

# Drive | choose 1

At the end a session, if you've met your drive's requirement, mark XP.

## FAITH

Walk brazenly into danger, sure of Helior's protection.

## HOPE

Raise the spirits of someone who despairs.

## MERCY

Forgive a helpless evildoer and set them free.

## RIGHTEOUSNESS

Make things harder on yourself or your allies by insisting on doing the right thing.

# Praise the Day

You are the appointed servant of Helior the Daybringer, god of the sun and light, beacon of hope and mercy.

The worship of Helior is... (pick 1):

- ancient and widespread, found among all peoples
- most common in Lygos and the arid south
- unknown to the barbaric Hillfolk and Manmarchers
- a new thing, still unheard of by many
- widely persecuted

He is worshipped through... (pick 2 or 3):

- solemn hymns
- serene meditation
- joyful song
- ascetic denial
- fervent dancing
- formal ceremonies
- drugs & intoxicants
- pain & sacrifice

In Stonetop's Pavilion of the Gods, Helior has... (pick 1):

- the place of highest honor, even if Tor is more popular.
- a modest shrine, well-tended and given due respect.
- been restored recently, perhaps by you.
- seen better days, for certain.

Your predecessor, the prior Lightbearer... (pick 2 or 3):

- lived long, long ago and was a figure of legend.
- was lynched and martyred for their faith.
- died facing a mighty sorcerer or demon.
- wrote many works of sublime beauty.
- faced one of the Things Below.
- died in their bed, peacefully.
- ascended bodily into the heavens.
- was reincarnated—as you.

You came into your power... (pick 1):

- through years of prayer, study, and devotion.
- when your predecessor passed them on to you.
- suddenly at a moment of great need.
- after a visitation from Helior or one of his servants.
- when you first laid eyes upon the \_\_\_.

# Bonds | write up to 6, with PCs or NPCs

If you had an **Auspicious Birth**, pick at least 1 of these with a character from Stonetop:

- *\_ is my only true friend. I will always be theirs.*
- *\_ resents my light. I must help them find theirs.*
- *\_ knows me too well to take my message seriously. But I will get through to them.*

If you are an **Itinerant Mystic**, pick at least 1 of these with a character from Stonetop:

- *I have long watched \_. I will guide them greatness.*
- *\_ has a great burden to carry. I will help them bear it.*
- *\_ was but a child last I saw them. Let's see what sort they've grown into.*

If your **Soul is on Fire**, pick at least 1 of these with a character from Stonetop:

- *\_ shares my faith. We keep each other strong.*
- *\_ was always their for me, even at my worst. I will be worthy of their faith in me.*
- *\_ mocks my faith. I will win them over.*

Make up the others or pick from the other backgrounds. Bonds should always have two parts: a relationship to, experience with, opinion of, or observation about them, and a course of action that follows. Examples:

- *\_ has a darkness in their soul. I will show them the light.*
- *\_ is a kind & just soul. I can learn much from them.*
- *\_ has fallen on hard times. They will need my help.*
- *I found my soul's mate in \_. They'll come around.*
- *\_ takes life too seriously. I try to lighten their spirit.*
- *\_ stands against the dark. I stand with them.*
- *\_ is drawn to the dark. I must keep an eye on them.*

# THE LIGHTBEARER

a character playbook for *Dungeon World: Stonetop*

*Imagine your life was spent imprisoned in a cave, chained down and forced to look ahead. You jailors, meanwhile, kept a fire behind you and cast shadow-puppets to distract you. All your life, all that you knew, was naught but lies & shadows.*

*Now imagine your fetters were loosed, that you saw your jailors and their puppets. That you stumbled, groping, through the cave and past your fellow prisoners, until finally, finally, you saw the light of day. Would you not return to the cave, to cast down the jailors and to free your fellows? To bear the Light into the darkness? Of course you would. Of course.*

## Background | choose 1

### AUSPICIOUS BIRTH

You were marked by Helior from birth, if not earlier. Maybe you were born under the caul, or with a sun-shaped birthmark, or during an eclipse. Or perhaps you are the seventh son of a seventh son, destined to be a servant of the God of the Light.

Whatever sign marked your birth, your powers—and your close connection to Helior—were clear early on. You have a place of honor among Stonetop, though it'd be a lie to say you don't make some uneasy.

You wield Helior's power easily. When one of your moves causes you to mark a debility, mark this box instead.  Clear the box when you Make Camp.

