Dex)

Dazed (-1 Int & Wis)

Miserable (-1 Con & Cha)

MOVES

(You start with Holy Light, Invoke, and one more move of your choice.)

All Is Illuminated

When you look closely on another person and see their soul laid bare, roll +Wis. On 7-9, pick 1 to ask them:

- ◆ Of what are you most ashamed?
- ◆ What do you most desire or covet?
- ◆ What hope have you abandoned?
- ◆ Who or what is most precious to you?

On 10+, also pick 1 but then follow up with:

- ◆ What would make you feel loved, beautiful or worthy?

All questions must be answered truthfully.

Behold A Pale Horse

When you spend the night gazing into a flame, ask the GM to reveal an impending doom or grim portent that will come to pass unless you intervene, and how you might prevent it.

Guiding Light

When you lead NPCs through danger, roll +Cha. On 10+, everyone makes it through safely (Light be praised). On 7-9, the GM tells you what's required to make it through safely.

Inner Fire

In natural darkness, you can always see perfectly.

When you take damage from cold or fire, reduce that damage by 2.

Holy Light

When you whisper words of consecration to an ordinary flame, it becomes a holy light. The holy light lasts until the flame goes out, or until you consecrate another flame instead.

Holy light does no true harm, but it is uncomfortable for creatures of darkness to look upon.

Candle Against The Dark

When you wield a Holy Light but otherwise go unarmed and unarmoured, you have 2 armour.

Luminous Shield

When you brandish a Holy Light to turn aside an attack against body, mind or soul, roll +Cha. On 10+, pick 2. On 7-9, pick 1:

- ◆ The attack is deflected harmlessly
- ◆ The attacker is briefly blinded if they are in range of your light
- ◆ Your holy light is not extinguished

Invoke

When you transform your Holy Light into a source of pure magical power, choose any Invocation you know and roll +Wis. On 10+, it works but pick 1. On 7-9, it works but you and the GM each pick 1:

- ◆ The Invocation has its 'reduced' effect
- ◆ The effort taxes you: mark a debility
- ◆ Your Holy Light is extinguished when the Invocation is complete
- ◆ You must rest in sunlight for an hour or so before using that Invocation again

Burn Twice As Bright (level 6+)

When you Invoke, before rolling you may mark a debility to use two Invocations at once. Roll once and apply any consequences to both Invocations.

Empowered (level 6+)

When you Invoke, before rolling you may choose an extra consequence from the list. If you do, the Invocation has its 'empowered' effect.

Light, More Light (level 6+)

When you create a Holy Light, it burns brighter than normal, illuminating a much greater range.

Purifying Flames

When you Clash by wielding your Holy Light against creatures of darkness, you may roll +Wis instead of +Str. Your damage becomes d10, and your range is the range of your Holy Light.

Hungry Flames (level 6+)

When you use Purifying Flames to deal damage, you deal +1d6 damage as your target is bathed in light or engulfed in flame (your choice).

○ Improved Stat 1

Increase one of your stats by 1, to a maximum of +2.

○ Improved Stat 2

Increase one of your stats by 1, to a maximum of +2.

○ Superior Stat (level 6+)

Increase one of your stats by 1, to a maximum of +3.

○ Keep The Home Fires Burning

When you build a campfire and sprinkle it with blades of grass from the Grasslands, anyone who Makes Camp around it is free from fear, nightmares or insomnia, and recovers extra hit points equal to your Cha.

○ Lamplighter

When you whisper to any easily flammable object (torch, wick, twig, paper, etc.), it ignites in moments.

○ Piety

When you spend an hour in proper worship of the Light, take 1 blessing token. Any other PCs who sincerely participate in the worship each take 1 blessing token. At any time, a blessing token can be spent to add +1 to a roll just made in pursuit of a righteous cause.

○ Radiant Countenance

When you give someone your unbroken and focused attention, you can Persuade them with advantage. If they are a follower, you can instead choose to Strengthen Your Bond as if you paid their cost.

○ Rise Like The Sun

When you deliberately draw attention to yourself by word or deed, roll +Cha. On 7–9, everyone turns and looks at you. On 10+, you may also hold their gaze for as long as you keep giving them reason to look.

○ Spring's First Thaw

When you spend time (at least an hour, maybe more) seeking to stir hope, kindness or mercy in an NPC, roll +Cha. On 10+, you light a fire deep within them and they are changed forever. On 7–9, you kindle goodness in their heart for now, but they will eventually return to their old ways. On 6 or less, in addition to whatever the GM says, their heart hardens and you can't use this move on them again.

○ Unblinking Eye

When you stare into the sun long enough to be temporarily blinded, name a person or place you know and roll +Wis. On 7+, you briefly glimpse your subject as if from a great height. Then pick 1 (on 7–9) or 2 (on 10+):

- ◆ The glimpse lasts as long as you wish
- ◆ Your point of view shifts to very close range
- ◆ You recover your vision quickly

○ Wielder Of The White Flame

(level 6+)

When you channel your essence into an object you carry, roll+Wis. On 7+, it ignites with a white flame that casts a Holy Light, but it is not consumed. On 10+, you may also Invoke right now as if you rolled a 10+.

GEAR (Between expeditions, gear is kept at camp and available to anyone, except your personal possessions. At the start of an expedition, choose what to take, or mark Undefined and decide later.)