### ITINERANT MYSTIC

You're not from around here, but you're no stranger, either. Everyone knows you as that self-satisfied kook who comes through now and again, speaking in riddles and doing strange things with the light. Sure, they know you're some kind of holy one, but it's not like you're a priest or anything. Priests talk sense.

At the beginning of each session or when you go off on your own to do something mysterious, hold 1 ENIGMA. You or the GM can spend your ENIGMA at any time to have you appear out of the blue or just be there already, with or without explanation. For all things are possible to one who walks with Helior.

### SOUL ON FIRE

For as long as you can remember, you led a worldly life. A life of fear and doubt, base pleasures and petty grudges. A life like so many others lead.

But something happened. An injury, perhaps? A sickness? A moment at Death's Door? Or perhaps a moment of such profound misery and self-loathing than you thought you could fall no further.

There, in the dark, Helior's light shined upon you. Something ignited in your soul, lifting you and filling you not just with His power but a profound purpose.

When you spend time preaching charity, mercy, and hope in a steading other than home, roll +CHA. \*On a 10+, choose 2. \*On a 7-9, choose 1:  
- Your name and your message spreads.  
- Someone comes to you after, eager to know more.  
- They'll **Pull Together** on a task your teachings suggest

## Starting Gear

As many of these as you'd like to carry:

- Iron-and-glass lantern (light 6, close, 1 weight)
- Bronze oil-lamp (light 4, close, 0 weight)
- Lantern or lamp oil (3 uses, 1 weight)
- Torches (2 uses, light 2, area, reach, 1 weight)
- Candles (6 uses, light 1, close, 1 weight)
- Decent adventuring gear (4 uses, 2 weight)

Plus up to 3 of the following:

- Metal-banded quarterstaff (close, 2h, 1 weight)
- Bronze dagger (hand, precise, 0 weight)
- Warm cloak (worn, warm, 1 weight)
- Flask of fine whisky (2 uses, 0 weight)
- Poultices & herbs (2 uses, slow, 1 weight)

And 1 of the following:

- Fine adventuring gear (5 uses, 2 weight)
- Bag of books (5 uses, slow, 3 weight)
- Healing potion (magic, 0 weight)
- Bezoar (magic, 0 weight)

## Look & Origin

Choose one of each:

- a youthful glow | well-weathered | old & merry
- dancing eyes | piercing eyes | sad eyes
- a lilting voice | a melodious voice | a soft voice
- robes of office | threadbare cloak | working clothes

My family and I are am from... (choose 1 and a name)

- Stonetop  
♀: *Eirian, Haf, Heulwen, Lleulu, Nia, or Tesni*  
♂: *Bel, Dai, Eurig, Haul, Hefin, or Robyn*
- Hillfolk  
♀: *Agnes, Daphné, Jenifer, or Nolwenn,*  
♂: *Anatol, Bertrand, Hubert, or Roparzh*
- Gordon's Delve  
*Pick a name from any other list*
- Marshedge  
♀: *Caitlín, Niamh, Órlaith, or Sorcha*  
♂: *Aodhfin, Ceallach, Conláed, or Fiontan*
- Lygos or some other southern town  
♀: *Azar, Shideh, Paz, Zahra, or Zohar*  
♂: *Arash, Hafiz, Khurshid, Roshan, or Ziv*

My name is...

# Stats

 | assign these scores to your stats (and modifiers): 16 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1)

Strength _____ <b>STR</b> <input type="checkbox"/> Weakened	Dexterity _____ <b>DEX</b> <input type="checkbox"/> Shaky	Constitution _____ <b>CON</b> <input type="checkbox"/> Sickened	Intelligence _____ <b>INT</b> <input type="checkbox"/> Dazed	Wisdom _____ <b>WIS</b> <input type="checkbox"/> Confused	Charisma _____ <b>CHA</b> <input type="checkbox"/> Scarred
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When a debility is marked, -1 ongoing to that stat

**Hit Points** | max HP = Constitution (not CON) + 8

Max HP:



**Armor**

**Damage (+ Modifiers)**

d4

# Moves

 | you get Consecrated Flame, Invoke the Sun God, and 1 of your choice; add 1 each time you level up

## ALL IS ILLUMINATED

When you look closely on another and see their soul laid bare, roll +WIS. \*On a 7+, ask their player 1 of the following. They must answer truly.

- Of what are they most ashamed?
- What do they most desire or covet?
- What hope have they given up on or abandoned?
- Who or what is most precious to them?

\*On a 10+, you can ask this as well:

- What would make them feel loved, beautiful, or worthy?

## AND BEHOLD A PALE HORSE

When you spend the night gazing into a flame, ask the GM to reveal a grim portent that will come to pass without your intervention. They'll tell you how you might yet interfere with this dark fate.

## BURN TWICE AS BRIGHT

Requires: level 6+

When you Invoke the Sun God, you can mark a debility to use two invocations at once. Roll once and make choices once for both invocations.

## CONSECRATED FLAME

When you light a flame while whispering words of consecration, it casts a holy light. Holy light is painful for undead and creatures of darkness to look upon, but does no true harm. The holy light lasts until the flame goes out or you consecrate another flame.

## EXTRA INVOCATION

Each time you take this move, learn a new invocation.

## GREATER INVOCATION

Each time you take this move, mark one of your invocations as *greater* and gain the listed effects.

## GUIDING LIGHT

When you lead one or more NPCs through danger, roll +CHA. \*On a 10+, you all make it through just fine. \*On a 7-9, the GM will tell you what's required to get your followers through.

## HELIOR'S UNBLINKING EYE

When you stare into the sun, name a person or place you know and roll +WIS. \*On a 7+, you briefly see your subject as if looking down from the sun. Pick 1 (on a 7-9) or 2 (on a 10+):

- You can sustain the vision as long as you wish
- You can look closely upon the subject
- Your eyes recover quickly from staring at the sun

## INNER FIRE

When you take damage from cold or fire, take -2 damage. When in darkness, you can see by the light of your own inner fire.

## INVOKE THE SUN GOD

You can imbue a holy light with various effects. See the Invocations insert.

## GLORIOUS SERVANT

Requires: Invoke the Sun God, level 6+

When you Invoke the Sun God, on a 12+, choose no consequences.

## LAMPLIGHTER

When you whisper or blow gently upon something flammable (such as a torch, a lamp wick, or dry kindling), it will ignite in moments.

# Gear

 | your Load : STR (not Strength) +8

Item _____ weight _____	Item _____ weight _____
Coin & Treasure	

## LIGHT A CANDLE AGAINST THE DARK

When you wield a holy light but otherwise go unarmed, you get 2 Armor.

## LUMINOUS SHIELD

Requires: Light a Candle Against the Dark

When you brandish a holy light to turn aside an attack against body, mind, or soul, roll +CON. \*On a 10+, pick 2. \*On a 7-9, pick 1.

- The attack is deflected, doing no harm
- The attacker, if nearby, is blinded for a bit
- Your holy light is not extinguished

## LIGHT, MORE LIGHT

When you consecrate a flame, it burns brighter than normal. A candle illuminates to *reach* range, a torch or lantern out to *near* range, and a bullseye lantern or bonfire out to *far* range.

## PEITY

When you spend at least an hour or so properly worshipping Helior, hold 1 PREPARATION (as per Bolster). Faithful PCs who partake in this worship also gain 1 PREPARATION. This preparation cannot be spent on any roll involving selfishness or wickedness.

## PURIFYING FLAMES

When you wield a holy light against undead or creatures of darkness, you can roll +WIS to Hack and Slash. When you do so, your damage die is a d10 (ignores armor).

## HUNGRY FLAMES

Requires: Purifying Flames, level 6+

When you deal damage with a holy light, deal +1d8 damage and engulf the target in holy flames.

## RADIANT COUNTENANCE

Your followers will always accept your fond attention and affection as payment of their cost. Also, take +1 have your followers Follow Your Lead.

## RISE LIKE THE SUN

When you draw attention to yourself by word or deed, roll +CHA. \*On a 7+, everyone turns and looks. \*On a 10+, you hold their gaze so long as you continue giving them reason to watch.

## WARMTH OF SPRING'S FIRST THAW

When you spend time with an NPC, seeking to stir in them hope, kindness, or mercy, roll +CHA. \*On a 10+, you light a fire deep within them and affect a lasting change. \*On a 7-9, you stoke their emotions but it is short-lived; they will return to their old ways. \*On a miss, their heart hardens and, whatever else the GM says, you can't use this move on them again.