Weapons

- Dagger
- Hatchet
- Hammer
- Maul
- Staff
- Short spear
- Long spear
- Bow and arrows
(ammo: low all out)
- Extra arrows (ammo:
 plenty low all out)
- Shield
(+1 armour, bonus when you Defend)

Personal possessions

- _____
- _____
- _____
- _____
- _____
- _____
- _____

Survival

- Supplies (uses: ○○○○)
- More supplies (uses:
○○○○)
- Even more supplies
(uses: ○○○○)
(Use supplies to Make Camp or Recover.)
- Mess kit
(requires fire and water; each use of
supplies counts for 4 people)
- Bedroll
(recover +1d6 when you Make Camp)
- Blanket
- 10m rope
- Cloak
- Change of clothes
- Shovel
- Snow-shoes
- Sledge
- Torch
(lasts about an hour)
- Oil lamp (hours: ○○○)
- Firewood
(lasts one full night)
- Thick hides
(1 armour, keeps you warm)

Others

- Undefined
(Mark at the start, then use Have What You Need during the expedition.)
- Pocket items
(Each allows you to mark up to 3 ○.)
- awk tallow
- bowstring tinderbox
- chalk waterskin
- charcoal whetstone
- clay jar whisky
- cloth whistle
- cord _____
- cup _____
- extra socks _____
- gloves _____
- knife _____
- little box _____
- needle and thread _____
- sack _____
- sawdust _____
- sling _____

(You can carry up to 9 . 0-3 = light, quick and quiet. 4-6 = normal. 7-9 = heavy, noisy, loud, slow, quick to tire.)

Invocations (Choose 2 to start. Add a new one each time you reach a new even-numbered level.)

Take the Invocations supplementary sheet.

Your Invocations are like spells. You cast them using the Invoke move.

The range of an Invocation is the same as the range of its light source: a few centimetres for a candle, a few metres for a torch or lantern, and further for a blazing inferno.

If an Invocation is marked as 'ongoing', it continues without the need for constant focus until you choose to end it or its light source is extinguished. Until it ends, you can't use a different Invocation.

The 'reduced' effect of each Invocation comes into play when you Invoke and pick that option from the list. The 'empowered' effect comes into play if you use the Empowered move (available from level 6 onwards).

INVOCATIONS (Choose 2 to start. Add a new one each time you reach a new even-numbered level.)

○ Bath Of Healing Light

Cup your hands around your Holy Light and focus it on your patient, which cannot be yourself. Then pick 2. You can pick the same option twice if you want:

- ◆ They regain 5 hit points
- ◆ They clear a debility
- ◆ One of their problematic wounds is stabilised
- ◆ They recover from a minor condition (e.g. drunk)

Reduced: Pick only 1 instead of 2.

Empowered: Add these to the list of choices:

- ◆ They regain 10 hit points
- ◆ They fully recover from a problematic wound
- ◆ They are cured of a dire affliction, poison or disease

You can't use this Invocation on yourself.

○ Blinding Light (ongoing)

Your Holy Light blazes. Anyone who sees it is temporarily blinded. Anyone not looking at it directly must avert their eyes. You are unaffected.

Reduced: The light flares only for a moment and is not ongoing.

Empowered: If you wish, your allies are unaffected.

○ Cleansing Light

Your Holy Light flares, dispelling magic within range. Potent or ancient magics are not dispelled but still suppressed; they slowly return to power once they are removed from your light.

Reduced: Potent or ancient magics are completely unaffected, while other magic is suppressed rather than dispelled.

Empowered: The Invocation becomes ongoing. While it lasts, any magic brought into range of your light is dispelled or suppressed.

○ Cold Light Of Day (ongoing)

Everything on which your Holy Light shines is revealed as it really is, without the benefit of illusion, shapeshifting or disguise.

Reduced: The effect lasts for only a moment and is not ongoing – just long enough to glimpse the truth.

Empowered: Illusions in the light are completely dispelled and shapeshifters or disguised people are momentarily stunned.

○ Dancing Light (ongoing)

Your Holy Light takes to the air, floating as you direct it, untethered from its fuel. You can move it anywhere you can see, and change its shape or colour at will.

Reduced: The light dims, reducing its range.

Empowered: You can use another Invocation through the Dancing Light, even while it is ongoing.

○ Go Back To The Shadow

Spirits of darkness touched by your Holy Light take 2d8 damage, ignoring armour. Roll for each spirit separately. A spirit reduced to 0 hit points in this way is either banished from this world or sent back to whatever tethers it here.

Reduced: The damage is reduced to d8.

Empowered: A spirit reduced to 0 hit points is either utterly destroyed, or banished from the world and anything tethering it here is destroyed (your choice, but the GM will advise which of these choices are available).

○ Hold Back The Darkness (ongoing)

Spirits and creatures of darkness are repelled by your Holy Light and cannot approach. The cowardly or mindless flee outright. Those forced into range of your light have disadvantage when dealing damage.

Reduced: You must maintain an unbroken litany of prayers in order to maintain the effect.

Empowered: Affected entities that are forced into range of your light become vulnerable to mundane weapons and their supernatural defences are suppressed.

○ Moth To A Flame (ongoing)

Name an individual or type of mortal creature. They gaze raptly at your Holy Light and will follow it slowly. The effect ends if they take damage.

Reduced: It lasts only briefly, or only some of the named creatures are affected (GM's choice).

Empowered: The effect continues after they take damage the first time. A second instance of damage ends it.

○ Terrible As The Dawn (ongoing)

Name an individual or type of mortal creature. Your Holy Light fills them with dread, causing them to recoil, cower, back away or flee.

Reduced: All mortal creatures except you are affected, including your allies.

Empowered: All affected creatures flee outright.

○ Warmth Of The Sun (ongoing)

While in your Holy Light, you and your allies are free of fear and doubt, and unharmed by extreme cold.

Reduced: Only you are affected.

Empowered: The light also protects from necromantic and life-draining effects.