## WIELDER OF THE WHITE FLAME

Requires: level 6+

When you invoke Helior's name and channel his essence into an object you carry, roll +WIS. \*On a 7+, it alights in white flame. The flame casts a holy light and burns neither you or the object. \*On a 10+, you may simultaneously Invoke the Sun God using the same roll.

**XP** | mark XP on a miss or when a move says so

Current level:

# Invocations

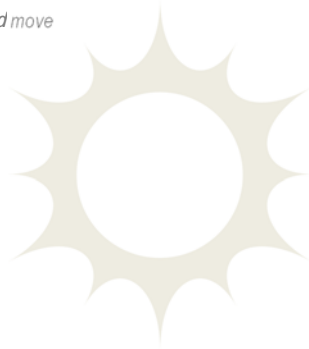
| for the Lightbearer's Invoke the Sun God move

When you imbue a holy light with Helior's power, choose an invocation you know and roll +WIS. On a 7+, it works as described but you must choose a consequence. On a 7-9, the GM chooses another:

- The invocation's *risk* comes to pass.
- The effort drains you; mark a debility (your choice)
- The light is snuffed out when the invocation is complete, its fuel completely consumed
- You must bask in sunlight for a hour or so before using that invocation again

While one invocation is *ongoing*, you can't use another. You can end an *ongoing* invocation whenever you wish.

You start knowing 2 invocations. Every odd level you gain after 1st, learn a new invocation.



- Bath of Healing Light** (Cup your hands around your light and focus it on an ally (or yourself). They regain 1d8 hit points or are relieved of a passing condition (like being stunned, knocked out, drunk, etc.). *Risk: They only regain 1d4 HP.*  
 *Greater:* They regain +1d8 HP (or +1d4 HP if the risk comes pass) or are cured of a poison or disease.
- Beautiful & Terrible as the Dawn** (*ongoing*): Name an individual or type of mortal creature. Your light fills them with dread, causing them to recoil and back away. The wicked & cowardly must flee. *Risk: All mortal creatures but you are affected, including your allies.*  
 *Greater:* On a 12+, even the mighty and strong-willed must flee.
- Blinding Light** (*ongoing*): Your light blazes like the sun. Any looking directly at it are blinded for a few minutes at least. Those nearby but not looking at the light are dazzled & must avert their eyes. *Risk: It flares only for a moment.*  
 *Greater:* If you choose, your allies are unaffected.
- Cleansing Light** (*ongoing*): Any magical effects within your light are dispelled or dampened. Weak or passing effects in your light are dispelled outright. Potent, lasting magics are merely suppressed while they remain in the light. New magic brought into the light is unaffected; the only reason to keep it *ongoing* is to suppress potent magics. *Risk: You take 1d6 damage (ignores armor).*  
 *Greater:* On a 12+, even potent, lasting magics are dispelled outright.
- Cold Light of Day** (*ongoing*): All things in your light appear as they really are, without the benefit of illusion, shapeshifting, disguise, or concealment. *Risk: It lasts just a few moments, only long enough to glimpse the truth.*  
 *Greater:* You can use another invocation while this one is *ongoing*.
- Go Back to the Shadow**: Name an undead or otherworldly spirit in your light. It is banished from this world or back to whatever tethers it here. *Risk: It can choose to remain if it suffers your damage (ignores armor).*  
 *Greater:* On a 12+, an undead spirit is destroyed. Otherworldly spirits are banished from this world, and anything tethering them here is destroyed.
- Hold Back the Darkness** (*ongoing*): Undead and creatures of darkness are repelled by your light. The mindless and cowardly among them flee outright. *Risk: Dark powers for miles around sense the disturbance.*  
 *Greater:* While the invocation lasts, your light deals your damage (ignores armor) to undead and creatures of darkness.
- Moth to a Flame** (*ongoing*): Name an individual or type of mortal creature. Their gaze and attention is drawn to your light and they will follow it, slowly. The effect ends if they take damage. *Risk: It lasts only briefly OR only some are affected (GM's choice).*  
 *Greater:* The effect continues for a few moments after they first take damage. Taking damage a second time ends the effect immediately.
- Warmth of the Sun** (*ongoing*): Allies within your light (including you) are free of fear, doubt, and discomfort. They are also warmed and unharmed by extreme cold. *Risk: It takes all your effort to keep the invocation ongoing; you must Defy Danger to anything else.*  
 *Greater:* The light also protects from all necromantic or life-draining effects.